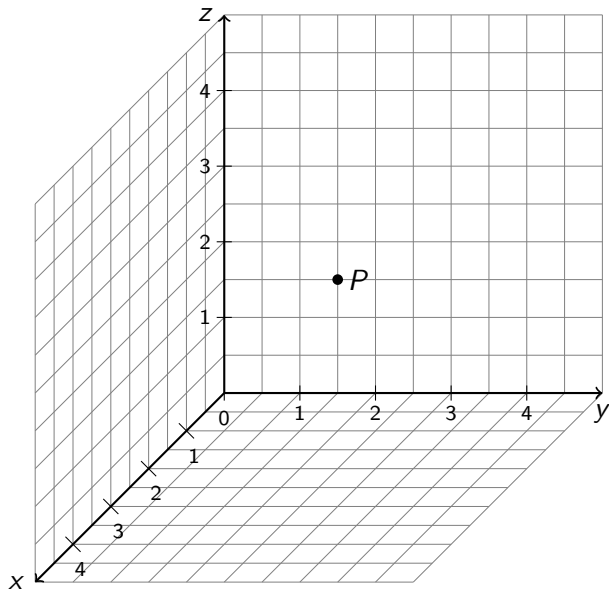


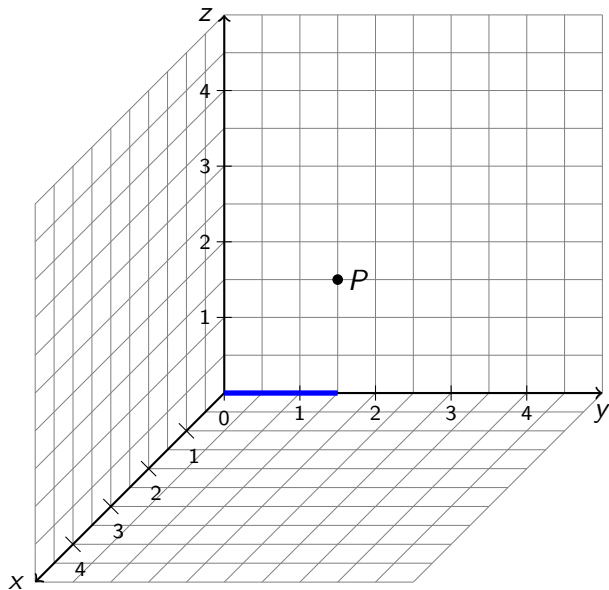
# Mathe Nachhilfe

## Analytische Geometrie

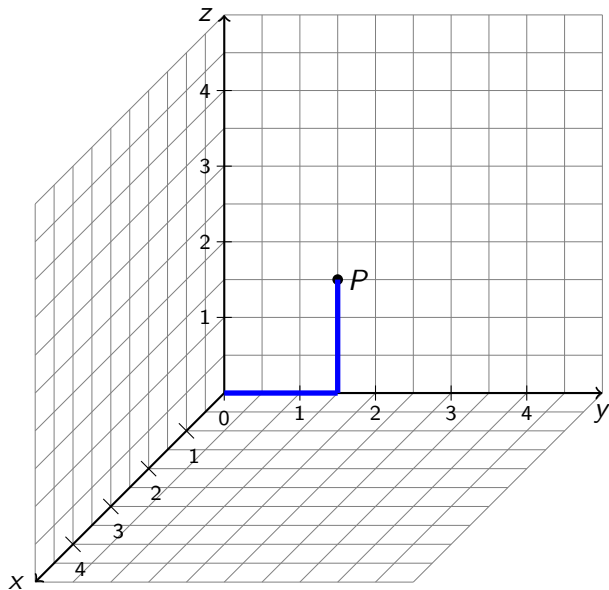
# 3D Koordinatensystem



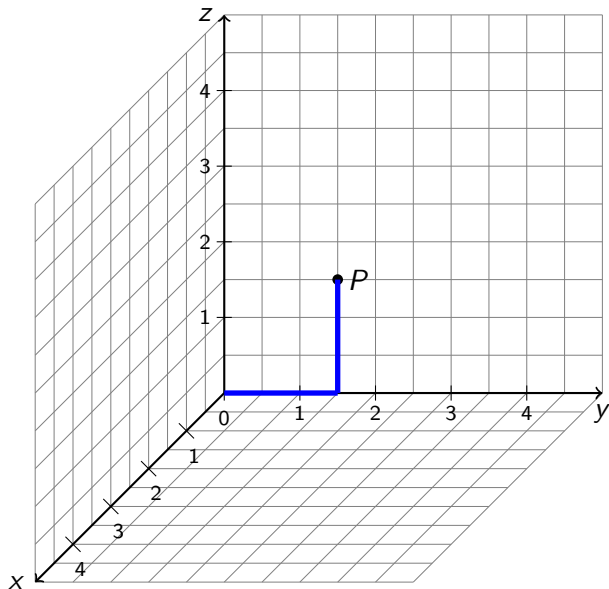
# 3D Koordinatensystem



# 3D Koordinatensystem

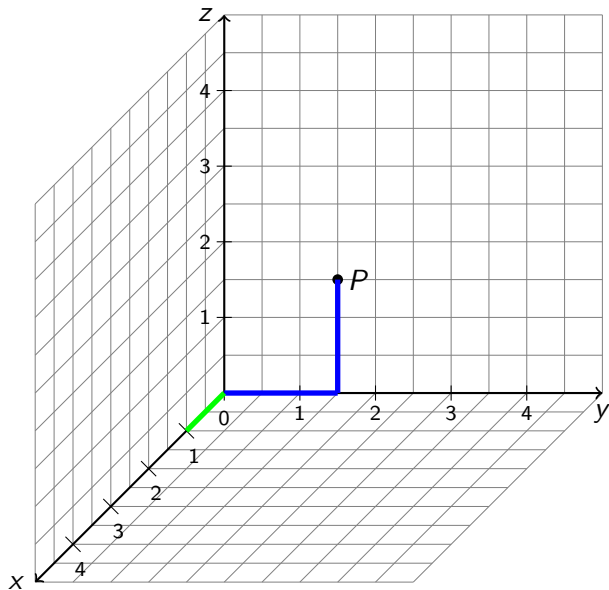


