

Lista 6 - Geometria Analítica

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Número 1

a) $\vec{v} = (1, 1, 1)_E \quad \|\vec{v}\| = \sqrt{3}$

$$\|\vec{v}\| = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}$$

b) $\vec{v} = 3\vec{i} + 4\vec{k} \quad \|\vec{v}\| = 5$

$$\vec{v} = (3, 0, 4)_E$$

$$\|\vec{v}\| = \sqrt{3^2 + 0^2 + 4^2} = \sqrt{9 + 16} = \sqrt{25} = 5$$

c) $\vec{v} = -\vec{i} + \vec{j} \quad \|\vec{v}\| = \sqrt{2}$

$$\vec{v} = (-1, 1, 0)_E$$

$$\|\vec{v}\| = \sqrt{(-1)^2 + 1^2 + 0^2} = \sqrt{1 + 1} = \sqrt{2}$$

d) $\vec{v} = 4\vec{i} + 3\vec{j} - \vec{k} \quad \|\vec{v}\| = \sqrt{26}$

$$\vec{v} = (4, 3, -1)_E$$

$$\|\vec{v}\| = \sqrt{4^2 + 3^2 + (-1)^2} = \sqrt{25 + 1} = \sqrt{26}$$

Número 2

a) $E = (e_1, e_2, e_3)_E$ é uma base ortonormal pois cada vetor representa uma aresta do cubo, e como a aresta do cubo é unitária, a norma de cada vetor é 1, logo, E é uma base ortonormal

b) $\vec{v} = (0, -1, -1)_E$

$$\vec{v} = (0, 1, -1)_E$$

$$\vec{w} = (1, 1, -1)_E$$

$$\vec{v} = \vec{CD} + \vec{CB} = -\vec{e}_2 - \vec{e}_3 = (0, -1, -1)_E$$

$$\vec{v} = \vec{DC} + \vec{CB} = \vec{e}_2 - \vec{e}_3 = (0, 1, -1)_E$$

$$\vec{w} = \vec{GC} = \vec{e}_1 + \vec{e}_2 - \vec{e}_3 = (1, 1, -1)_E$$

c) Todas as normas são 1 após a normalização, portanto, F é uma base ortonormal.

$$\vec{f}_1 = \frac{\vec{v}}{\|\vec{v}\|} = \frac{(0, -1, -1)}{\sqrt{2}} = \left(0, -\frac{1}{\sqrt{2}}, -\frac{1}{\sqrt{2}}\right)$$

$$\vec{f}_2 = \frac{\vec{v}}{\|\vec{v}\|} = \frac{(0, 1, -1)}{\sqrt{2}} = \left(0, \frac{1}{\sqrt{2}}, -\frac{1}{\sqrt{2}}\right)$$

$$\vec{f}_3 = \vec{w} = (1, 1, -1)$$

$$\vec{f}_1 \cdot \vec{f}_2 = 0 \quad \vec{f}_1 \cdot \vec{f}_3 = 0 \quad \vec{f}_2 \cdot \vec{f}_3 = 0$$

d) Para ser ortogonal, $M^T M = I$. Como F é ortonormal, M é ortogonal.

$$M = \begin{bmatrix} 0 & 0 & -1 \\ -\frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \end{bmatrix}$$

e) $\vec{HB} = \vec{B} - \vec{H} = (-1, 1, 1)_E = (0, \sqrt{2}, 1)_F$

Em F :

$$\vec{HB}_F = M^T \cdot \vec{HB}_E = \begin{bmatrix} 0 & -\frac{\sqrt{2}}{2} \\ 0 & \frac{\sqrt{2}}{2} \\ -1 & 0 \end{bmatrix} \begin{bmatrix} \frac{\sqrt{2}}{2} \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ \sqrt{2} \\ 1 \end{bmatrix}$$

