Problems: Displacements as vectors

- 1. You walk a certain distance in a certain direction. Below, draw a displacement vector to represent this. Label this vector \vec{d} . For each of the following, draw a relevant displacement vector and label it in relation to \vec{d} .
 - (a) Your friend walks half as far in the same direction as you.
 - (b) Another friend walks twice as far in the opposite direction as you.

2. Draw another copy of the displacement vector \vec{d} below. You continue your journey from Problem 1 by turning right through an angle of 120° and then walking the same distance you went on the first leg. Draw a displacement vector to represent this second leg and label it \vec{e} . Draw the vector that represents the displacement between the start and the end of your journey after both legs. Label this vector in terms of \vec{d} and \vec{e} .

3. Yet another friend joins you on the first leg of your journey. At the end of the first leg, this friend turns to the left through an angle of 60° and then walks the same distance as the first leg. Draw a displacement vector to represent this second leg and label it in relation to \vec{d} and/or \vec{e} . Draw the vector that represents the displacement between the start and the end of this friend's journey after both legs. Label this vector in terms of \vec{d} and \vec{e} .