

13. We write $\vec{r} = \vec{a} + \vec{b}$. When not explicitly displayed, the units here are assumed to be meters. Then $r_x = a_x + b_x = 4.0 - 13 = -9.0$ and $r_y = a_y + b_y = 3.0 + 7.0 = 10$. Thus $\vec{r} = (-9.0 \text{ m})\hat{i} + (10 \text{ m})\hat{j}$. The magnitude of the resultant is

$$r = \sqrt{r_x^2 + r_y^2} = \sqrt{(-9.0)^2 + (10)^2} = 13 \text{ m} .$$

The angle between the resultant and the $+x$ axis is given by $\tan^{-1}(r_y/r_x) = \tan^{-1} 10/(-9.0)$ which is either -48° or 132° . Since the x component of the resultant is negative and the y component is positive, characteristic of the second quadrant, we find the angle is 132° (measured counterclockwise from $+x$ axis).

21. It should be mentioned that an efficient way to work this vector addition problem is with the cosine law for general triangles (and since \vec{a} , \vec{b} and \vec{r} form an isosceles triangle, the angles are easy to figure). However, in the interest of reinforcing the usual systematic approach to vector addition, we note that the angle \vec{b} makes with the $+x$ axis is 135° and apply Eq. 3-5 and Eq. 3-6 where appropriate.

(a) The x component of \vec{r} is $10 \cos 30^\circ + 10 \cos 135^\circ = 1.59$ m.

(b) The y component of \vec{r} is $10 \sin 30^\circ + 10 \sin 135^\circ = 12.1$ m.

(c) The magnitude of \vec{r} is $\sqrt{1.59^2 + 12.1^2} = 12.2$ m.

(d) The angle between \vec{r} and the $+x$ direction is $\tan^{-1}(12.1/1.59) = 82.5^\circ$.

36. If a vector capable calculator is used, this makes a good exercise for getting familiar with those features. Here we briefly sketch the method. Eq. 3-30 leads to

$$2\vec{A} \times \vec{B} = 2(2\hat{i} + 3\hat{j} - 4\hat{k}) \times (-3\hat{i} + 4\hat{j} + 2\hat{k}) = 44\hat{i} + 16\hat{j} + 34\hat{k} .$$

We now apply Eq. 3-23 to evaluate $3\vec{C} \cdot (2\vec{A} \times \vec{B})$:

$$3(7\hat{i} - 8\hat{j}) \cdot (44\hat{i} + 16\hat{j} + 34\hat{k}) = 3((7)(44) + (-8)(16) + (0)(34)) = 540 .$$