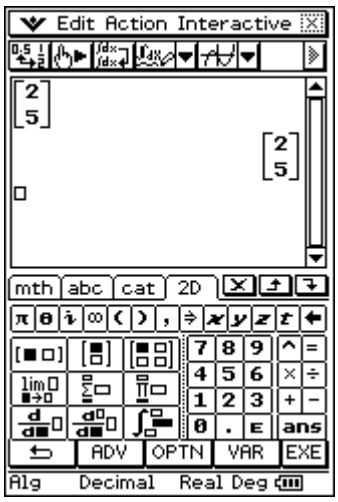
Start in Main.

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.

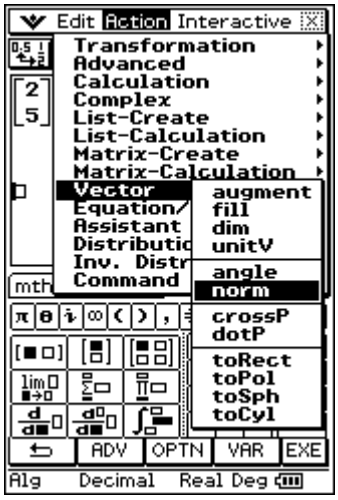


Open the keyboard and tap on the **2D** tab and then **CALC**.

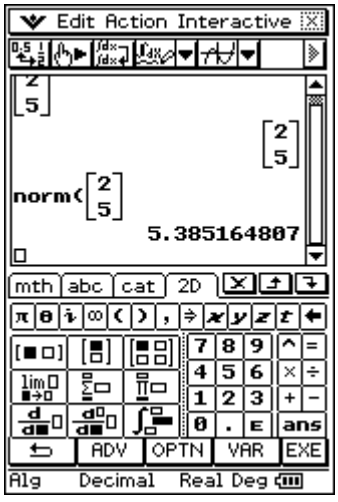
Tap [▪] once for a 2-D vector (twice for 3-D).

Enter required components and tap **EXE**.

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

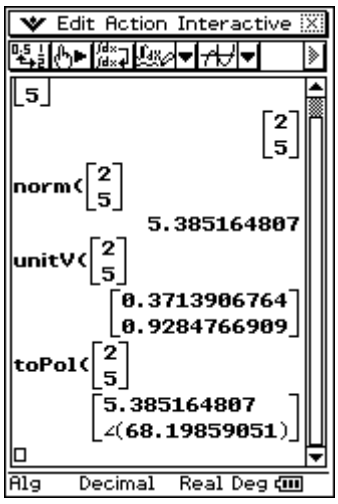


Enter the vector and tap **EXE**.

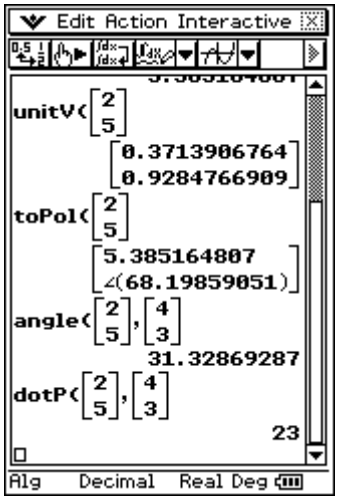


Determine a unit vector or convert into polar form in a similar way.

*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.



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 ∠, found in the **mth** tab, **OPTN** menu and surrounded by brackets.