# 3D Koordinatensystem



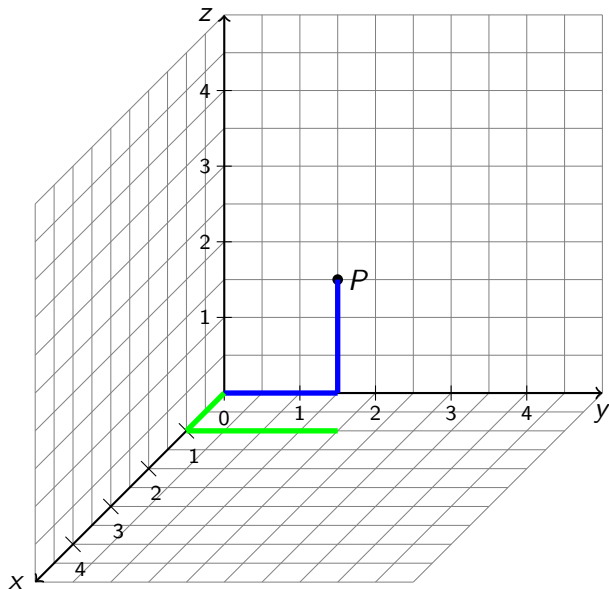
$P(0, 1.5, 1.5)$

# 3D Koordinatensystem



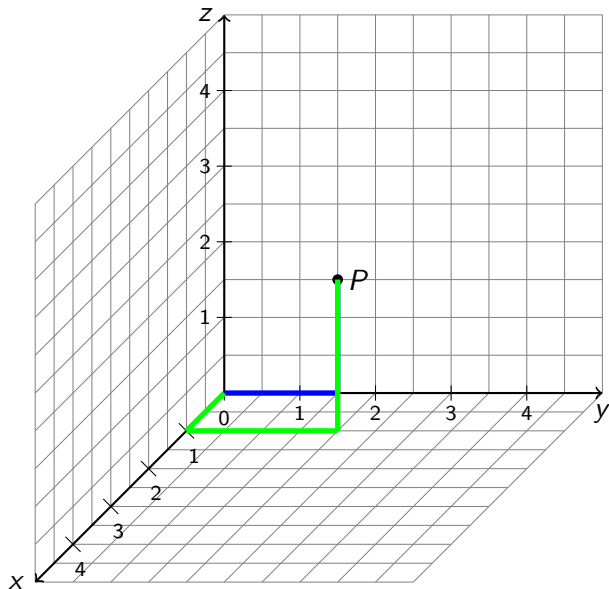
$P(0, 1.5, 1.5)$

# 3D Koordinatensystem



$P(0, 1.5, 1.5)$

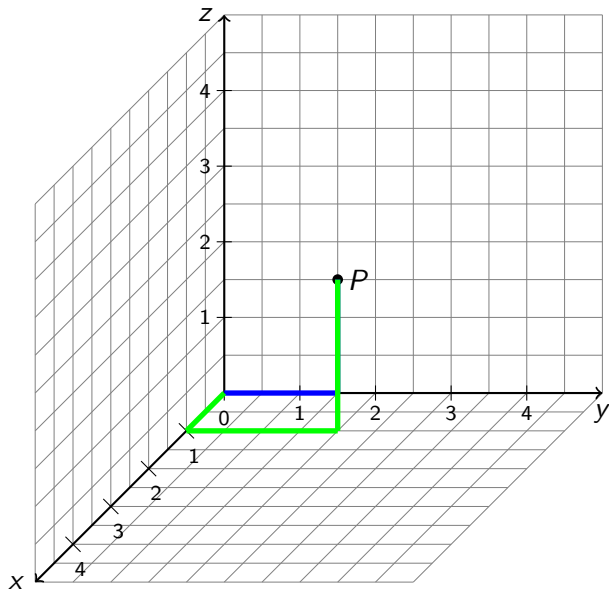
