## **Resolution of vectors**

## Questions

- 1. Can the *x*-component of a vector zero?
- 2. Can the *y*-component of a vector zero?
- 3. As the angle ( w.r.t. *x*-axis ) is increased how does the *x*-component of the vector change?
- 4. As the angle ( w.r.t. *x*-axis ) is increased how does the *y*-component of the vector change?
- 5. On a single graph paper, plot graphs of *x*-component and *y*-component of the vector as a function of angle.
- 6. For what angle is *x*-component of a vector equal to the *x*-component?
- 7. For what angle (w.r.t. *x*-axis ) are both *x* and *y* components positive?
- 8. For what angle (w.r.t. x-axis) are both x and y components negative?
- 9. Can a vector with non-zero magnitude have two negative components?
- 10. If the *x*-component is positive and *y*-component is equal to x-component but negative then is the magnitude of the vector zero?

## Note:

While simulations help to provide valuable insights and visualizations, a rigorous mathematical solution should always be considered as a benchmark, demonstrating not just familiarity with the concept, but a deep understanding of the underlying principles.

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