Número 3

$$a) \vec{AB} = (3, -3, -6) \quad \vec{BC} = (-5, -4, 4) \quad \vec{CA} = (2, 7, 2)$$

$$\vec{AB} = B - A = (3, -3, -6)$$

$$\vec{BC} = C - B = (-5, -4, 4)$$

$$\vec{CA} = A - C = (2, 7, 2)$$

$$b) \|\vec{AB}\| = 3\sqrt{6} \quad \|\vec{BC}\| = \sqrt{57} \quad \|\vec{CA}\| = \sqrt{57}$$

$$\|\vec{AB}\| = \sqrt{3^2 + (-3)^2 + (-6)^2} = \sqrt{9+9+36} = \sqrt{54} = 3\sqrt{6}$$

$$\|\vec{BC}\| = \sqrt{(-5)^2 + (-4)^2 + 4^2} = \sqrt{25+16+16} = \sqrt{57}$$

$$\|\vec{CA}\| = \sqrt{2^2 + 7^2 + 2^2} = \sqrt{4+49+4} = \sqrt{57}$$

ABC é isosceles pois $\|\vec{CA}\| = \|\vec{BC}\| = \sqrt{57}$

Número 4

$$a) \vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos(\theta) \Rightarrow |\vec{u} \cdot \vec{v}| \leq \|\vec{u}\| \cdot \|\vec{v}\|$$

Igualdade ocorre se $\cos(\theta) = \pm 1$, ou seja, vetores paralelos.

$$b) \|\vec{u} + \vec{v}\|^2 = \|\vec{u}\|^2 + 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2$$

$$2\vec{u} \cdot \vec{v} \leq 2\|\vec{u}\| \cdot \|\vec{v}\| \Rightarrow \|\vec{u} + \vec{v}\| \leq \|\vec{u}\| + \|\vec{v}\|$$

Número 5

$$a) \theta = \frac{\pi}{2} \text{ rad}$$

$$\cos \theta = \frac{1 \cdot (-2) + 0 \cdot 10 + 1 \cdot 2}{\sqrt{2} \cdot \sqrt{108}} = 0 \Rightarrow \theta = \frac{\pi}{2}$$

$$b) \theta = \cos^{-1}\left(\frac{1}{3}\right) = 1,23096 \text{ rad}$$

$$\cos \theta = \frac{-1+1+1}{\sqrt{3} \cdot \sqrt{3}} = \frac{1}{3} \Rightarrow \theta = \cos^{-1}\left(\frac{1}{3}\right) = 70,5288^\circ$$

$$\begin{array}{cc} 180^\circ & \pi \\ 70,5288 & x \end{array}$$

$$x = \frac{70,5288}{180} \pi = 1,23096 \pi$$

$$c) M_{AB} = \left(\frac{7}{2}, \frac{5}{2}, 0\right)$$

$$M_{BC} = \left(\frac{5}{2}, -1, -1\right)$$

$$M_{CA} = \left(1, \frac{1}{2}, 2\right)$$

$$\text{Mediana relativa a AB: } \vec{CM_{10}} = M_{AB} - C \\ = \left(\frac{7}{2}, \frac{11}{2}, -1\right)$$

$$d) \hat{\text{Angulo}} \hat{BCA} = \arccos\left(-\frac{10}{19}\right)$$

$$\cos \theta = \frac{\vec{CB} \cdot \vec{CA}}{\|\vec{CB}\| \cdot \|\vec{CA}\|} = \frac{(5, 4, -4) \cdot (2, 7, 2)}{\sqrt{57} \cdot \sqrt{57}} = \frac{10+28-8}{57}$$

$$= \frac{30}{57} \Rightarrow \theta = \cos^{-1}\left(\frac{10}{19}\right)$$

$$e) \vec{AB} + \vec{BC} + \vec{CA} = (0, 0, 0)$$

$$= (3-5+2, -3-4+7, -6+4+2) = (0, 0, 0)$$

$$c) \|\vec{u} + \vec{v}\|^2 = \|\vec{u}\|^2 + 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2$$

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 - 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2$$

$$\|\vec{u} + \vec{v}\|^2 - \|\vec{u} - \vec{v}\|^2 = 4\vec{u} \cdot \vec{v}$$

$$c) \theta = \frac{\pi}{4} \text{ rad}$$

$$\cos \theta = \frac{6+3+0}{\sqrt{18} \cdot \sqrt{9}} = \frac{9}{3\sqrt{18}} = \frac{\sqrt{2}}{2} \Rightarrow \theta = \frac{\pi}{4}$$

$$d) \theta = \frac{\pi}{3} \text{ rad}$$

$$\cos \theta = \frac{3+1+0}{\sqrt{4} \cdot \sqrt{16}} = \frac{4}{8} = \frac{1}{2} \Rightarrow \theta = \frac{\pi}{3}$$

