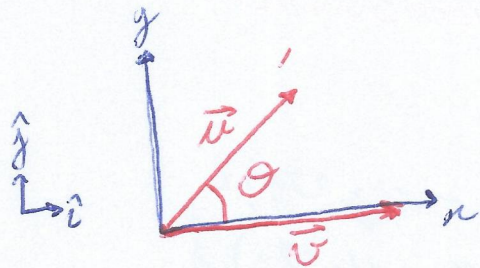


→ PRODUTO DE VETORES

→ PRODUTO ESCALAR (INTERNO)

$$\vec{u} \cdot \vec{v} = u_x \cdot v_x + u_y \cdot v_y + u_z \cdot v_z$$

DADOS DOIS VETORES:



$$\vec{u} = |u| \cos \theta \hat{i} + |u| \sin \theta \hat{j}$$

$$\vec{v} = |v| \hat{i} + 0$$

$$\therefore \boxed{\vec{u} \cdot \vec{v} = |u| \cdot |v| \cdot \cos \theta}$$

→ Produto escalar pode ser considerado como o produto entre o módulo de um vetor e a componente de outro vetor na direção do primeiro.

$$\vec{u} \cdot \vec{u} = u_x^2 + u_y^2 + u_z^2 = |u|^2$$

$$\therefore |\vec{u}| = \sqrt{\vec{u} \cdot \vec{u}}$$

→ PROPRIEDADES

$$I) \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

$$II) \vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$$

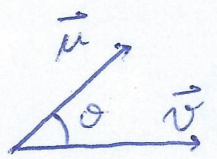
$$III) \vec{u} \cdot (m\vec{v}) = m(\vec{u} \cdot \vec{v}) = \vec{u} \cdot (m\vec{v})$$

$$IV) \vec{u} \cdot \vec{0} = \vec{0}$$

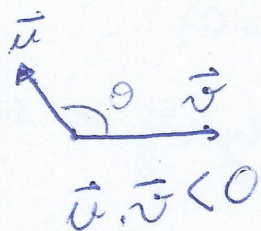
$$V) |\vec{u}|^2 = \vec{u} \cdot \vec{u}$$

OBSERVAÇÕES:

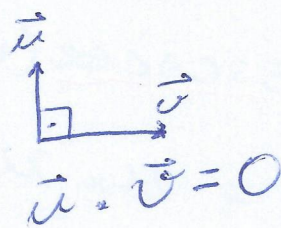
$$\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}| \cos \theta$$



$$\vec{u} \cdot \vec{v} > 0$$



$$\vec{u} \cdot \vec{v} < 0$$



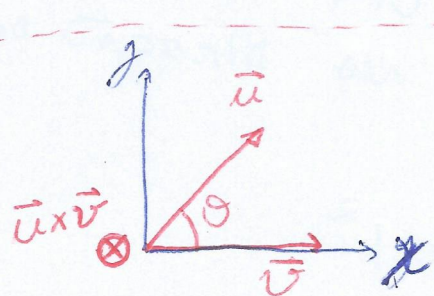
$$\vec{u} \cdot \vec{v} = 0$$



CONDIÇÃO DE
ORTOGONALIDADE

→ PRODUTO VETORIAL

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_x & u_y & u_z \\ v_x & v_y & v_z \end{vmatrix} = (u_z v_y - u_y v_z) \hat{i} - (u_x v_z - u_z v_x) \hat{j} + (u_x v_y - u_y v_x) \hat{k}$$



$$\Rightarrow \vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_x & u_y & 0 \\ v_x & 0 & 0 \end{vmatrix} = 0\hat{i} + 0\hat{j} + (-u_y v_x) \hat{k}$$

$$u_y = |\vec{u}| \sin \theta$$

$$v_x = |\vec{v}|$$

$$\therefore |\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin \theta$$

$$\vec{u} \times \vec{v} = |\vec{u}| |\vec{v}| \sin \theta (-\hat{k})$$

DEFINIÇÃO DOS VERSORES

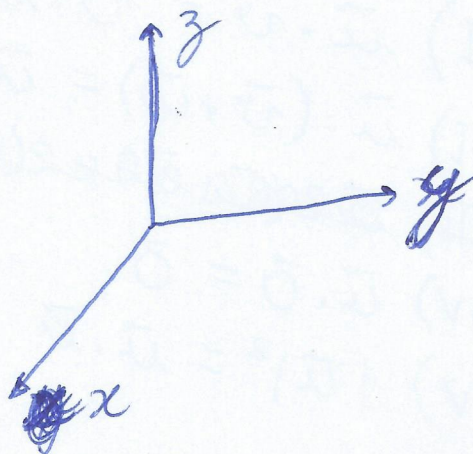
$$\hat{i} \times \hat{j} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{vmatrix} = \hat{k}$$

$$\hat{j} \times \hat{k} = \hat{i}$$

$$\hat{k} \times \hat{i} = \hat{j}$$

$$\begin{matrix} \hat{i} \rightarrow \hat{j} \\ \hat{j} \rightarrow \hat{k} \\ \hat{k} \rightarrow \hat{i} \end{matrix}$$

CANÔNICAS:



