

## 2.9.1

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# Question

Jagdish has a field which is in the shape of a right-angled triangle AQC. He wants to leave a space in the form of a square PQRS inside the field for growing wheat and the remaining space for growing vegetables. In the field, there is a pole marked as O. Based on the above information, answer the following questions

- el= Taking O as the origin,  $P = (-200, 0)$  and  $Q = (200, 0)$ . PQRS being a square, what are the coordinates of R and S?
- el= el= What is the area of square PQRS ?
- el= What is the length of diagonal PR in PQRS ?
- el= If S divides CA in the ratio  $K : 1$ , what is the value of K, where  $A = (200, 800)$ ?

# Theoretical Solution

Given that,

AQC is a right angled triangle at point Q and PQRS is a square inside the  $\Delta AQC$ ,

(a) We were given two points

$$P = (-200, 0), Q = (200, 0) \quad (1)$$

Let,

X be the vector along the side PQ,

Y be the vector along the side QR,

Z be the vector along the side PS then,

$$\mathbf{X} = \mathbf{Q} - \mathbf{P} = \begin{pmatrix} 200 \\ 0 \end{pmatrix} - \begin{pmatrix} -200 \\ 0 \end{pmatrix} \quad (2)$$

$$\mathbf{X} = \begin{pmatrix} 400 \\ 0 \end{pmatrix} \quad (3)$$

# Theoretical Solution

Rotation vector for 2x2 matrix is

$$\mathbf{R}_\theta = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \quad (4)$$

Rotate the vector  $\mathbf{X}$  by  $90^\circ$  anticlockwise to get  $\mathbf{Y}$

$$\mathbf{Y} = \mathbf{R}_{90}\mathbf{X} \quad (5)$$

$$\mathbf{Y} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 400 \\ 0 \end{pmatrix} \quad (6)$$

$$\mathbf{Y} = \begin{pmatrix} 0 \\ 400 \end{pmatrix} \quad (7)$$

So the vector along the side QR is  $\mathbf{Y} = \begin{pmatrix} 0 \\ 400 \end{pmatrix}$  then,

$$\mathbf{Y} = \mathbf{R} - \mathbf{Q} \quad (8)$$

# Theoretical Solution

$$\mathbf{R} = \mathbf{Y} + \mathbf{Q} \quad (9)$$

$$\mathbf{R} = \begin{pmatrix} 0 \\ 400 \end{pmatrix} + \begin{pmatrix} 200 \\ 0 \end{pmatrix} \quad (10)$$

$$\mathbf{R} = \begin{pmatrix} 200 \\ 400 \end{pmatrix} \quad (11)$$

Since the sides QR and PS are parallel, vectors  $\mathbf{Y} = \mathbf{Z}$  then

$$\mathbf{Z} = \mathbf{S} - \mathbf{P} \quad (12)$$

$$\mathbf{S} = \mathbf{Z} + \mathbf{P} \quad (13)$$

$$\mathbf{S} = \begin{pmatrix} 0 \\ 400 \end{pmatrix} + \begin{pmatrix} -200 \\ 0 \end{pmatrix} \quad (14)$$

# Theoretical Solution

$$\mathbf{S} = \begin{pmatrix} -200 \\ 400 \end{pmatrix} \quad (15)$$

Therefore the coordinates of the points R and S are (200,400) and (-200,400) (b)

- We know the points P(-200,0) and Q(200,0)  
Let length of the side of the square PQRS be x then,

$$x = \|\mathbf{Q} - \mathbf{P}\| \quad (16)$$

$$x = \left\| \begin{pmatrix} 400 \\ 0 \end{pmatrix} \right\| = 400 \quad (17)$$

Area of the square =  $x^2 = (400)^2 = 160000$  sq units

- Length of diagonal of the square =  $x\sqrt{2} = 400\sqrt{2}$  units

# Theoretical Solution

(c) Given the point  $A=(200,800)$

Since it was given that point S divides CA in the ratio K:1, this shows that points A,C and S are collinear. Since AQC is a right angled triangle, from this we can say that point C lies on X axis

Let point C be  $(t,0)$ , Consider the matrix M

$$M = \begin{pmatrix} 200 & 800 & 1 \\ -200 & 400 & 1 \\ t & 0 & 1 \end{pmatrix} \quad (18)$$

$$R_1 \rightarrow \frac{1}{200}R_1$$

$$M = \begin{pmatrix} 1 & 4 & \frac{1}{200} \\ -200 & 400 & 1 \\ t & 0 & 1 \end{pmatrix} \quad (19)$$

$$R_2 \rightarrow R_2 + 200R_1$$

$$R_3 \rightarrow R_3 - tR_1$$

# Theoretical Solution

$$M = \begin{pmatrix} 1 & 4 & \frac{1}{200} \\ 0 & 1200 & 2 \\ 0 & -4t & 1 - \frac{t}{200} \end{pmatrix} \quad (20)$$

$$R_2 \rightarrow \frac{1}{200} R_2$$

$$M = \begin{pmatrix} 1 & 4 & \frac{1}{200} \\ 0 & 1 & \frac{1}{600} \\ 0 & -4t & 1 - \frac{t}{200} \end{pmatrix} \quad (21)$$

$$R_3 \rightarrow R_3 + 4tR_2$$

$$M = \begin{pmatrix} 1 & 4 & \frac{1}{200} \\ 0 & 1 & \frac{1}{600} \\ 0 & 0 & 1 - \frac{t}{200} + \frac{4t}{600} \end{pmatrix} \quad (22)$$

