

MULTIPLE CHOICE QUESTIONS (MCQs)

- (1) Addition of a vector \vec{A} to a vector $-\vec{B}$ is equivalent to:
 - * Subtraction of vectors \vec{A} and \vec{B}
 - * Division of vectors \vec{A} and \vec{B}
 - * Resolution of vectors \vec{A} and \vec{B}
 - * Multiplication of vectors \vec{A} and \vec{B}
- (2) A vector is a physical quantity which has:
 - * Magnitude
 - * Direction
 - * Both of them
 - * None of these
- (3) Which of the following is scalar quantity:
 - * Velocity
 - * Speed
 - * Force
 - * Momentum
- (4) If $\vec{A} \times \vec{B} = \vec{C}$ points along Z – axis then the vector \vec{A} and \vec{B} must lie in:
 - * yz – plane
 - * xy-plane
 - * xz-plane
 - * None of these
- (5) Kinetic energy is a quantity which is:
 - * Scalar
 - * Vector
 - * Both Scalar and Vector
 - * None of these
- (6) Vectors are added according to:
 - * Left hand rule
 - * Right hand rule
 - * Head-to-tail rule
 - * None of these
- (7) $\hat{k} \cdot (\hat{i} \times \hat{j})$ has value:
 - * Zero
 - * One
 - * \hat{j}
 - * \hat{k}
- (8) To subtract a given vector from another its _____ vector is added to the other one:
 - * Double
 - * Half
 - * Negative
 - * Positive
- (9) A null vector has:
 - * No direction
 - * No magnitude
 - * No existence
 - * Neither
- (10) A vector which has magnitude one is called:
 - * Null vector
 - * Unit vector
 - * Negative vector
 - * Resultant vector
- (11) A vector which has magnitude zero is called:
 - * Unit vector
 - * Negative vector
 - * Null vector
 - * None of these
- (12) If a vector quantity is divided by its magnitude then the vector obtained is called:
 - * Unit vector
 - * Position vector
 - * Null vector
 - * Free vector
- (13) The angle between two rectangular components of a vector is:
 - * 0°
 - * 30°
 - * 40°
 - * 90°
- (14) A vector in space has:
 - * 1 component
 - * 2 components
 - * 3 components
 - * 4 components
- (15) The minimum number of unequal forces when resultant will be zero:
 - * 5
 - * 3
 - * 4
 - * 2
- (16) The sum of two or more vectors is equal to a single vector which is called:
 - * A null vector
 - * A unit vector
 - * A negative vector
 - * A resultant vector
- (17) When a certain vector is multiplied by a – ve number the direction changes by:
 - * 90°
 - * 180°
 - * 120°
 - * 60°
- (18) Two perpendicular vectors having magnitudes of 4 unit and 3 unit are added. Their resultant has the magnitude of:
 - * 7 Unit
 - * 12 Unit
 - * 25 Unit
 - * 5 Unit
- (19) The magnitude of vector $\vec{A} = A_x\hat{i} + A_y\hat{j} + A_z\hat{k}$:
 - * $A = A_x + A_y$
 - * $A = (A_x)^2 + (A_y)^2$
 - * $A = \sqrt{(A_x)^2 + (A_y)^2 + (A_z)^2}$
 - * $A \cos\theta + A \sin\theta$
- (20) If a force of 10N makes an angle of 30° with x – axis, its x – component is given by:
 - * 0.866N
 - * 8.66N
 - * 86.6N
 - * 89.2N

