Classpad Help Series sponsored by Casio Education Austr		www	www.casioed.net.au	
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180	Vector Basics	Date	31 January 2010	
		CPM OS	03.04.4000	

Start in Main.

Note the settings at the bottom of the screen.

We will represent a vector $x\mathbf{i} + y\mathbf{j}$ in the form $\begin{bmatrix} x \\ y \end{bmatrix}$ with Classpad.

Open the keyboard and tap on the 2D tab and then CALC.

Tap [B] once for a 2-D vector (twice for 3-D).

Enter required components and tap EXE.

To determine the magnitude of the vector, tap Action, Vector, norm.

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Enter the vector and tap **EXE**.



Determine a unit vector or convert into polar form in a similar way.

Note that the use of **toPol** returns both the magnitude and direction of the vector.

To determine the angle between two vectors or their dot-product, enter a

comma between them.



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To determine the Cartesian form of a vector given its magnitude and angle

with the *x*-axis (eg 10 units at 30°) use **toRect**.

The angle must be preceded by \angle , found in the **mth** tab, **OPTN** menu and surrounded by brackets.

