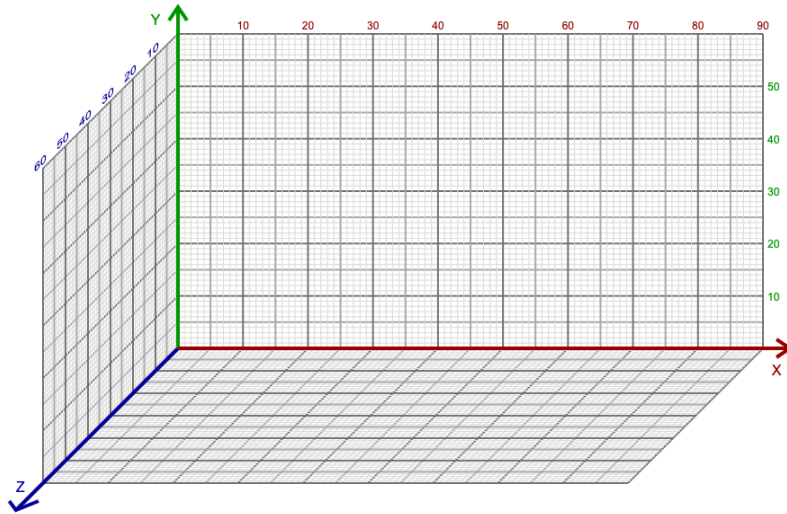


Displacement Vector in 3D

Step 1: Write the position vector for the starting and ending location of your displacement vector. As best you can, show the location the object starts and ends on the axes given below. Show the shadow location also



Step 2: Show the work needed to turn the starting and ending position vectors into the displacement vector

Step 3: Use your components to find the length of your displacement vector. Enter your answer into the program to verify that you did everything correctly