# 3D Koordinatensystem



$P(0, 1.5, 1.5)$



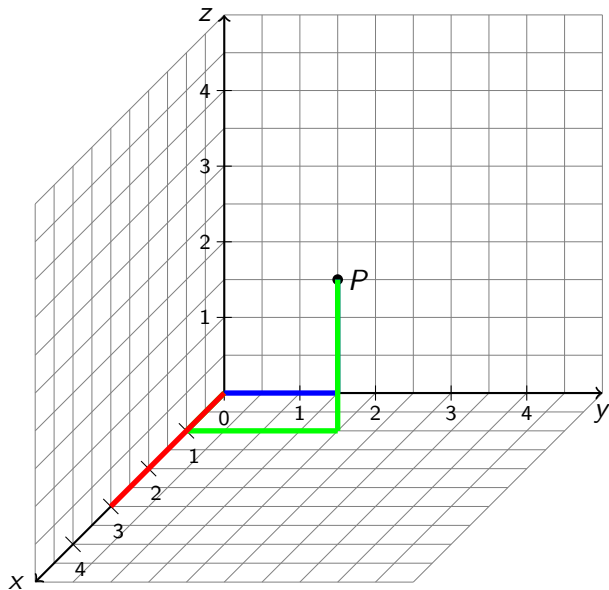
# 3D Koordinatensystem



$P(0, 1.5, 1.5)$

$P(1, 2, 2)$

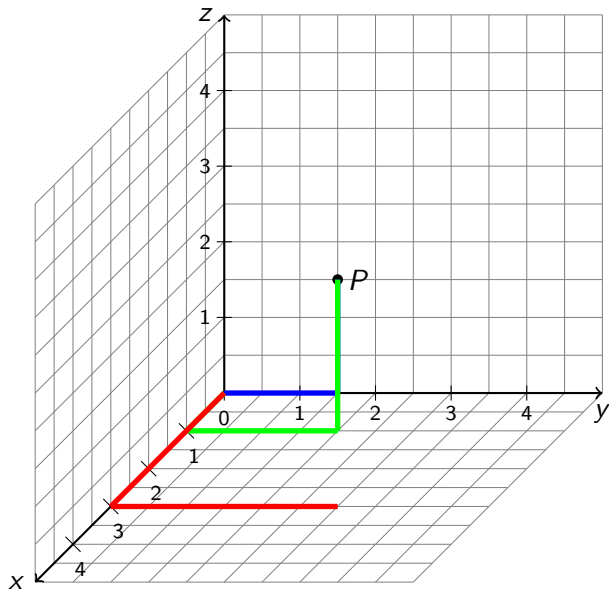
# 3D Koordinatensystem



$P(0, 1.5, 1.5)$

$P(1, 2, 2)$

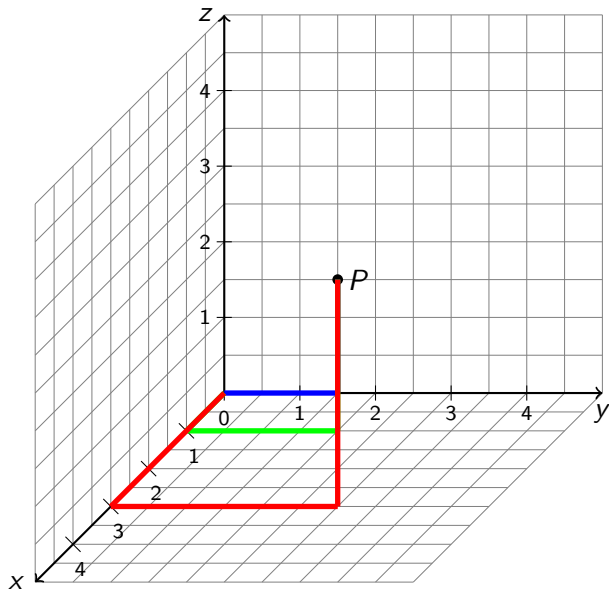
# 3D Koordinatensystem



$P(0, 1.5, 1.5)$

