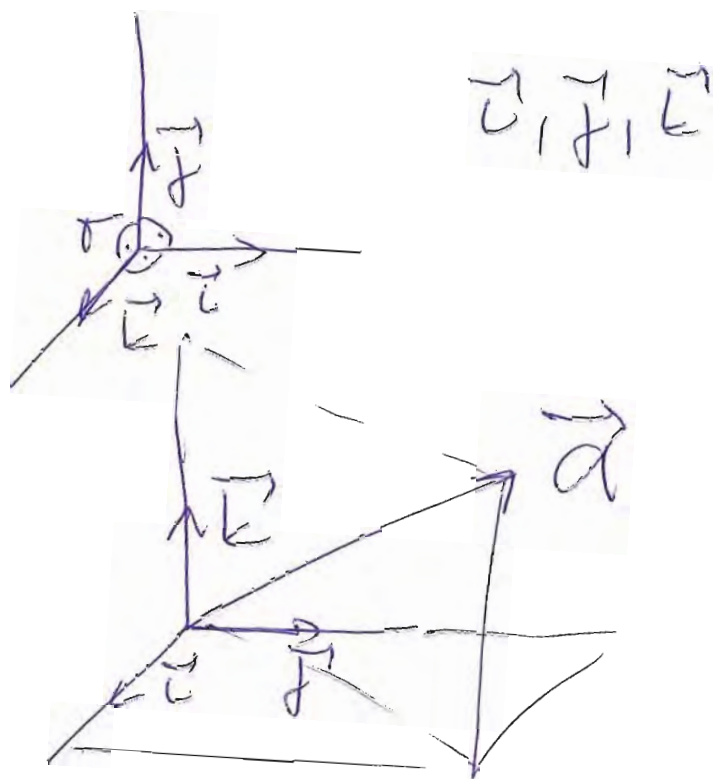


# Počítání s vektory

15.9. 8<sup>00</sup>

①/5

$$\vec{a} = (a_x, a_y, a_z)$$



velikost vektoru

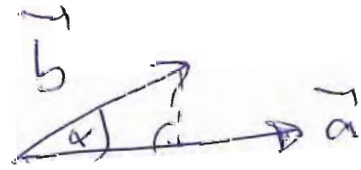
$$|\vec{a}| = a = \sqrt{a_x^2 + a_y^2 + a_z^2}$$

počítání s vektory

- sčítání, odčítání  $\vec{a} + \vec{b}$
- násobení  $\left\{ \begin{array}{l} \text{skalárním } \lambda \vec{a} = \vec{b} \\ \text{skalárním součinem } \vec{a} \cdot \vec{b} = \lambda \\ \text{vektorovým součinem } \vec{a} \times \vec{b} = \vec{c} \end{array} \right.$

