

<u>Resolution of a Vector into its</u> <u>Rectangular Components.</u>

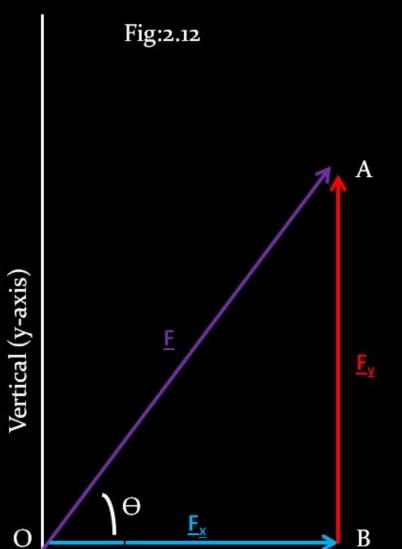
Class 11

Objective

Students will be able to create a vector by resolution of vectors.

Resolution of a Vector into its Rectangular Components.

- Consider a force vector F, which makes angle 0 with x — axis, In order to find its rectangular components, draw perpendicular from the head of vector, on x — axis and y — axis, which meet at point B and C respectively, as shown in fig. 2.12. Represent arrowheads at point B and C, pointing away from origin.
- OB and OC are called rectangular components of given vector F, because they are at right angle with each other. Since OB is along x axis therefore, can be labeled as \underline{F}_x and OC is acting along y — axis therefore, can be labeled as \underline{F}_y . In order to verify, how or why they are called rectangular components of \underline{F} , if we add them according to head-to-tail rule the resultant \underline{F} can be achieved, as shown in figure 2.12.
- In order to find magnitudes of <u>F_x</u> and <u>F_y</u> consider <u>Δ OAB</u>, which is a right angle triangle. As we know,



Horizontal (x-axis)

In order to find magnitudes of \underline{F}_x and \underline{F}_y consider Δ OAB, which is a right angle triangle. As we know,

 $Cos\Theta = \frac{base}{hypotenuse} = \frac{F_x}{F} \implies F_x = F \cos\Theta...(2.3)$

Similarly

 $Sin\Theta = \frac{Perpendicular}{hypotenuse} = \frac{F_y}{F} \implies F_y = F Sin\Theta...(2.3)$

- From Eq.2.3 and Eq. 2.4 magnitudes of F_x and F_y can be calculated.
- In Eq.2.3 and Eq. 2.4, 0 is the angle which F makes with positive x direction in anti-clockwise sense.

Method to find the resultant of rectangular components of vector.

- If <u>F_x</u> and <u>F_y</u> are given then find their resultant simply by adding them according to head-to-tail rule (a scaled diagram is not required), a right angled triangle forms as shown in figure 2.12. To find magnitude of the resultant <u>F</u> apply Pythagoras
- theorem as: (Hypotenuse)²=(Base)²+(Perpendicular)²

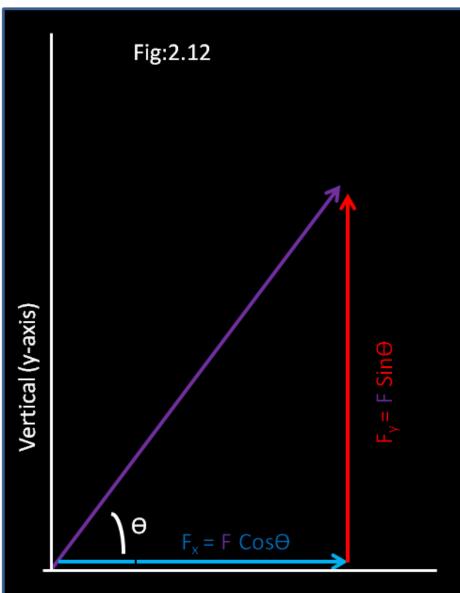
Or
$$(\vec{F})^2 = (\vec{F}_x)^2 + (\vec{F}_y)^2 \Rightarrow F = \sqrt{(\vec{F}_x)^2 + (\vec{F}_y)^2}$$
....(2.5)

To find the direction, $tan\theta = \frac{Perpendicular}{Base} = \frac{F_y}{F_x}$

$$\Theta = tan^{-1}(\frac{r}{F_{a}})$$

Eq 2.5 and Eq 2.6 can be used to find magnitude and direction of the resultant. In three dimensional cases.

$$\mathbf{F} = \sqrt{\mathbf{F}_{\mathrm{x}}^2 + \mathbf{F}_{\mathrm{y}}^2 + \mathbf{F}_{\mathrm{z}}^2}$$



Horizontal (x-axis)

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Closure

- What is Resolution of vectors?
- Braking up of vectors into its components

Home Work

• Write a note on resolution of vectors?

• Or

• Draw a chart about resolution of vectors