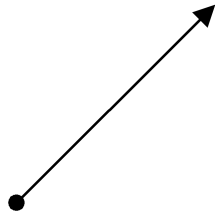
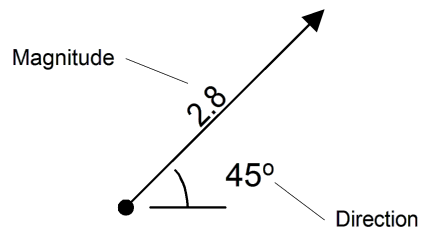


I'm a vector!

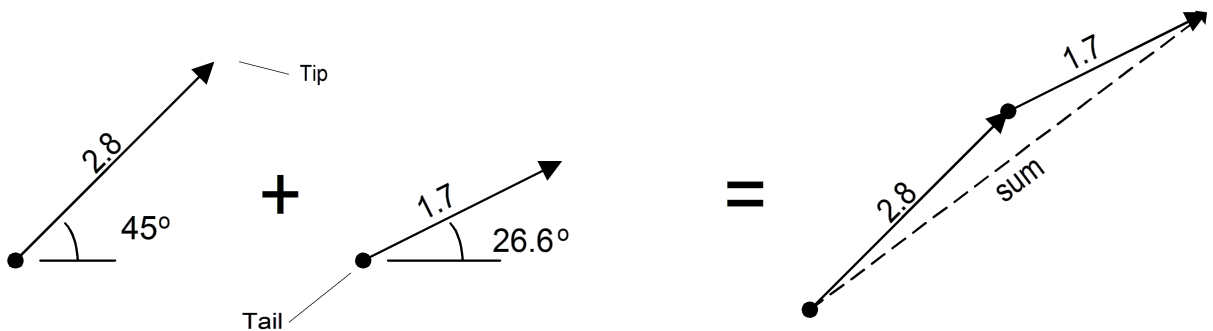


You can call me \vec{A}

I have a:
--magnitude
--direction



You can add two vectors by placing them "tip to tail"



How do we find the magnitude and direction of the sum?

Method 1:
We use geometry, the law of cosines, and the law of sines.

Method 2:
In PreCalculus, we'll learn a faster way called "vector decomposition"