Número 6

a) $x = \pm \sqrt{6}$

$$(x+1) \cdot (x-1) + 1 \cdot (-1) + 2 \cdot (-2) = 0$$

$$x^2 - 1 - 1 - 4 = 0 \rightarrow x^2 - 6 = 0$$

$$x = \pm \sqrt{6}$$

b) $x = -2$

$$x \cdot 4 + x \cdot x + 4 \cdot 1 = 0$$

$$x^2 + 4x + 4 = 0$$

$$(x+2)^2 = 0$$

$$x = -2$$

Número 7

a) $\vec{U} = (1, -1, -1)$

$$\vec{V} \times \vec{W} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 4 & -1 & 5 \\ 1 & -2 & 3 \end{vmatrix} = \vec{i}(-3+10) - \vec{j}(12-5) + \vec{k}(-8+1)$$

$$= (7, -7, -7)$$

$$\vec{U} = k(7, -7, -7)$$

$$\vec{U} \cdot (1, 1, 1) = 7k - 7k - 7k = -7k = -1 \quad k = \frac{1}{7}$$

$$\vec{U} = (1, -1, -1)$$

b) $\vec{U} = (3, -3, -3)$

$$\vec{V} \times \vec{W} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 3 & -1 \\ 2 & -4 & 6 \end{vmatrix} = \vec{i}(18-4) - \vec{j}(12+2) + \vec{k}(-8-6)$$

$$= (14, -14, -14) \quad \vec{U} = k(14, -14, -14)$$

$$\|\vec{U}\| = |k| \sqrt{14^2 + (-14)^2 + (-14)^2} = |k| \sqrt{588} = |k| \cdot 14\sqrt{3} = 3\sqrt{3}$$

$$|k| = \frac{3}{14} \rightarrow \vec{U} = (3, -3, -3)$$

c) $\theta = \arccos\left(\frac{4}{\sqrt{26}}\right)$

$$\vec{U} \cdot \vec{V} = \|\vec{U}\| \cdot \|\vec{V}\| \cdot \cos\left(\frac{\pi}{4}\right) = \sqrt{5} \cdot \frac{\sqrt{2}}{2} = \frac{\sqrt{10}}{2}$$

$$\|\vec{U} + \vec{V}\|^2 = \|\vec{U}\|^2 + \|\vec{V}\|^2 + 2\vec{U} \cdot \vec{V} = 5 + 1 + \sqrt{10} = 6 + \sqrt{10}$$

$$\|\vec{U} - \vec{V}\|^2 = \|\vec{U}\|^2 + \|\vec{V}\|^2 - 2\vec{U} \cdot \vec{V} = 5 + 1 - \sqrt{10} = 6 - \sqrt{10}$$

$$(\vec{U} + \vec{V}) \cdot (\vec{U} - \vec{V}) = \|\vec{U}\|^2 - \|\vec{V}\|^2 = 5 - 1 = 4$$

$$\cos \theta = \frac{4}{\sqrt{6+\sqrt{10}} \cdot \sqrt{6-\sqrt{10}}} = \frac{4}{\sqrt{36-10}} = \frac{4}{\sqrt{26}}$$

Número 8

a) $\text{proj}_{\vec{U}} \vec{V} = \left(\frac{18}{11}, \frac{6}{11}, \frac{6}{11}\right)$

$$\vec{U} \cdot \vec{V} = 3 + 1 + 2 = 6; \quad \|\vec{U}\|^2 = 9 + 1 + 1 = 11$$

$$\text{proj}_{\vec{U}} \vec{V} = \frac{6}{11} (3, -1, 1) = \left(\frac{18}{11}, \frac{6}{11}, \frac{6}{11}\right)$$

c) $\text{proj}_{\vec{U}} \vec{V} = \left(-\frac{10}{9}, \frac{5}{9}, \frac{10}{9}\right)$

$$\vec{U} \cdot \vec{V} = 2 + 1 + 2 = 5 \quad \|\vec{U}\|^2 = 4 + 1 + 4 = 9$$

$$\text{proj}_{\vec{U}} \vec{V} = \frac{5}{9} (-2, 1, 2) = \left(-\frac{10}{9}, \frac{5}{9}, \frac{10}{9}\right)$$

