

4.2.16

EE25BTECH11018 - Darisy Sreetej

October 3, 2025

Question

Let a, b, c, d be non-zero numbers. If the point of intersection of the lines $4ax + 2ay + c = 0$ and $5bx + 2by + d = 0$ lies in the fourth quadrant and is equidistant from the two axes then

- ① $3bc - 2ad = 0$
- ② $2bc - 3ad = 0$
- ③ $3bc + 2ad = 0$
- ④ $2bc + 3ad = 0$

Solution

The two lines are

$$4ax + 2ay + c = 0, \quad (1)$$

$$5bx + 2by + d = 0 \quad (2)$$

This equation can be expressed in terms of matrices

$$\begin{pmatrix} 4a \\ 2a \end{pmatrix}^T \begin{pmatrix} x \\ y \end{pmatrix} = -c \quad (3)$$

$$\begin{pmatrix} 5b \\ 2b \end{pmatrix}^T \begin{pmatrix} x \\ y \end{pmatrix} = -d \quad (4)$$

They can be represented as,

$$\begin{pmatrix} 4a & 5b \\ 2a & 2b \end{pmatrix}^T \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -c \\ -d \end{pmatrix} \quad (5)$$

Solution

Using augmented matrix,

$$\left(\begin{array}{cc|c} 4a & 2a & -c \\ 5b & 2b & -d \end{array} \right) \quad (6)$$

$$R_1 = \frac{R_1}{4a}$$

$$\left(\begin{array}{cc|c} 1 & \frac{1}{2} & \frac{-c}{4a} \\ 5b & 2b & -d \end{array} \right) \quad (7)$$

$$R_2 = R_2 - 5bR_1$$

$$\left(\begin{array}{cc|c} 1 & \frac{1}{2} & \frac{-c}{4a} \\ 0 & \frac{-b}{2} & \frac{-4ad+5bc}{4a} \end{array} \right) \quad (8)$$

$$y \frac{-b}{2} = \frac{-4ad+5bc}{4a} \quad (9)$$

$$y = \frac{4ad-5bc}{2ab} \quad (10)$$

Solution

Also,

$$\mathbf{x} + \frac{1}{2}\mathbf{y} = \frac{-c}{4a} \quad (11)$$

$$\mathbf{x} = \frac{bc - ad}{ab} \quad (12)$$

$$\begin{pmatrix} \mathbf{x} \\ \mathbf{y} \end{pmatrix} = \begin{pmatrix} \frac{bc - ad}{ab} \\ \frac{4ad - 5bc}{2ab} \end{pmatrix} \quad (13)$$

Therefore , the point of intersection is $\left(\frac{bc - ad}{ab}, \frac{4ad - 5bc}{2ab} \right)$

Solution

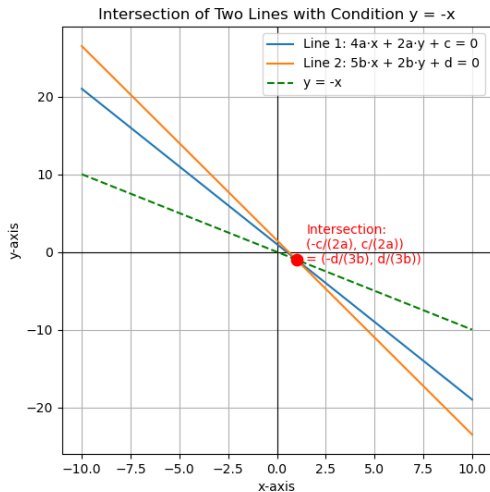
According to the condition, the intersection point is equidistant from the axes and lies in the fourth quadrant, so its coordinates satisfy $y = -x$. Therefore,

$$\frac{4ad - 5bc}{2ab} = -\frac{bc - ad}{ab} \quad (14)$$

$$2ad - 2bc = 4ad - 5bc \quad (15)$$

$$3bc = 2ad \quad (16)$$

Therefore, option(a) is correct



```
#include <stdio.h>

// Function to compute x from first line
double computeX1(double a, double c) {
    return -c / (2.0 * a);
}

// Function to compute x from second line
double computeX2(double b, double d) {
    return -d / (3.0 * b);
}
```



```
// Function to compute y (since  $y = -x$  for equidistant from axes  
// in 4th quadrant)  
double computeY(double x) {  
    return -x;  
}  
  
// Function to check relation  $3bc - 2ad = 0$   
int checkRelation(double a, double b, double c, double d) {  
    double relation = 3*b*c - 2*a*d;  
    return (relation == 0) ? 1 : 0;  
}
```

