# Motion in a Plane

## 4.1. Introduction

When two or three coordinates specifying the position of the object change with time, it is the motion in a plane. The motion of a planet around the sun is an example.

### 4.2. Scalars and vectors

- Scalar: Quantities having magnitude only. e.g. Mass, time, work, power, energy, temperature, speed, pressure, charge, potential etc.
- Vector: Quantities having both magnitude and direction.

e.g. Displacement, velocity, momentum, acceleration, electric field etc.

- Nature of vector: Addition and subtraction are possible. Electric current is a scalar, since vector addition and subtraction are not possible.
- Representation of a vector



Usually vector physical quantities are represented by  $\vec{A}$ , it is pronounced as 'vector A'. That is a vector is represented as  $\vec{A}$  or  $\vec{a}$ .

#### Magnitude of a vector

The magnitude of a vector is often called its absolute value and indicated by  $|\vec{A}|$  or |A|. It is pronounced as 'modulus of vector A'.

#### Unit Vector

Unit vector is a vector having unit magnitude and specified direction or drawn in the direction of a given vector. Unit vector is represented by  $\hat{A}$ , pronounced as 'A cap' or 'A hat'.

Unit vector =  $\frac{\text{vector}}{\text{Modulus of the vector}}$  or  $\hat{A} = \frac{A}{|\bar{A}|}$ 

The unit vectors along x, y and z axes are written as  $\hat{i}$ ,  $\hat{j}$ , and  $\hat{k}$  respectively.

- Co-initial vectors These vectors have common initial point.
- Collinear vectors Vectors are said to be col-

linear if they act along the same (or parallel) lines. Magnitude of collinear vectors may or may not be equal.

The negative of a vector is defined as another vector – having the same length  $\leq$ but drawn in opposite direction.



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