

25.6: Thinking about the Material

25.6.1: Reflect and research

1. What are some quantities that need to be represented by a vector?
 2. Can a vector in three dimensions be represented using spherical coordinates? How would you calculate the scalar product between two vectors represented in spherical coordinates?
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Original source: <https://github.com/OSTP/PhysicsArtofModelling/blob/master/README.md>.