- (21) If a force of 10N makes an angle of 60° with x – axis, its y – component is given by:
 * 0.866N * 8.66N * 86.6N * 89.2N
- (22) Two forces of magnitudes F_1 and F_2 act on a body at right angle to each other, the magnitude of resultant:
 * $F_1 + F_2$ * $\sqrt{F_1 + F_2}$ * $\sqrt{(F_1)^2 + (F_2)^2}$ * $\sqrt{F_1 - F_2}$
- (23) Two forces of magnitudes F_1 and F_2 act on a body at an angle θ , to each other the magnitude of resultant force is:
 * $\sqrt{(F_1)^2 + (F_2)^2}$ * $\sqrt{\frac{(F_1)^2 + (F_2)^2}{2}}$
 * $\sqrt{(F_1)^2 + (F_2)^2 + \frac{1}{2}F_1F_2}$ * $\sqrt{F_1^2 + F_2^2 + 2F_1F_2\cos\theta}$
- (24) The resultant of force 4N and 3N force acting on a body at right angle to each other is:
 * Zero * 5 N * 7 N * 15 N
- (25) If two forces of the same magnitude F are acting at an angle 120° with each other, the magnitude of their resultant will be:
 * $2F$ * 0 * $0.5 F$ * F
- (26) The x and y component vectors are 1N each, the angle made by the resultant vector is:
 * 0° * 30° * 45° * 90°
- (27) If two forces of the same magnitude F make an angle of 180° with each other, their resultant is:
 * $2 F$ * Zero * $0.5 F$ * F
- (28) The position vector of a point in xz – plane is given by:
 * $\vec{r} = x\hat{i} + y\hat{j} + Z\hat{k}$ * $\vec{r} = x\hat{i} + y\hat{j}$ * $\vec{r} = x\hat{i} + Z\hat{k}$
- (29) The position vector of a point in xy – plane:
 * $\vec{r} = x\hat{i} + z\hat{k}$ * $\vec{r} = x\hat{i} + y\hat{j}$ * $\vec{r} = y\hat{j} + Z\hat{k}$
- (30) When $|\vec{A} + \vec{B}| = |\vec{A} - \vec{B}|$, the angle between the vectors \vec{A} and \vec{B} is:
 * Zero * 45° * 90° * None of these
- (31) If $\vec{A} \cdot \vec{B} = 0$ and $\vec{A} \times \vec{B} = 0$ and $\vec{A} \neq 0$, the vector \vec{B} is:
 * equal to \vec{A} * Zero * Perpendicular to \vec{A} * Parallel to \vec{A}
- (32) If $\vec{A} \cdot \vec{B} = 0$ and $\vec{A} \times \vec{B} = 1$, then:
 * Two vectors are parallel * Two vectors are in opposite direction
 * Two vectors perpendicular * Non of these
- (33) $\vec{A} \cdot \vec{B}$ gives:
 * Projection of \vec{A} on \vec{B} * Projection of \vec{B} on \vec{A}
 * Area of a parallelogram * None of these
- (34) If $\vec{F} = 4\hat{i} - 2\hat{j}$ and $\vec{d} = 3\hat{i} + 4\hat{j}$, the work done will be:
 * 4 joules * 8 joules * 2 joules * 12 joules
- (35) The dot product of a unit vector \hat{i} and \hat{k} is:
 * Zero * 1 * -1 * \hat{j}
- (36) If $\vec{a} \cdot \vec{b} = 0$ when $\vec{a} \neq 0$, $\vec{b} \neq 0$, the vectors are:
 * Parallel * Opposite * Perpendicular * None of these