# Skofky ve ztonu

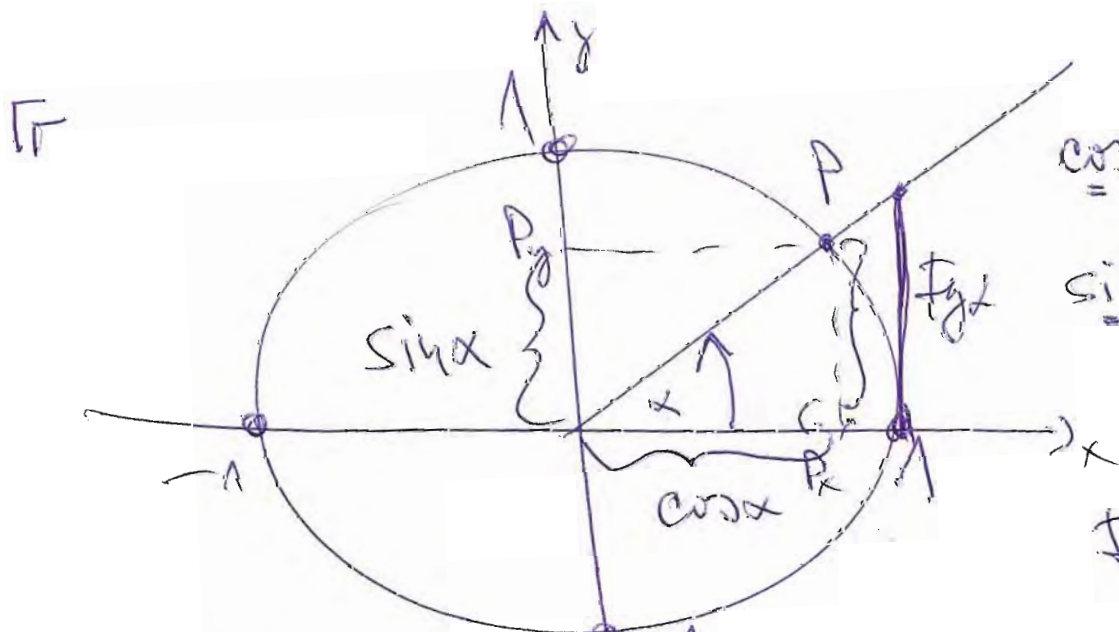
Skolerni souceta



$$\vec{a} \cdot \vec{b} = a_x b_x + a_y b_y + a_z b_z = |\vec{a}| |\vec{b}| \cos \alpha$$

pro kore

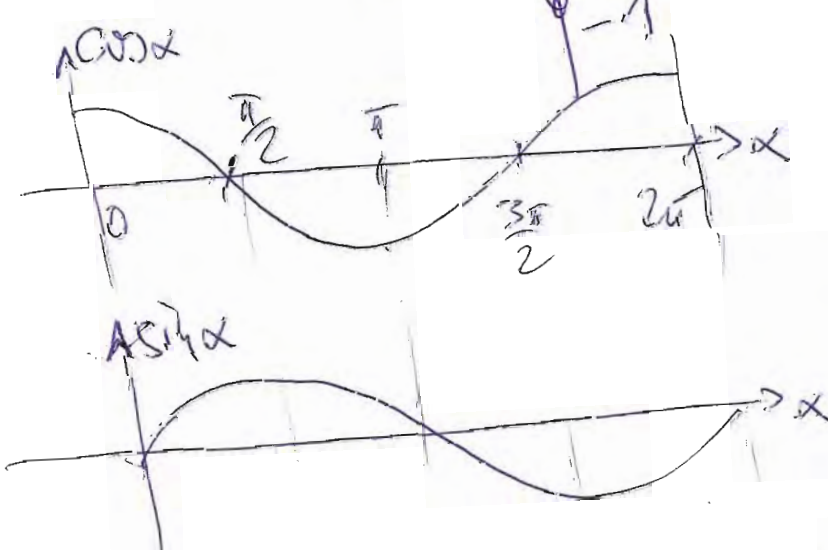
$$\vec{i} \cdot \vec{j} = 0 \text{ a cykl. } (\vec{i} \rightarrow \vec{j}, \vec{j} \rightarrow \vec{k}, \vec{k} \rightarrow \vec{i})$$



$$\cos \alpha = \frac{\text{prilehle}}{\text{prepona}}$$

$$\sin \alpha = \frac{\text{protisr}}{\text{prepona}}$$

$$\tan \alpha = \frac{\sin \alpha}{\cos \alpha}$$



k=0	1	2	3	4
0°	30°	45°	60°	90°

Sin alpha	0	1/2	sqrt(2)/2	sqrt(3)/2	1
sqrt(k)/2	0	sqrt(1)/2	sqrt(2)/2	sqrt(3)/2	sqrt(4)/2

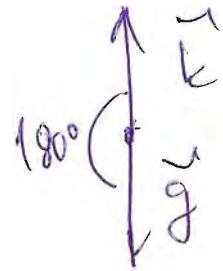
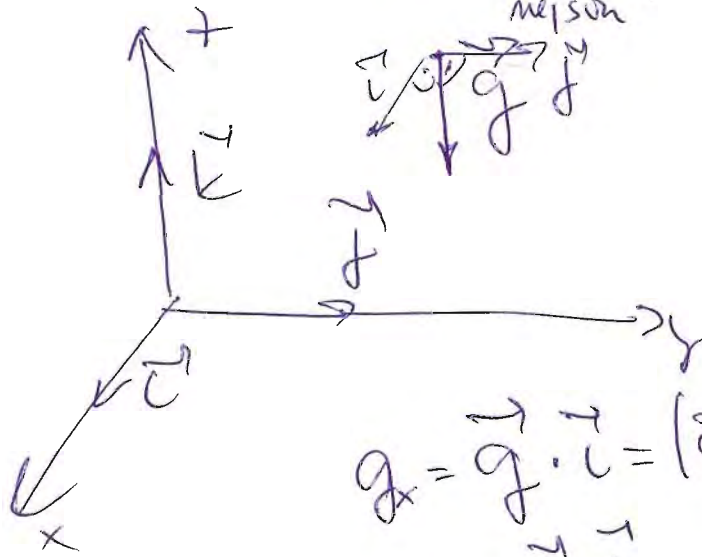
cos alpha:	1	sqrt(3)/2	sqrt(2)/2	1/2	0
	90°	60°	45°	30°	0°

