5. The average velocity is given by Eq. 4-8. The total displacement $\Delta \vec{r}$ is the sum of three displacements, each result of a (constant) velocity during a given time. We use a coordinate system with +x East and +y North. In unit-vector notation, the first displacement is given by

$$\Delta \vec{r_1} = \left(60 \, \frac{\mathrm{km}}{\mathrm{h}}\right) \left(\frac{40 \, \mathrm{min}}{60 \, \mathrm{min/h}}\right) \,\hat{\mathrm{i}} = 40 \,\hat{\mathrm{i}}$$

in kilometers. The second displacement has a magnitude of $60 \frac{\text{km}}{\text{h}} \cdot \frac{20 \text{ min}}{60 \text{ min/h}} = 20 \text{ km}$, and its direction is 40° north of east. Therefore,

$$\Delta \vec{r}_2 = 20\cos(40^\circ)\,\hat{\mathbf{i}} + 20\sin(40^\circ)\,\hat{\mathbf{j}} = 15.3\,\hat{\mathbf{i}} + 12.9\,\hat{\mathbf{j}}$$

in kilometers. And the third displacement is

$$\Delta \vec{r}_3 = -\left(60\,\frac{\mathrm{km}}{\mathrm{h}}\right)\left(\frac{50\,\mathrm{min}}{60\,\mathrm{min/h}}\right)\,\hat{\mathrm{i}} = -50\,\hat{\mathrm{i}}$$

in kilometers. The total displacement is

$$\begin{aligned} \Delta \vec{r} &= \Delta \vec{r}_1 + \Delta \vec{r}_2 + \Delta \vec{r}_3 \\ &= 40\,\hat{i} + 15.3\,\hat{i} + 12.9\,\hat{j} - 50\,\hat{i} \\ &= 5.3\,\hat{i} + 12.9\,\hat{j} \quad (\text{km}) \;. \end{aligned}$$

The time for the trip is 40 + 20 + 50 = 110 min, which is equivalent to 1.83 h. Eq. 4-8 then yields

$$\vec{v}_{avg} = \left(\frac{5.3 \text{ km}}{1.83 \text{ h}}\right) \hat{i} + \left(\frac{12.9 \text{ km}}{1.83 \text{ h}}\right) \hat{j} = 2.90 \hat{i} + 7.01 \hat{j}$$

in kilometers-per-hour. If it is desired to express this in magnitude-angle notation, then this is equivalent to a vector of magnitude $\sqrt{2.9^2 + 7.01^2} = 7.59$ km/h, which is inclined 67.5° north of east (or, 22.5° east of north). If unit-vector notation is not a priority in this problem, then the computation can be approached in a variety of ways – particularly in view of the fact that a number of vector capable calculators are on the market which reduce this problem to a very few keystrokes (using magnitude-angle notation throughout).