$P(1, 2, 2)$

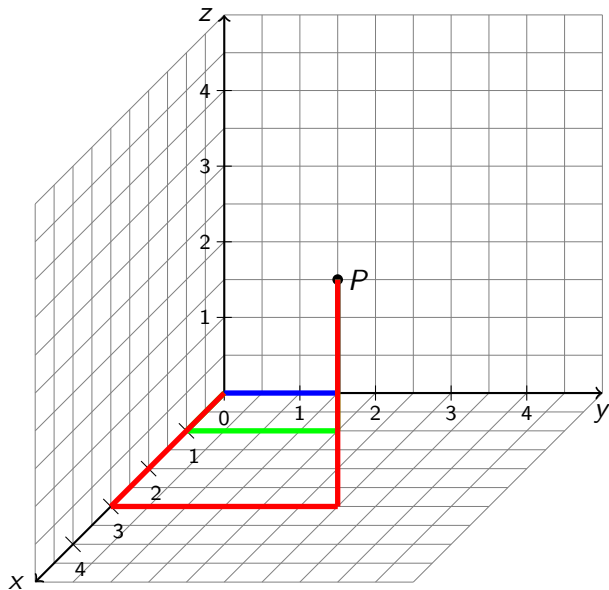
# 3D Koordinatensystem



$P(0, 1.5, 1.5)$

$P(1, 2, 2)$

# 3D Koordinatensystem

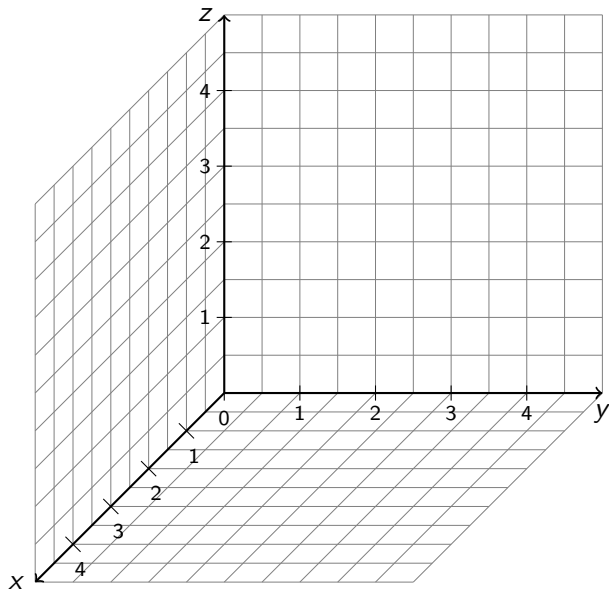


$P(0, 1.5, 1.5)$

$P(1, 2, 2)$

$P(3, 3, 3)$

## Punkte eintragen

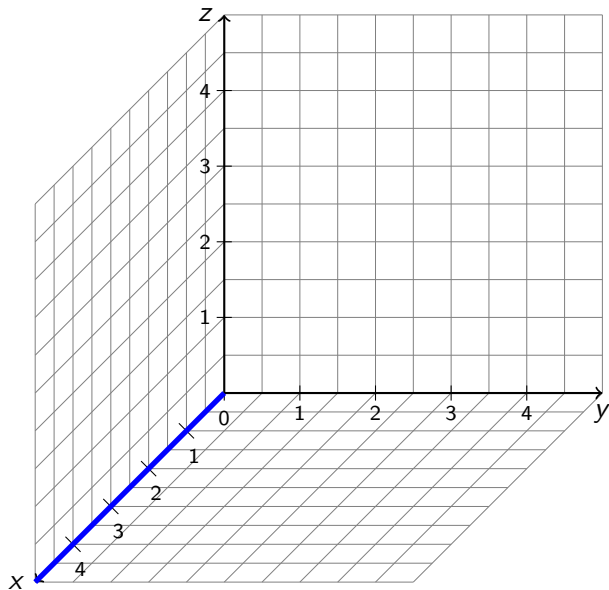


