### 2.10.30

#### EE25BTECH11001 - Aarush Dilawri

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We have position vectors

$$\mathbf{A} = \begin{pmatrix} 60 \\ 3 \end{pmatrix}, \quad \mathbf{B} = \begin{pmatrix} 40 \\ -6 \end{pmatrix}, \quad \mathbf{C} = \begin{pmatrix} a \\ -52 \end{pmatrix}. \tag{1}$$

Now,

$$\mathbf{B} - \mathbf{A} = \begin{pmatrix} -20 \\ -9 \end{pmatrix},\tag{2}$$

$$\mathbf{C} - \mathbf{A} = \begin{pmatrix} a - 60 \\ -55 \end{pmatrix}. \tag{3}$$

For collinearity, we require

$$\mathbf{C} - \mathbf{A} = \lambda (\mathbf{B} - \mathbf{A}). \tag{4}$$

Thus,

$$\begin{pmatrix} a - 60 \\ -55 \end{pmatrix} = \lambda \begin{pmatrix} -20 \\ -9 \end{pmatrix}. \tag{5}$$

From the second component,

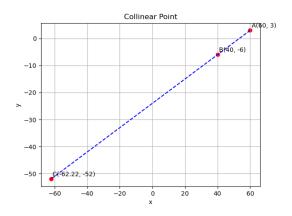
$$-55 = -9\lambda \tag{6}$$

$$\Rightarrow \lambda = \frac{55}{9}.\tag{7}$$

Substituting in the first component,

$$y = -\frac{560}{9}.$$
 (8)

## **Figure**



# C Code (code.c)

```
#include <stdio.h>
double find_a(double x1, double y1, double x2, double y2, double y3) {
   double u1 = x2 - x1:
   double u2 = y2 - v1:
   double v2 = v3 - v1;
   double lambda = v2 / u2;
   double a = x1 + lambda * u1;
   return a;
```

# Python Code (code.py)

```
import numpy as np
import matplotlib.pyplot as plt
```

x1, y1 = 60, 3

$$x2, y2 = 40, -6$$
  
 $y3 = -52$   
 $x3 = -52$   
 $x3 = -52$   
 $x3 = -52$   
 $x3 = -52$   
 $x4 = -52$   
 $x4 = -52$   
 $x4 = -62$   
 $x4 = -62$ 

## Python Code (code.py)

```
plt.scatter([A[0], B[0], C[0]], [A[1], B[1], C[1]], color="blue")
plt.text(A[0] + 1, A[1] + 1, "A(60,-3)", fontsize=10, color="black")
plt.text(B[0] + 1, B[1] + 1, "B(40,-6)", fontsize=10, color="black")
plt.text(C[0] + 1, C[1] + 1, f"C({a:.2f}, -52)", fontsize=10, color="black")
plt.plot([A[0], B[0], C[0]], [A[1], B[1], C[1]], linestyle="--", color="red")
plt.xlabel("x")
plt.ylabel("y")
plt.title("Collinear-Points")
plt.grid(True)
plt.show()
```

# Python Code (nativecode.py)

```
import ctypes
import numpy as np
import matplotlib.pyplot as plt
lib = ctypes.CDLL("./code.so")
lib.find_a.argtypes = [ctypes.c_double, ctypes.c_double,
                        ctypes.c_double, ctypes.c_double.
                        ctypes.c_double]
lib.find_a.restype = ctypes.c_double
x1, y1 = 60, 3
x2, y2 = 40, -6
v3 = -52
a = lib.find_a(x1, y1, x2, y2, y3)
print("Value-of-a-=", a)
```

## Python Code (nativecode.py)

```
plt.scatter([A[0], B[0], C[0]], [A[1], B[1], C[1]], color="red")
plt.text(A[0] + 1, A[1] + 1, "A(60,-3)", fontsize=10, color="black")
plt.text(B[0] + 1, B[1] + 1, "B(40,-6)", fontsize=10, color="black")
plt.text(C[0] + 1, C[1] + 1, f"C({a:.2f}, -52)", fontsize=10, color="black")
plt.plot([A[0], B[0], C[0]], [A[1], B[1], C[1]], linestyle="--", color="blue"
plt.xlabel("x")
plt.ylabel("y")
plt.title("Collinear-Points")
plt.grid(True)
plt.show()
```