



Formulas for vector addition and dot product: v3 = v1 + v2, cos alpha = (v1.v2)/(|v1||v2|), etc.

Formula for vector magnitude: |v| = sqrt(vx^2 + vy^2)

Formulas for vector projection and angle: cos theta = (v1.v2)/(|v1||v2|)

Formulas for vector components: vx = |v|cos(theta), vy = |v|sin(theta)

Formulas for vector magnitude and angle: |v| = sqrt(vx^2 + vy^2), theta = arctan(vy/vx)

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