36. We apply Eq. 3-30 and Eq. 3-23.

(a) $\vec{a}\times\vec{b} = (a_x b_y - a_y b_x)\,\hat{\mathrm{k}}$ since all other terms vanish, due to the fact that neither $\vec{a}$ nor $\vec{b}$ have any *z* components. Consequently, we obtain $[(3.0)(4.0)-(5.0)(2.0)]\hat{\mathrm{k}} = 2.0\,\hat{\mathrm{k}}$.

(b) $\vec{a}\cdot b = a_x b_x + a_y b_y$ yields (3.0)(2.0) + (5.0)(4.0) = 26.

(c) $\vec{a}+\vec{b} = (3.0 + 2.0)\,\hat{\mathrm{i}} + (5.0 + 4.0)\,\hat{\mathrm{j}} \Rightarrow \quad (\vec{a}+\vec{b})\cdot\vec{b} = (5.0)\,(2.0) + (9.0)\,(4.0) = 46$.

(d) Several approaches are available. In this solution, we will construct a $\hat{b}$ unit-vector and "dot" it (take the scalar product of it) with $\vec{a}$. In this case, we make the desired unit-vector by

$$\hat{b} = \frac{\vec{b}}{|\vec{b}\,|} = \frac{2.0\,\hat{\mathrm{i}} + 4.0\,\hat{\mathrm{j}}}{\sqrt{(2.0)^2 + (4.0)^2}}\,.$$

We therefore obtain

$$a_b = \vec{a}\cdot\hat{b} = \frac{(3.0)(2.0) + (5.0)(4.0)}{\sqrt{(2.0)^2 + (4.0)^2}} = 5.8.$$