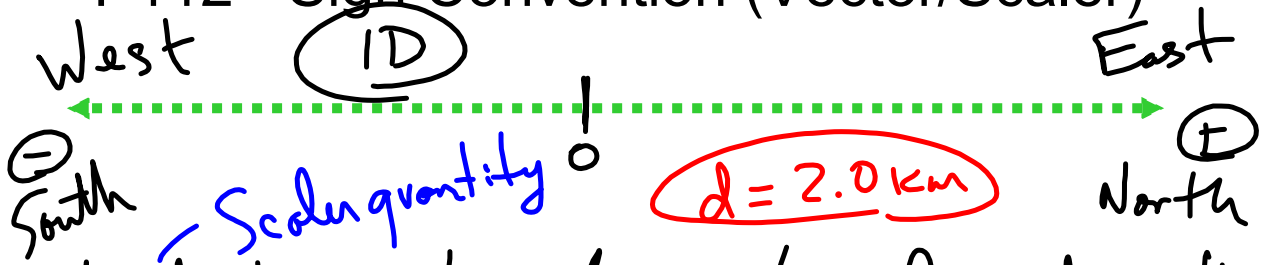


P112 - Sign Convention (Vector/Scaler)



d - distance - how far you travel, no direction
 - absolute value

\vec{d} - displacement - how far + direction
 Vector quantity $\vec{d} = 2.0 \text{ km [N10E]}$

Speed (v) (Scaler) $v = \frac{d}{t}$ - how fast you travel
 - no direction. (speedometer)

Velocity (\vec{v}) (Vector) $\vec{v} = \frac{\vec{d}}{t}$ how fast + direction