

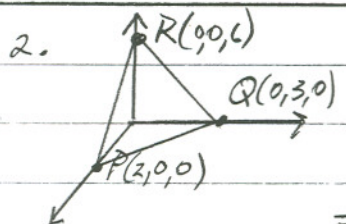
$$\vec{PQ} = \langle 1, 0, -1 \rangle$$

$$\vec{PR} = \langle 1, 1, 0 \rangle$$

$$\vec{PQ} \cdot \vec{PR} = |\vec{PQ}| |\vec{PR}| \cos(\theta)$$

$$\Rightarrow \theta = \cos^{-1} \left(\frac{\vec{PQ} \cdot \vec{PR}}{|\vec{PQ}| |\vec{PR}|} \right)$$

$$= \cos^{-1} \left(\frac{1}{\sqrt{2} \sqrt{2}} \right) = 60^\circ$$



normal vector

$$\vec{N} = \vec{PQ} \times \vec{PR}$$

$$= \langle -2, 3, 0 \rangle \times \langle -2, 0, 6 \rangle$$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ -2 & 3 & 0 \\ -2 & 0 & 6 \end{vmatrix} = \langle 18, 12, 6 \rangle$$

(a) use the pt $P(2,0,0)$ (or Q or R)

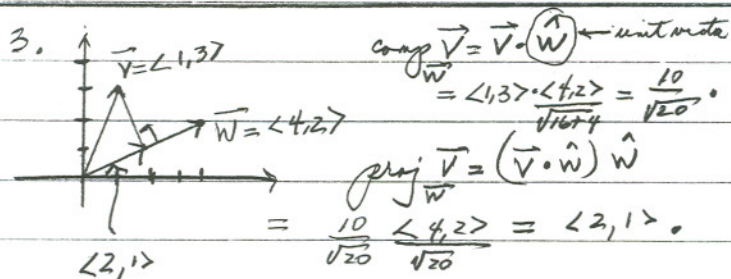
$$a(x-x_0) + b(y-y_0) + c(z-z_0) = 0$$

$$\Leftrightarrow 18(x-2) + 12(y-0) + 6(z-0) = 0$$

$$\Leftrightarrow 18x + 12y + 6z = 36 \Leftrightarrow 3x + 2y + z = 6$$

(b) area $A = \frac{1}{2} |\vec{PQ} \times \vec{PR}| = \frac{1}{2} \sqrt{18^2 + 12^2 + 6^2}$

$$= \frac{1}{2} \sqrt{504} = 3\sqrt{14}$$



comp $\vec{v} = \vec{v} \cdot \hat{w}$ ← unit vector

$$= \langle 4, 2, 7 \rangle \cdot \frac{\langle 1, 3, 2 \rangle}{\sqrt{14}} = \frac{10}{\sqrt{20}}$$

proj $\vec{v} = (\vec{v} \cdot \hat{w}) \hat{w}$

$$= \frac{10}{\sqrt{20}} \frac{\langle 1, 3, 2 \rangle}{\sqrt{20}} = \langle 2, 1, 2 \rangle$$

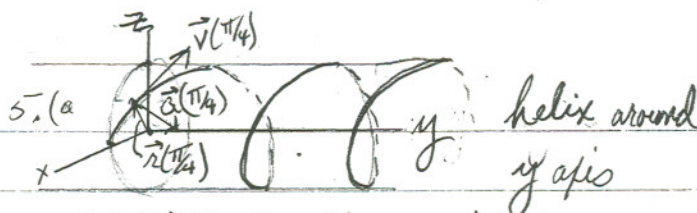
4. $\vec{N} = \vec{AB} = \langle 3, -2, 1 \rangle$

a) $x = 1 + 3t; y = 2 - 2t; z = 3 + t$

b) $y-z$ plane $\Rightarrow x=0 \Rightarrow 1+3t=0 \Rightarrow t = -1/3$

$$\Rightarrow (x, y, z) = (0, 8/3, 8/3)$$

c) the line is parallel to the vector $\vec{v} = \langle 3, -2, 1 \rangle = \vec{N} \perp$ the plane. So no, the line is not parallel to the plane, it is \perp the plane.