Since the three points A, S and C are collinear,  
Rank of  $M = 2$



# Theoretical Solution

$$1 - \frac{t}{200} + \frac{4t}{600} = 0 \quad (23)$$

$$1 + \frac{t}{600} = 0 \quad (24)$$

$$\frac{t}{600} = -1 \quad (25)$$

$$t = -600 \quad (26)$$

Therefore point C=(-600,0), Now S divides CA in the ratio K:1,

$$S = \frac{KA + C}{K + 1} \quad (27)$$

$$K = \frac{(S - A)^T (C - S)}{\|S - A\|^2} \quad (28)$$

$$K = \frac{1}{(400)^2 + (400)^2} \begin{pmatrix} -400 & -400 \end{pmatrix} \begin{pmatrix} -400 \\ -400 \end{pmatrix} \quad (29)$$

By solving ((c).12) we get  $K=1$

# C Code- Plotting the given vectors

```
#include <stdio.h>

typedef struct {
    int x, y;
} Point;

void get_triangle(Point* pts) {
    pts[0].x = 200; pts[0].y = 800; // A
    pts[1].x = 200; pts[1].y = 0; // Q
    pts[2].x = -600; pts[2].y = 0; // C
}
```

## C Code- Plotting the given vectors

```
void get_square(Point* pts) {  
    pts[0].x = -200; pts[0].y = 0; // P  
    pts[1].x = 200; pts[1].y = 0; // Q  
    pts[2].x = 200; pts[2].y = 400; // R  
    pts[3].x = -200; pts[3].y = 400; // S (shared corner, so Q  
        again)  
}
```

# Python Code using shared output

```
from ctypes import *
import matplotlib.pyplot as plt

# Load the C shared library
lib = CDLL('./2.9.1.so') # Ensure path matches your compiled output

class Point(Structure):
    _fields_ = [(x, c_int), (y, c_int)]

triangle = (Point * 3)()
square = (Point * 4)()

lib.get_triangle(triangle)
lib.get_square(square)
```

# Python Code using shared output

```
tri_x = [triangle[i].x for i in range(3)] + [triangle[0].x]
tri_y = [triangle[i].y for i in range(3)] + [triangle[0].y]
sqr_x = [square[i].x for i in range(4)] + [square[0].x]
sqr_y = [square[i].y for i in range(4)] + [square[0].y]

plt.figure(figsize=(8, 8))
plt.plot(tri_x, tri_y, 'r-', label='Triangle')
plt.plot(sqr_x, sqr_y, 'b-', label='Square')

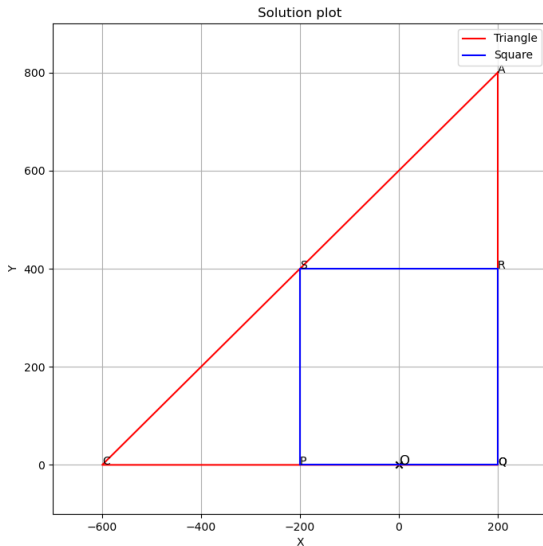
# Annotate triangle points
labels_tri = ['A', 'Q', 'C']
for i in range(3):
    plt.text(triangle[i].x, triangle[i].y, labels_tri[i])
```

# Python Code using shared output

```
# Annotate square points
labels_sqr = ['P', 'Q', 'R', 'S']
for i in range(4):
    plt.text(square[i].x, square[i].y, labels_sqr[i])

plt.scatter([0], [0], marker='x', color='black')
plt.text(0, 0, '0', fontsize=12)
plt.xlim(-700, 300)
plt.ylim(-100, 900)
plt.xlabel('X')
plt.ylabel('Y')
plt.title('Solution plot')
plt.grid(True)
plt.legend()
plt.show()
```

# Plot by python using shared output





# Python code for the plot

```
import matplotlib.pyplot as plt

# Triangle points
A = (200, 800)
Q = (200, 0)
C = (-600, 0)

# Square points
P = (-200, 0)
R = (200, 400)
S = (-200, 400)

# Lists for triangle
triangle_x = [A[0], Q[0], C[0], A[0]]
triangle_y = [A[1], Q[1], C[1], A[1]]
```

# Python code for the plot

```
# Lists for square
square_x = [P[0], Q[0], R[0], S[0], P[0]]
square_y = [P[1], Q[1], R[1], S[1], P[1]]

plt.figure(figsize=(8, 8))

# Plot triangle
plt.plot(triangle_x, triangle_y, 'r-', label='Triangle')

# Plot square
plt.plot(square_x, square_y, 'b-', label='Square')

# Label triangle points
plt.text(A[0], A[1], 'A')
plt.text(Q[0], Q[1], 'Q')
plt.text(C[0], C[1], 'C')
```

# Python code for plot

```
# Label square points
plt.text(P[0], P[1], 'P')
plt.text(R[0], R[1], 'R')
plt.text(S[0], S[1], 'S')

# Mark and label the origin
plt.scatter([0], [0], marker='x', color='black')
plt.text(0, 0, '0')

# To match axes and layout
plt.xlabel('X')
plt.ylabel('Y')
plt.title('Solution plot')
plt.xlim(-700, 300)
plt.ylim(-100, 900)
plt.grid(True)
plt.legend()
plt.show()
```

# Plot of triangle and square

