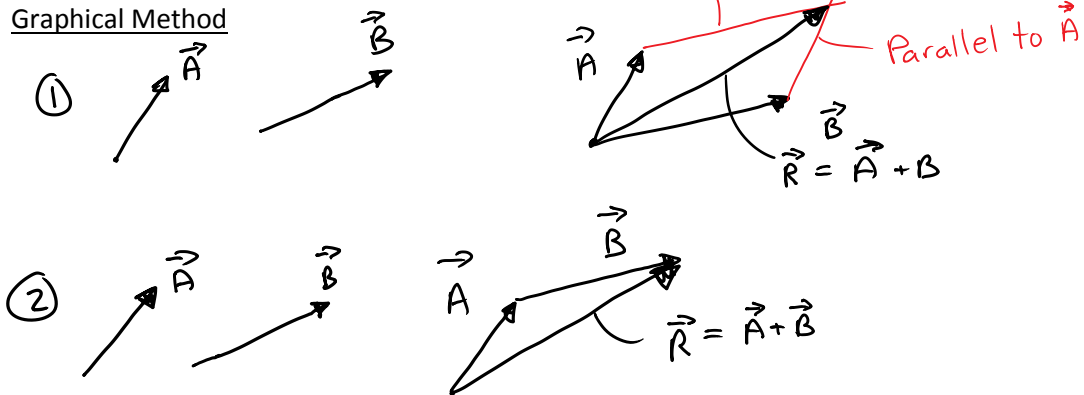


## 2.2) Vector Addition in 2-D

### Graphical Method

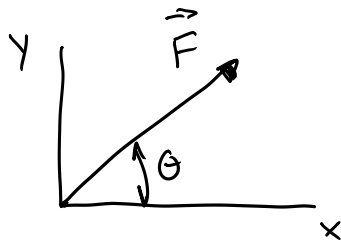


### Problems

- Not right triangles (Must use law of sines and cosines)
- Can only add two vectors at a time

### Rectangular Components (x and y axes)

Resolve each vector into x and y components



$$F_x = F \cos \theta$$
$$F_y = F \sin \theta$$

### Benefits

- Right Triangles
- Can add more than two vectors at a time
- Add components that share the same line of action