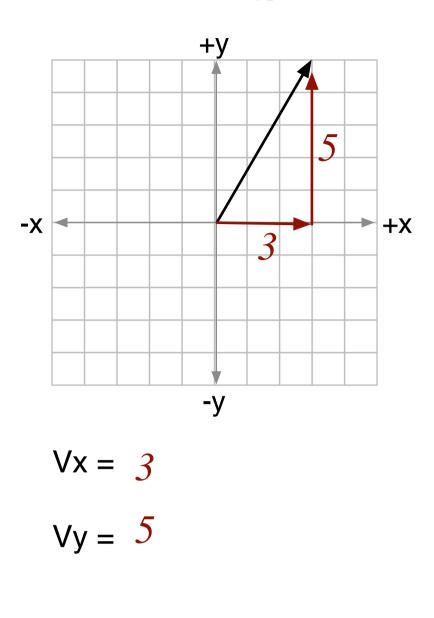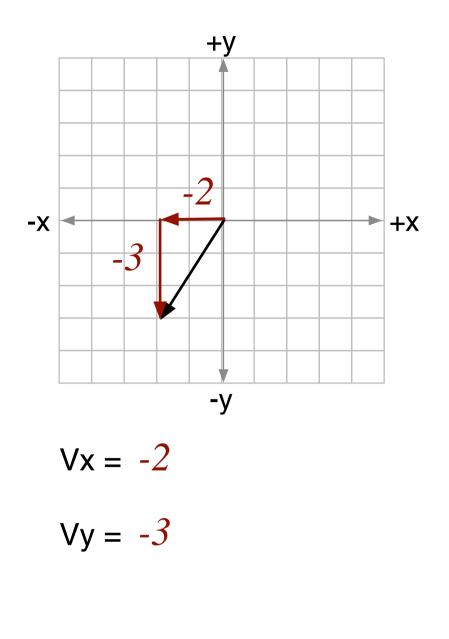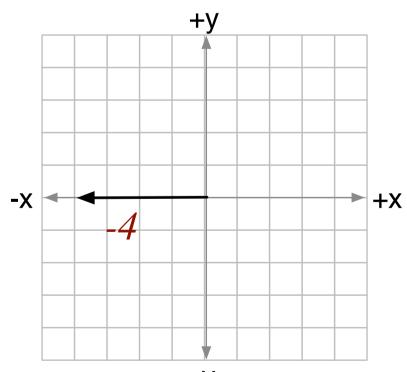Draw in the components, then determine how much of the vector is in the x direction and how much is in the y direction.

The vector becomes the hypotenuse; draw in the legs. Their lengths are the components.

Vx = *3*

Vy = *5*

Vx = *-2*

Vy = *-3*

Draw in the components, then determine how much of the vector is in the x direction and how much is in the y direction.

This one is all in the x-direction. The y-component is zero.

Vx = *-4*

Vy = *0*