Component formula to solve a dot

product of vectors in three dimensions

$$Preview from Notesale. Sof 27$$

$$a. B = a_x b_x + a_y b_y + a_z b_z$$

2x3 + 10 x5 9.b = 72 + 6+50 = 128 02.6. a 16 Coso 10/=162+22+102=1/140 12 + 32 + 52 = (178 [b] ~V = 127 = 127 7 6-811 10/1b/ 1740 x1172 C050 = Ø = 605° (0.81) = 35°.8°

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