b) $\text{proj}_{\vec{U}} \vec{V} = (0, 0, 0)$

$$\vec{U} \cdot \vec{V} = -3 + 3 + 0 = 0; \quad \|\vec{U}\|^2 = 9 + 1 = 10$$

$$\text{proj}_{\vec{U}} \vec{V} = \frac{0}{10} (-3, 1, 0) = (0, 0, 0)$$

d) $\text{proj}_{\vec{U}} \vec{V} = \vec{V} = (1, 2, 4)$

$$\vec{U} = -2(1, 2, 4) \quad \vec{U} \text{ e } \vec{V} \text{ são paralelos}$$

Numero 9

a) $\text{Proj}_{\vec{v}} \vec{u} = (4, -4, 2)$

$\vec{u} \cdot \vec{v} = 6 + 12 + 0 = 18$; $\|\vec{v}\|^2 = 4 + 4 + 1 = 9$

$\text{Proj}_{\vec{v}} \vec{u} = \frac{18}{9} (2, -2, 1) = (4, -4, 2)$

b) $\vec{p} = (4, -4, 2)$

$\vec{p} = \text{Proj}_{\vec{v}} \vec{u} = (4, -4, 2)$

c) $\|\vec{u} \times \vec{v}\| = 9$

$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & -2 & 1 \\ 3 & -6 & 0 \end{vmatrix} = \vec{i}(0+6) - \vec{j}(0-3) + \vec{k}(-12+6) = (6, 3, -6)$

Numero 10

a) $\vec{u} \times \vec{v} = (0, 0, 3)$, $\|\vec{u} \times \vec{v}\| = 3$

$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 3 & 3 & 0 \\ 5 & 4 & 0 \end{vmatrix} = \vec{k}(12-15) = -3\vec{k} = (0, 0, -3)$

Norma: $\|\vec{u} \times \vec{v}\| = 3$

c) $\vec{u} \times \vec{v} = (-13, -3, 4)$, $\|\vec{u} \times \vec{v}\| = \sqrt{194}$

$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -3 & 1 \\ 1 & 1 & 4 \end{vmatrix} = \vec{i}(-12-1) - \vec{j}(4-1) + \vec{k}(1+3) = (-13, -3, 4)$

Norma: $\|\vec{u} \times \vec{v}\| = \sqrt{169+9+16} = \sqrt{194}$

Numero 11

a) $\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos \theta$

$\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \sin \theta$

$\|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \cdot \|\vec{v}\|^2 \cdot \sin^2 \theta$

$\sin^2 \theta + \cos^2 \theta = 1 \Rightarrow \|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \|\vec{v}\|^2 (1 - \cos^2 \theta) = \|\vec{u}\|^2 \|\vec{v}\|^2 - (\vec{u} \cdot \vec{v})^2$

b) $\|\vec{u} \times \vec{v}\| = \sqrt{16} = 4$

$\|\vec{u} \times \vec{v}\|^2 = 1^2 \cdot (5)^2 - (3)^2 = 25 - 9 = 16$

$\|\vec{u} \times \vec{v}\| = \sqrt{16} = 4$

c) $\|\vec{AB} \times \vec{AC}\| = l^2 \cdot \frac{\sqrt{3}}{2}$

$\|\vec{AB} \times \vec{AC}\| = l \cdot l \cdot \sin 60^\circ = l^2 \cdot \frac{\sqrt{3}}{2}$

• $\text{Proj}_{\vec{v}} \vec{u} = \left(\frac{6}{5}, -\frac{12}{5}, 0\right)$

$\vec{u} \cdot \vec{v} = 18$; $\|\vec{v}\|^2 = 9 + 36 = 45$

$\text{Proj}_{\vec{v}} \vec{u} = \frac{18}{45} (3, -6, 0) = \left(\frac{6}{5}, -\frac{12}{5}, 0\right)$

• $\vec{q} = (-1, -2, -2)$

$\vec{q} = \vec{v} - \vec{p} = (3, -6, 0) - (4, -4, 2)$

$\vec{q} = (-1, -2, -2)$

$\|\vec{u} \times \vec{v}\| = \sqrt{36+9+36} = \sqrt{81} = 9$

b) $\vec{u} \times \vec{v} = (10, 2, 14)$, $\|\vec{u} \times \vec{v}\| = 10\sqrt{3}$

$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 7 & 0 & -5 \\ 1 & 2 & -1 \end{vmatrix} = \vec{i}(0+5) - \vec{j}(-7+5) + \vec{k}(14-0) = (5, 2, 14)$

Norma: $\|\vec{u} \times \vec{v}\| = \sqrt{100+4+196} = \sqrt{300} = 10\sqrt{3}$

d) $\vec{u} \times \vec{v} = (0, 0, 0)$, $\|\vec{u} \times \vec{v}\| = 0$

$\vec{v} = 2\vec{u}$, então são paralelos.