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

## Punkte eintragen

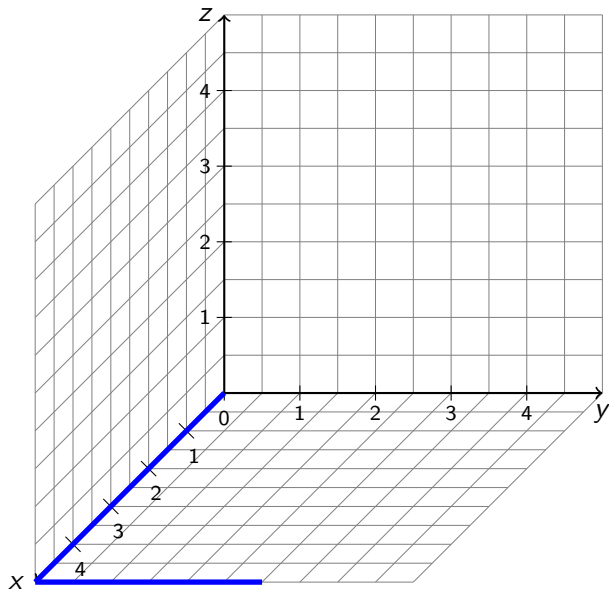


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

# Punkte eintragen



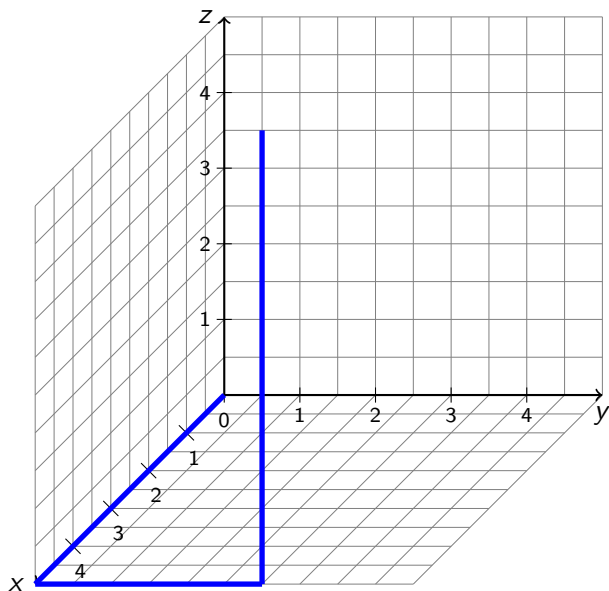
$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$



