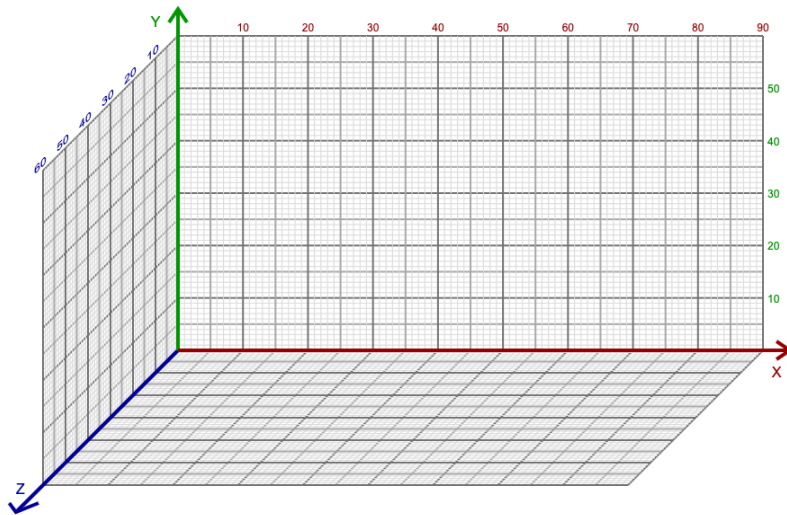# Velocity Vector in 3D

Step 1: Write the position vector for the starting and ending location of your velocity vector. As best you can, show the location the object starts and ends on the axes given below. Show the shadow location also. Finally, give the time it took the object to move from the starting to the ending location

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

Step 3: Show the work needed to find the components of the velocity vector. Finally, find the speed of the object. Enter your answers into the program to verify that you did everything correctly