- (37) The vectors \vec{A} and \vec{B} are parallel if:
 * $\vec{A} \cdot \vec{B} = 0$ * $\vec{A} \times \vec{B} = 0$ * $\vec{A} = \vec{B}$ * $|\vec{A}| = |\vec{B}|$
- (38) If \vec{A} and \vec{B} are two vectors then:
 * $\vec{A} \times \vec{B} = \vec{B} \times \vec{A}$ * $\vec{A} \cdot \vec{B} = -\vec{B} \cdot \vec{A}$ * $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$ * $\vec{A} \cdot \vec{B} = (\vec{B} \cdot \vec{A})$
- (39) The dot product of vector \vec{A} with itself is equal to:
 * A * A * A^2 * $2\vec{A}$
- (40) If $\vec{A} = A\hat{i}$ and $\vec{B} = B\hat{j}$ then :
 * $\vec{A} \cdot \vec{B} = A$ * $\vec{A} \cdot \vec{B} = B$ * $\vec{A} \cdot \vec{B} = 0$ * $\vec{A} \cdot \vec{B} = A^2$
- (41) If the unit vector \hat{i} and \hat{j} are perpendicular to each other then:
 * $\hat{i} \times \hat{j} = 0$ * $\hat{i} \cdot \hat{j} = 0$ * $\hat{i} \cdot \hat{j} = 1$ * $\hat{j} \times \hat{i} = 0$
- (42) Which of the following is correct?
 * $\hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k}$ * $\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 0$
 * $\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 1$ * $\hat{i} \cdot \hat{i} = \hat{i} \times \hat{i}$
- (43) For vector \vec{V} :
 * $\vec{V} \cdot \vec{V} = 0$ * $\vec{V} \times \vec{V} = V^2$ * $\vec{V} \times \vec{V} = \vec{V}$ * $\vec{V} \cdot \vec{V} = V^2$
- (44) If $\vec{A} = A_x\hat{i} + A_y\hat{j} + A_z\hat{k}$, $\vec{B} = B_x\hat{i} + B_y\hat{j} + B_z\hat{k}$ then:
 * $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$ * $\vec{A} \cdot \vec{B} = A_x B_y + A_y B_x + A_z B_z$
 * $\vec{A} \cdot \vec{B} = AB + A_x B_x + A_z B_z$ * $\vec{A} \cdot \vec{B} = 0$
- (45) The vector product of \vec{A} and \vec{B} is perpendicular to the plane of:
 * $\vec{A} \cdot \vec{B}$ * $\vec{B} \cdot \vec{A}$ * $\vec{A} \times \vec{B}$ * $\vec{A} - \vec{B}$
- (46) The area of a parallelogram formed by two vectors \vec{A} and \vec{B} is given by:
 * $\frac{1}{2}(\vec{A} \cdot \vec{B})$ * $|\vec{A} \times \vec{B}|$ * $\frac{1}{2}|\vec{A} \times \vec{B}|$ * $\vec{A} \cdot \vec{B}$
- (47) If \hat{i} , \hat{j} and \hat{k} are the unit vectors along x, y and z axes respectively, then $\hat{k} \times \hat{j} =$:
 * \hat{i} * $-\hat{i}$ * 1 * -1
- (48) If two sides of a triangle are represented by \vec{A} and \vec{B} its area is given by:
 * $\frac{1}{2}(\vec{A} \cdot \vec{B})$ * $\frac{1}{2}|\vec{A} \times \vec{B}|$ * $|\vec{A} \cdot \vec{B}|$ * $|\vec{A} \times \vec{B}|$
- (49) $\hat{j} \times \hat{j}$ is equal to: * j^2 * \hat{j} * One * Zero
- (50) $\hat{i} \times (\hat{j} \times \hat{k})$ is equal to:
 * One * Zero * \hat{k} * \hat{j}
- (51) $\hat{k} \times (\hat{i} \times \hat{j})$ has value:
 * Zero * One * \hat{i} * \hat{j}
- (52) $\hat{j} \cdot (\hat{j} \times \hat{k})$ has value:
 * Zero * One * \hat{i} * \hat{k}
- (53) $\hat{j} \cdot (\hat{k} \times \hat{i})$ has value:
 * Zero * One * \hat{i} * \hat{k}

ANSWER KEY

1. Subtraction of vector	2. Both of these	3. Speed
4. XY – plane	5. Scalar	6. Head to tail rule
7. One	8. Negative	9. Neither
10. A Unit Vector	11. Null Vector	12. Unit Vector
13. 90°	14. 3 Components	15. 3
16. A resultant Vector	17. 180°	18. 5 Unit
19. $A = \sqrt{(Ax)^2 + (Ay)^2 + (Az)^2}$	20. 8.66N	21. 8.66N
22. $\sqrt{(F_1)^2 + (F_2)^2}$	23. $\sqrt{F_1^2 + F_2^2 + 2F_1F_2 \cos\theta}$	24. 5N
25. F	26. 45°	27. Zero
28. $\vec{\gamma} = x\hat{i} + z\hat{k}$	29. $\vec{\gamma} = x\hat{i} + y\hat{j}$	30. 90°
31. Zero	32. Two vector perpendicular	33. Proj. of \vec{B} on \vec{A}
34. 4 Joule	35. Zero	36. Perpendicular
37. $\vec{A} \times \vec{B} = 0$	38. $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$	39. A^2
40. $\vec{A} \cdot \vec{B} = 0$	41. $\hat{i} \cdot \hat{j} = 0$	42. $\hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 1$
43. $\vec{V} \cdot \vec{V} = V^2$	44. $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$	45. $\vec{A} \times \vec{B}$
46. $ \vec{A} \times \vec{B} $	47. $-\hat{i}$	48. $\frac{1}{2} \vec{A} \times \vec{B} $
49. Zero	50. Zero	51. Zero
52. Zero	53. One	