# Punkte eintragen

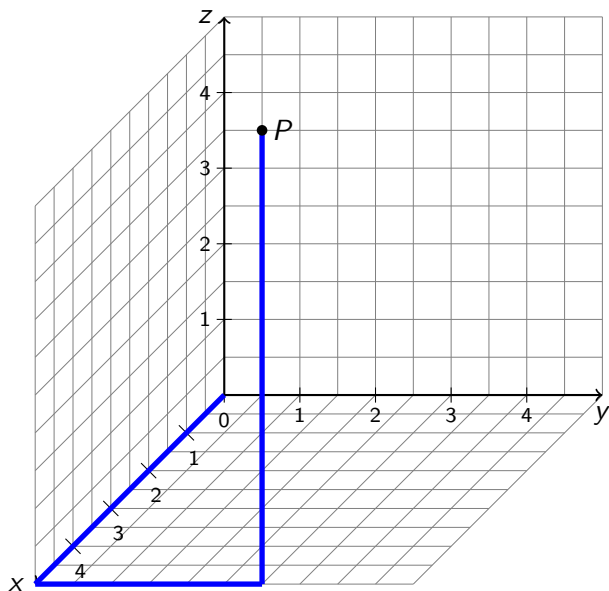


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

# Punkte eintragen

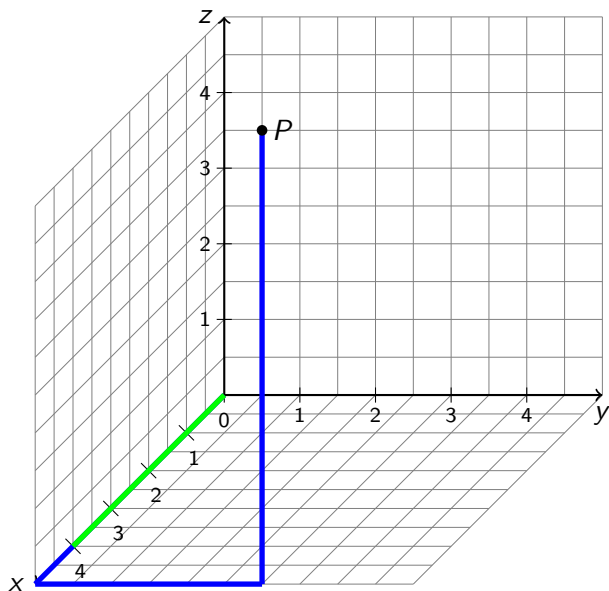


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

# Punkte eintragen

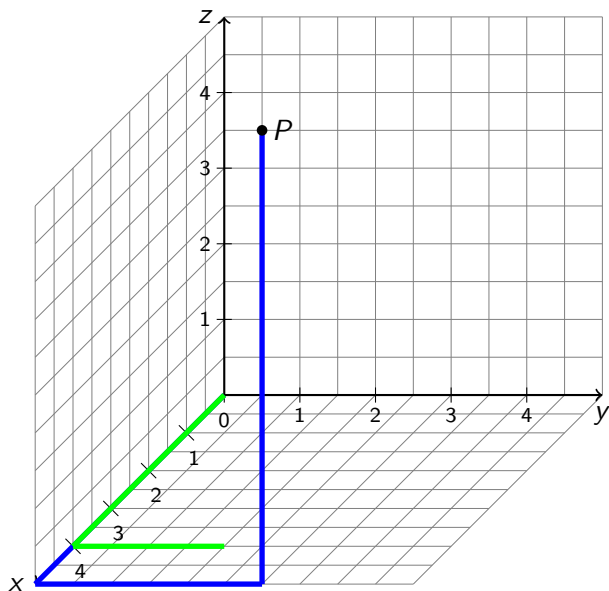


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