Python + C Code

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

# Load the compiled C shared library
lib = ctypes.CDLL("./point.so")

# Set argument and return types
lib.computeX1.argtypes = [ctypes.c_double, ctypes.c_double]
lib.computeX1.restype = ctypes.c_double

lib.computeX2.argtypes = [ctypes.c_double, ctypes.c_double]
lib.computeX2.restype = ctypes.c_double

lib.computeY.argtypes = [ctypes.c_double]
lib.computeY.restype = ctypes.c_double

lib.checkRelation.argtypes = [ctypes.c_double, ctypes.c_double,
                               ctypes.c_double, ctypes.c_double]
```

```
lib.checkRelation.restype = ctypes.c_int

# Example values (you can change these)
a, b, c, d = 1.0, 1.0, -2.0, -3.0

# Call C functions
x1 = lib.computeX1(a, c)
x2 = lib.computeX2(b, d)

if abs(x1 - x2) > 1e-6:
    print("Inconsistent intersection: x1 != x2")
    exit()

x = x1
y = lib.computeY(x)

print(f"Intersection Point: ({x:.3f}, {y:.3f})")
```

```
# Check relation
if lib.checkRelation(a, b, c, d):
    print("Relation satisfied:  $3bc - 2ad = 0$  ")
else:
    print("Relation NOT satisfied ")

# ----- Plotting -----
X = np.linspace(-10, 10, 400)

# Line1:  $4ax + 2ay + c = 0 \rightarrow y = -(4aX + c)/(2a)$ 
Y1 = -(4*a*X + c) / (2*a)

# Line2:  $5bx + 2by + d = 0 \rightarrow y = -(5*bX + d)/(2*b)$ 
Y2 = -(5*b*X + d) / (2*b)

plt.figure(figsize=(6,6))
plt.axhline(0, color="black", linewidth=0.8)
plt.axvline(0, color="black", linewidth=0.8)
```

```
plt.plot(X, Y1, label="Line 1")
plt.plot(X, Y2, label="Line 2")
plt.scatter([x], [y], color="red", s=80, label="Intersection
Point")

plt.title("Intersection of Two Lines")
plt.xlabel("x-axis")
plt.ylabel("y-axis")
plt.legend()
plt.grid(True)
plt.show()
```

Python code

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

# Example coefficients (you can change these)
a, b, c, d = 1.0, 1.0, -2.0, -3.0

# Intersection point (from condition  $y = -x$ )
x = -c / (2 * a)
y = -x

# Create range of x values for plotting
X = np.linspace(-10, 10, 400)

# Line1:  $4ax + 2ay + c = 0 \rightarrow y = -(4aX + c)/(2a)$ 
Y1 = -(4 * a * X + c) / (2 * a)

# Line2:  $5bx + 2by + d = 0 \rightarrow y = -(5 * b * X + d) / (2 * b)$ 
Y2 = -(5 * b * X + d) / (2 * b)
```

Python code

```
# y = -x line
Y_diag = -X

# ----- Plot -----
plt.figure(figsize=(6, 6))
plt.axhline(0, color="black", linewidth=0.8) # x-axis
plt.axvline(0, color="black", linewidth=0.8) # y-axis

plt.plot(X, Y1, label="Line 1:  $4ax + 2ay + c = 0$ ")
plt.plot(X, Y2, label="Line 2:  $5bx + 2by + d = 0$ ")
plt.plot(X, Y_diag, "g--", label="y = -x")

# Mark intersection point with symbolic label
plt.scatter([x], [y], color="red", s=80, zorder=5)
plt.text(x + 0.5, y - 0.5,
         "Intersection:\n $(-c/(2a), c/(2a))$ \n $= (-d/(3b), d/(3b))$ ",
         fontsize=10, color="red")
```

```
plt.title("Intersection of Two Lines with Condition  $y = -x$ ")
plt.xlabel("x-axis")
plt.ylabel("y-axis")
plt.legend(loc="best")
plt.grid(True)
plt.show()
```