slofly:  $\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}$

$$\vec{a} \cdot \vec{l} = (a_x \vec{i} + a_y \vec{j} + a_z \vec{k}) \cdot \vec{l} =$$
$$= a_x \vec{i} \cdot \vec{l} + a_y \vec{j} \cdot \vec{l} + a_z \vec{k} \cdot \vec{l} =$$

$$= a_x \uparrow \uparrow \cos 0^\circ$$

nejsou



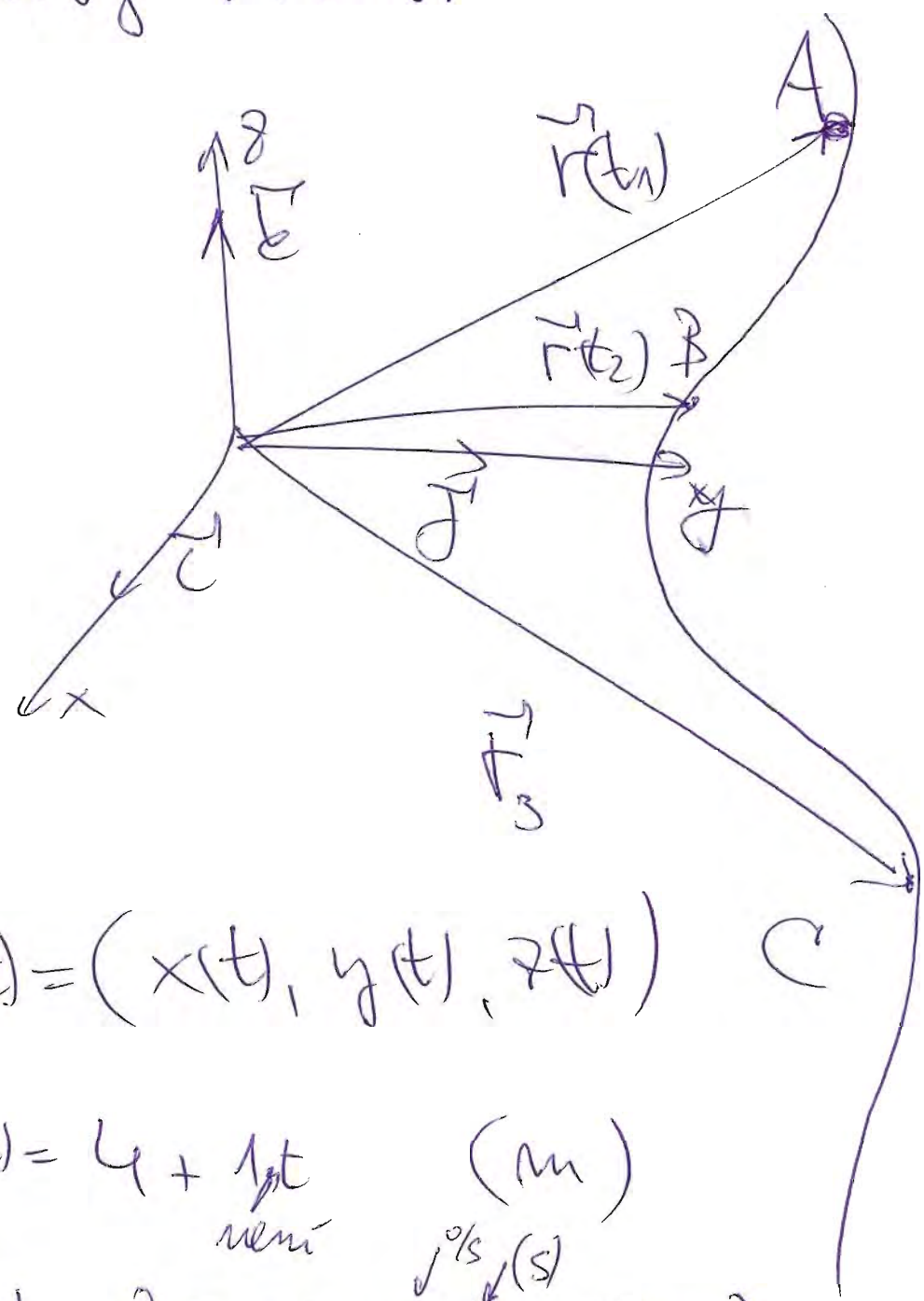
$$g_x = \vec{g} \cdot \vec{i} = |\vec{g}| |\vec{i}| \cos 90^\circ = 0$$