→ PROPRIEDADES

$$I) \vec{u} \times \vec{u} = 0$$

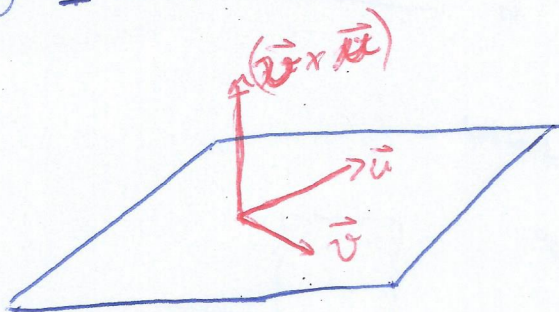
$$II) \vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$$

$$III) \vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$$

$$IV) ((m\vec{u}) \times \vec{v}) = m(\vec{u} \times \vec{v}) = \vec{u} \times (m\vec{v})$$

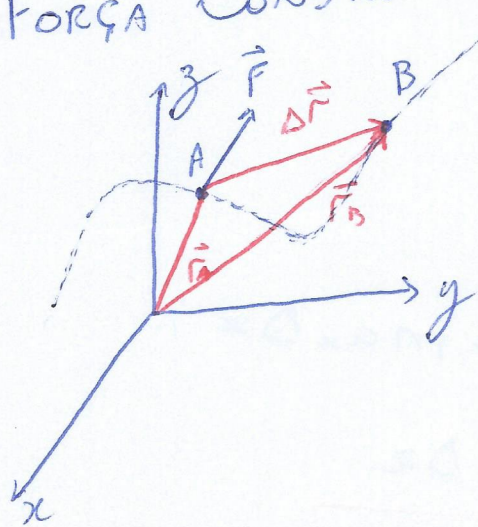
$$V) \vec{u} \times \vec{v} = 0 \text{ se } \vec{u} \text{ e } \vec{v} \text{ s\~ao COLINEARES.}$$

$$VI) \vec{u} \times \vec{v} \perp \vec{u}, \vec{v}$$



→ TRABALHO:

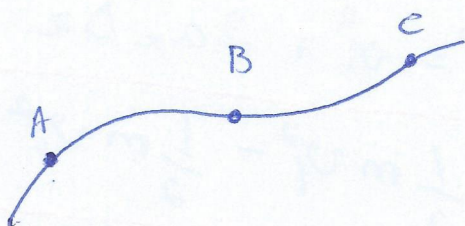
- FORÇA CONSTANTE:



$$W_{A \rightarrow B} = \vec{F} \cdot \Delta \vec{r}$$

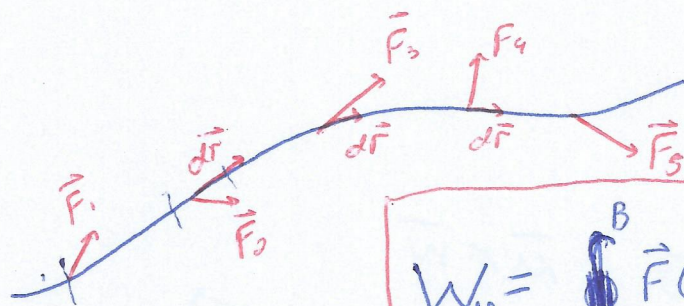
DEFINIÇÃO DE
TRABALHO PARA $\vec{F}$
CONSTANTE.

- TRABALHO É
CUMULATIVO



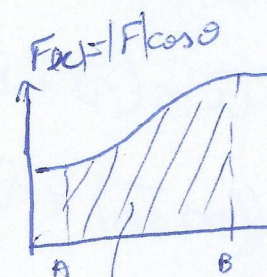
$$W_{A \rightarrow C} = W_{A \rightarrow B} + W_{B \rightarrow C}$$

→ FORÇA VARIANDO NO TEMPO:



$$W_{AB} = \int_A^B \vec{F}(\vec{r}) \cdot d\vec{r}$$

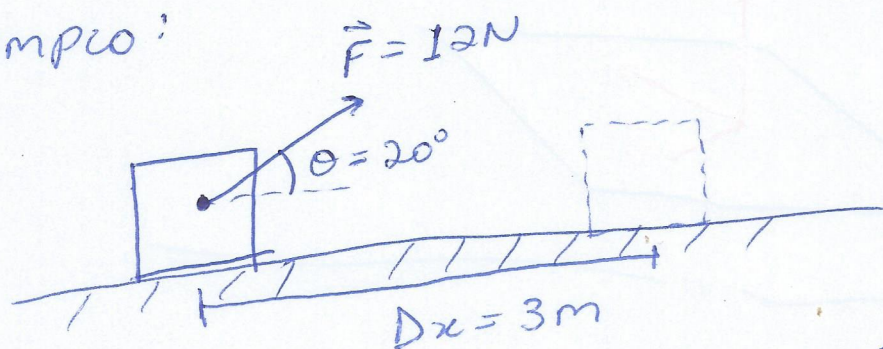
CASO GERAL



$$\text{AREA} = \int_A^B F_x dx$$

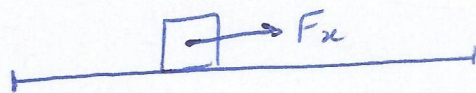
UNIDADE: $N \cdot m = J$ (Joule)

Exemplo:



$$\therefore W = \vec{F} \cdot \vec{Dx} = F Dx \cos \theta = \underline{33,8 J}$$

→ ENERGIA CINÉTICA:



$$W = F_x \cdot Dx$$

$$\text{mas } F_x = m a_x \Rightarrow W = m a_x Dx$$

$$\text{DE TORRICELLI: } v_f^2 = v_i^2 + 2 a_x Dx$$

$$\therefore W_{\text{TOTAL}} = \frac{1}{2} m v_f^2 - \frac{1}{2} m v_i^2$$

$$K = \frac{1}{2} m v^2 \Rightarrow \text{ENERGIA CINÉTICA}$$