Número 12

a) $\vec{x} = \vec{i} + \vec{j} + \vec{k}$

$2a + 3b + 4c = 9$

$$\vec{x} \times (-\vec{i} + \vec{j} - \vec{k}) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a & b & c \\ -1 & 1 & -1 \end{vmatrix} = (-b-c)\vec{i} - (-a+c)\vec{j} + (a+b)\vec{k}$$

$$-2\vec{i} + 2\vec{k} : \begin{cases} -b-c = -2 \rightarrow b=1 \\ a-c = 0 \rightarrow a=c=1 \\ a+b = 2 \rightarrow c+b=2 \end{cases} \therefore \vec{x} = \vec{i} + \vec{j} + \vec{k}$$

c) $\vec{x} = (-1, -1, -1)$

$\vec{x} \cdot \vec{u} = -3x + 0y + 3z = 0 \rightarrow -x + z = 0 \rightarrow x = z$

$\vec{x} \cdot \vec{v} = 2x - 2y + 0z = 0 \rightarrow x - y = 0 \rightarrow x = y$

$\vec{x} = (x, x, x)$

$$\cos \theta = \frac{\vec{x} \cdot \vec{j}}{\|\vec{x}\| \|\vec{j}\|} = \frac{x}{\sqrt{3} \cdot 1}$$

Número 13

a) área = $\sqrt{62}$

$\vec{AD} = D - A = (5-3, 3-2, 3-(-1)) = (2, 1, 4)$

$$\vec{AB} \times \vec{AD} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & -1 \\ 2 & 1 & 4 \end{vmatrix} = (4+1)\vec{i} - (4+2)\vec{j} + (1-2)\vec{k} = (5, -6, -1)$$

$$\|\vec{AB} \times \vec{AD}\| = \sqrt{5^2 + (-6)^2 + (-1)^2} = \sqrt{25 + 36 + 1} = \sqrt{62}$$

b) $\vec{x} = (-1, 2, 1)$

$$\vec{x} \times (1, 0, 1) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ x & y & z \\ 1 & 0 & 1 \end{vmatrix} = (y)\vec{i} - (x-z)\vec{j} + (-y)\vec{k} = (y, z-x, -y)$$

$2(1, 1, -1) = (2, 2, -2)$

$$\begin{cases} y=2 \\ z-x=2 \\ -y=-2 \end{cases} \quad y=2 \quad z=x+2$$

Norma de \vec{x} :

$\vec{x} = (-1, 2, 1)$

$$\|\vec{x}\| = \sqrt{x^2 + y^2 + z^2} = \sqrt{x^2 + 4 + (x+2)^2} = \sqrt{6}$$

$x^2 + 4 + x^2 + 4x + 4 = 6 \rightarrow 2x^2 + 4x + 2 = 0$

$z = -1 + 2 = 1$

$x^2 + 2 + 1 = 0 \rightarrow (x+1)^2 = 0 \rightarrow x = -1$

Norma: $\|\vec{x}\| = \sqrt{x^2 + x^2 + x^2} = \sqrt{3x^2} = \sqrt{3}|x| = \sqrt{3} \rightarrow x = \pm 1$

Ângulo com \vec{j} :

$\cos \theta < 0 \rightarrow x < 0$
 $x = -1$

$\vec{x} = (-1, -1, -1)$

b) área = $\frac{\sqrt{19}}{2}$

$$\vec{AB} \times \vec{AC} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 1 & 0 \\ 0 & 1 & 3 \end{vmatrix} = (3-0)\vec{i} - (-3-0)\vec{j} + (-1-0)\vec{k} = (3, 3, -1)$$

$$\|\vec{AB} \times \vec{AC}\| = \sqrt{3^2 + 3^2 + (-1)^2} = \sqrt{19}$$

Área do triângulo = $\frac{1}{2} \times \sqrt{19} = \frac{\sqrt{19}}{2}$

Altura:

$$h = \frac{\|\vec{AB} \times \vec{AC}\|}{\|\vec{BC}\|} = \frac{\sqrt{19}}{\sqrt{10}} = \frac{\sqrt{19} \cdot \sqrt{10}}{10} = \frac{\sqrt{190}}{10}$$

$\vec{BC} = (0-(-1), 1-1, 3-0) = (1, 0, 3)$

$$\|\vec{BC}\| = \sqrt{1^2 + 0^2 + 3^2} = \sqrt{10}$$

Número 14

a) $\vec{v} \cdot (\vec{v} \times \vec{w}) = (\vec{v} \times \vec{v}) \cdot \vec{w}$

$\vec{v} \cdot (\vec{v} \times \vec{w}) = \begin{vmatrix} v_x & v_y & v_z \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{vmatrix}$ o determinante é invariante sob permutação cíclica das linhas.