$$g_y = \vec{g} \cdot \vec{j} = 0$$

$$g_z = |\vec{g}| |\vec{k}| \cos 180^\circ = -g$$

$$\vec{g} = (0, 0, -g)$$

# Polohový vektor



$$\vec{r}(t) = (x(t), y(t), z(t))$$

Pr.:

$$y(t) = 4 + \underset{\text{m}}{1}t \quad (\text{m})$$

$$y(t) = 0,5 \sin \omega t \quad (\text{m})$$

$$z(t) = \left( \underset{\text{m}}{4} - \frac{1}{2}gt^2 \right)$$

$$2\pi \text{ rad} = 360^\circ$$

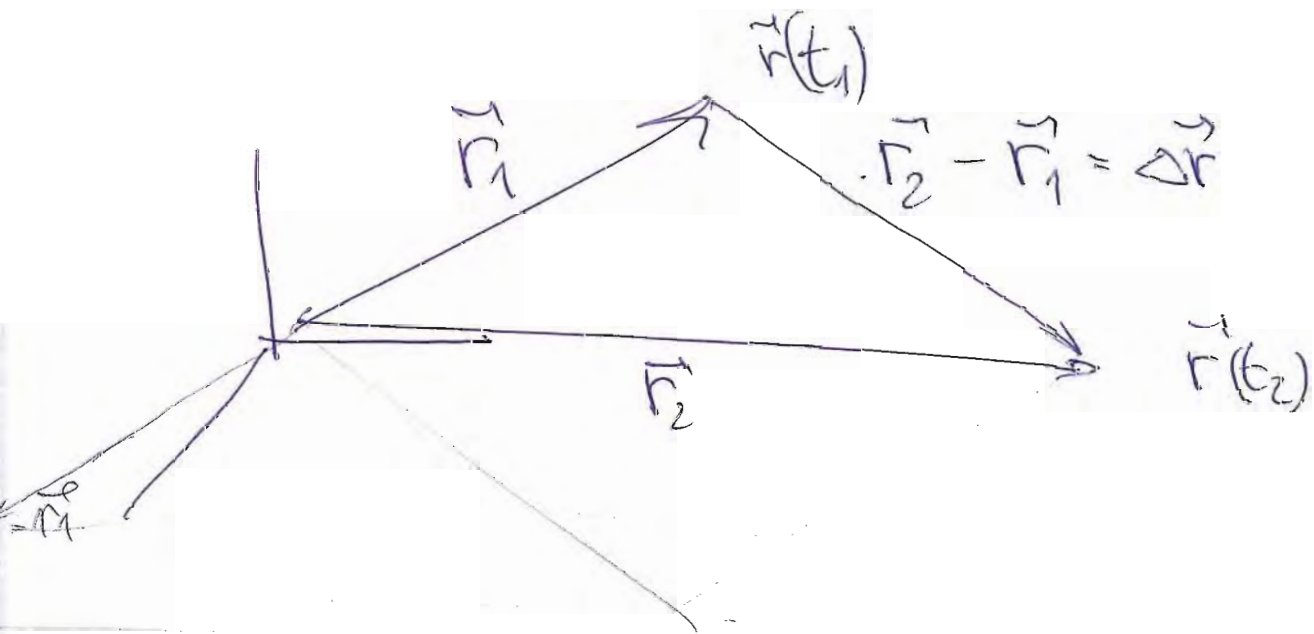


rychlost

$$\vec{v}$$

průměrné rychlost

$$\vec{v}_{pr}(\Delta t)$$



$$\vec{v}_{pr}(\Delta t) = \frac{\Delta \vec{r}}{\Delta t} = \frac{\vec{r}(t + \Delta t) - \vec{r}(t)}{\Delta t}$$

okamžitá rychlost

$$\vec{v}(t) = \lim_{\Delta t \rightarrow 0} \vec{v}_{pr}(\Delta t) = \lim_{\Delta t \rightarrow 0} \frac{\vec{r}(t + \Delta t) - \vec{r}(t)}{\Delta t}$$