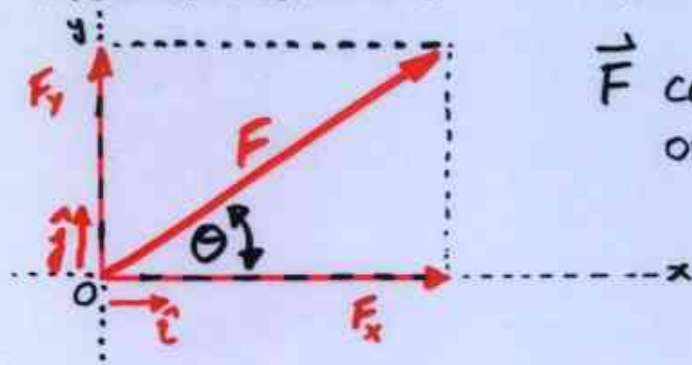


RECTANGULAR COMPONENTS ... 2D



\vec{F} can be given as the sum of components \vec{F}_x and \vec{F}_y
(USE BROKEN LINES FOR COMPONENTS)

UNIT VECTORS \hat{i} & \hat{j} ARE USEFUL TO INTRODUCE

then $\vec{F}_x = \|F_x\| \hat{i}$; $\vec{F}_y = \|F_y\| \hat{j}$ and

$$\vec{F} = \|F_x\| \hat{i} + \|F_y\| \hat{j}$$

LOOKING AT TRIGONOMETRY WE SEE

$$\|F_x\| = \|F\| \cos(\theta) \quad \|F_y\| = \|F\| \sin(\theta)$$

$$\|F\| = \sqrt{\|F_x\|^2 + \|F_y\|^2} \quad \tan(\theta) = \frac{\|F_y\|}{\|F_x\|}$$

WHERE you PUT the origin "O", and alignment of axes

is a matter of judgement

e.g.