Logo, $\vec{v} \cdot (\vec{v} \times \vec{w}) = (\vec{v} \times \vec{v}) \cdot \vec{w} //$

b) $[\vec{v}, \vec{w}, \vec{v}] = -[\vec{v}, \vec{v}, \vec{w}] = 0$

$[\vec{v}, 2\vec{w}, \vec{v}] = 2[\vec{v}, \vec{w}, \vec{v}] = 0$

$[\vec{v}, 3\vec{v} - 2\vec{v}, \vec{w} + 3\vec{v}] = 0 \rightarrow$ os vetores são coplanares //

$[\vec{v}, \vec{v}, \vec{w}] = \begin{vmatrix} 1 & 3 & 2 \\ 0 & 1 & -2 \\ -1 & 2 & 0 \end{vmatrix} = 1 \cdot (1 \cdot 0 - (-2) \cdot 2) - 3 \cdot (0 \cdot 0 - (-2) \cdot (-1)) + 2 \cdot (0 \cdot 2 - 1 \cdot (-1))$
 $= 1 \cdot 4 - 3 \cdot 2 + 2 \cdot 1 = 4 - 6 + 2 = 0 //$

Número 15

a) Área da base $= 3\sqrt{3}$

$\vec{AD} = \vec{AF} - \vec{BE} = (3, 5, 6) - (2, 2, 2) = (1, 3, 4)$

$\vec{AB} \times \vec{AD} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 0 & 1 \\ 1 & 3 & 4 \end{vmatrix} = \vec{i}(0 \cdot 4 - 1 \cdot 3) - \vec{j}(1 \cdot 4 - 1 \cdot 1) + \vec{k}(1 \cdot 3 - 0 \cdot 1) = (-3, -3, 3)$

$\|\vec{AB} \times \vec{AD}\| = \sqrt{(-3)^2 + (-3)^2 + 3^2} = \sqrt{27} = 3\sqrt{3} //$

c) Altura relativa a base $= \frac{2\sqrt{3}}{3}$

Volume \times Área $\Rightarrow 6 = 3\sqrt{3} \cdot h \Rightarrow h = \frac{6}{3\sqrt{3}} = \frac{2}{\sqrt{3}} = \frac{2\sqrt{3}}{3} //$

e) Altura $= \frac{2\sqrt{5}}{15}$

$\vec{DB} = -\vec{AB} + \vec{AD} = (-1, 3, 2)$

$\vec{DE} = -\vec{AD} + \vec{AE} = (0, -1, 0)$

$\|\vec{DB} \times \vec{DE}\| = \sqrt{5}$

Área da base

$A = \frac{1}{2} \cdot \|\vec{DB} \times \vec{DE}\| = \frac{\sqrt{5}}{2}$

Volume $= \frac{1}{3} \cdot \text{área da base} \cdot \text{altura}$

altura $= \frac{\text{Volume}}{\frac{1}{3} \cdot \text{área da base}} = \frac{\frac{1}{3}}{\frac{1}{3} \cdot \frac{\sqrt{5}}{2}} = \frac{\frac{1}{3}}{\frac{\sqrt{5}}{6}} = \frac{1}{3} \cdot \frac{6}{\sqrt{5}} = \frac{2}{\sqrt{5}} = \frac{2\sqrt{5}}{5} //$

b) Volume do paralelepípedo $= 6$ unidades cúbicas

$\vec{BE} \times \vec{AF} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 2 & 2 \\ 3 & 5 & 6 \end{vmatrix} = \vec{i}(2 \cdot 6 - 2 \cdot 5) - \vec{j}(2 \cdot 6 - 2 \cdot 3) + \vec{k}(2 \cdot 5 - 2 \cdot 3)$
 $= (2, -6, 4)$

$\vec{AB} \cdot (\vec{BE} \times \vec{AF}) = 1 \cdot 2 + 0 \cdot (-6) + 1 \cdot 4 = 6 //$

d) Volume do tetraedra $= 1$ unidade cúbica

$V = \frac{1}{6} \cdot 6 = 1 //$