(b) $\vec{r}(t) = \langle \cos(t), t, \sin(t) \rangle$

$$\vec{v}(t) = \langle -\sin(t), 1, \cos(t) \rangle$$

$$\text{speed}(t) = |\vec{v}(t)| = \sqrt{\sin^2(t) + 1 + \cos^2(t)} = \sqrt{2}$$

$$\vec{a}(t) = \langle -\cos(t), 0, -\sin(t) \rangle$$

(c) $\vec{r}(\pi/4) = \langle \frac{\sqrt{2}}{2}, \pi/4, \frac{\sqrt{2}}{2} \rangle; \vec{v}(\pi/4) = \langle -\frac{\sqrt{2}}{2}, 1, \frac{\sqrt{2}}{2} \rangle$

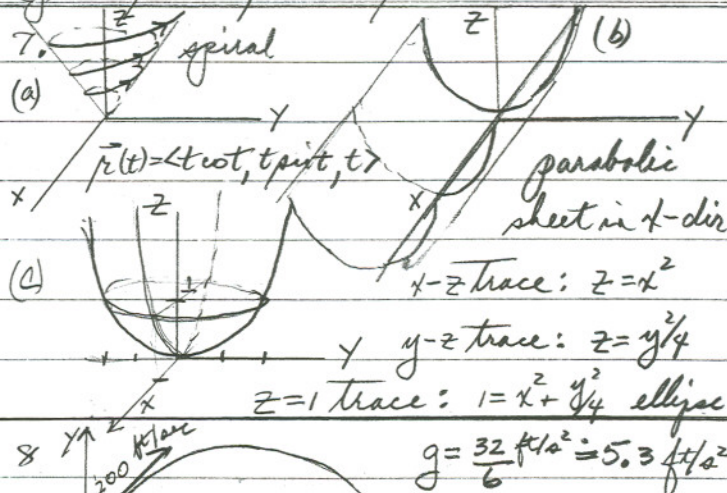
$$\text{speed}(\pi/4) = \sqrt{2}; \vec{a}(\pi/4) = \langle -\frac{\sqrt{2}}{2}, 0, -\frac{\sqrt{2}}{2} \rangle$$

$\vec{r}(\pi/4)$ = position vector; $\vec{v}(\pi/4)$ is tang to curve
 $\vec{a}(\pi/4)$ is $\perp \vec{v}(\pi/4)$ for this path.

d) $x = \frac{\sqrt{2}}{2} - \frac{\sqrt{2}}{2}t; y = \pi/4 + t; z = \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2}t$

e) $L = \int_0^{2\pi} |\vec{r}'(t)| dt = \int_0^{2\pi} \sqrt{2} dt = 2\sqrt{2}\pi$

6. (a) vector; (b) vector; (c) no sense
 (d) no sense; (e) vector; (f) scalar
 (g) no sense; (h) no sense.



(a) $\vec{r}(t) = \langle 4t \cos t, 4t \sin t, t \rangle$

(b) parabolic sheet in x -dir

(c) x - z trace: $z = x^2$
 y - z trace: $z = y^2/4$
 $z=1$ trace: $1 = x^2 + y^2$ ellipse

8 $y = 200 \text{ ft}$
 $g = \frac{32 \text{ ft/s}^2}{6} = 5.3 \text{ ft/s}^2$

$\vec{a}(t) = \langle 0, -5.3 \rangle \Rightarrow \vec{v}(t) = \int \vec{a}(t) dt = \langle c_1, -5.3t + c_2 \rangle$

$\vec{v}(0) = \langle 200 \cos 45^\circ, 200 \sin 45^\circ \rangle = \langle 100\sqrt{2}, 100\sqrt{2} \rangle$

$\Rightarrow c_1 = 100\sqrt{2}; c_2 = 100\sqrt{2} \Rightarrow \vec{v}(t) = \langle 100\sqrt{2}, -5.3t + 100\sqrt{2} \rangle$

$\Rightarrow \vec{r}(t) = \int \vec{v}(t) dt = \langle 100\sqrt{2}t + c_3, -2.65t^2 + 100\sqrt{2}t + c_4 \rangle$

$\vec{r}(0) = \langle 0, 0 \rangle \Rightarrow \vec{r}(t) = \langle 100\sqrt{2}t, -2.65t^2 + 100\sqrt{2}t \rangle$

$y(t) = -2.65t^2 + 100\sqrt{2}t = 0$ when $t=0$ or $t=53.37$

horiz dist = $x(53.37) = 100\sqrt{2}(53.37) = 7,548 \text{ ft} = 2,516 \text{ yds}$