# Punkte eintragen

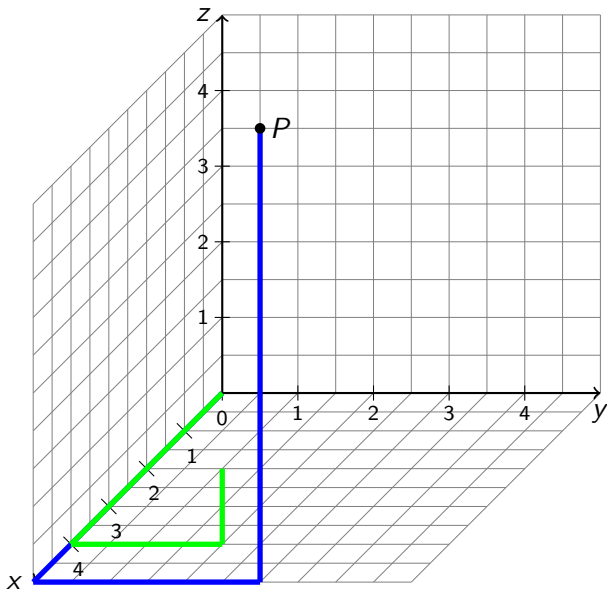


$P(5, 3, 6)$

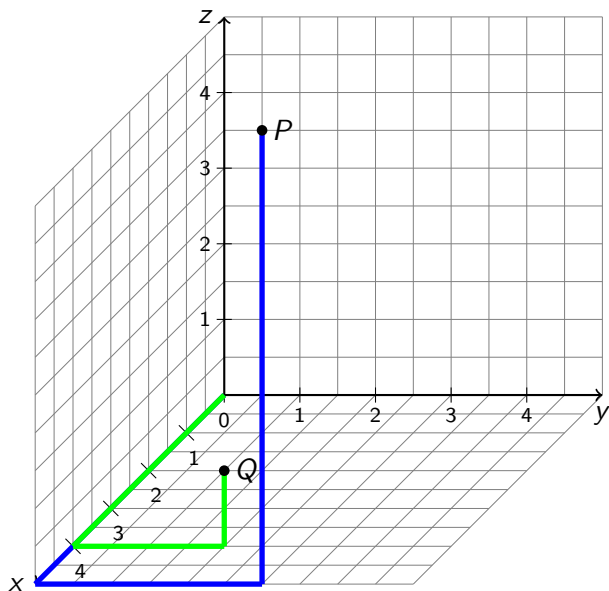
$Q(4, 2, 1)$

$R(3, 5, 1)$

## Punkte eintragen


$$P(5, 3, 6)$$
 $Q(4, 2, 1)$  $R(3, 5, 1)$

# Punkte eintragen

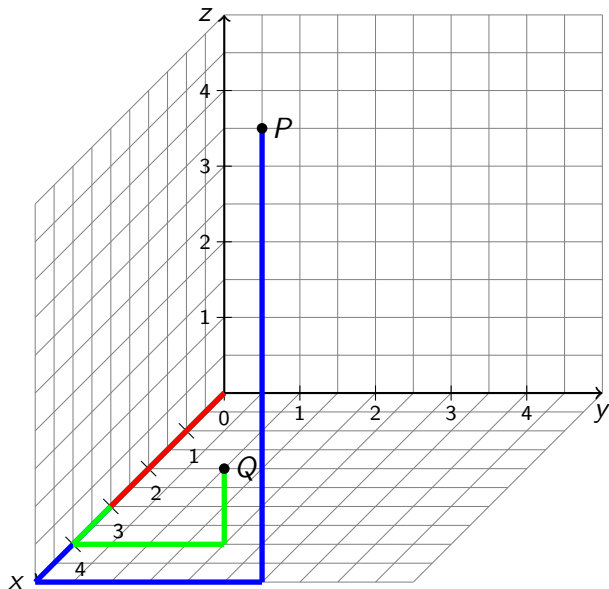


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

## Punkte eintragen

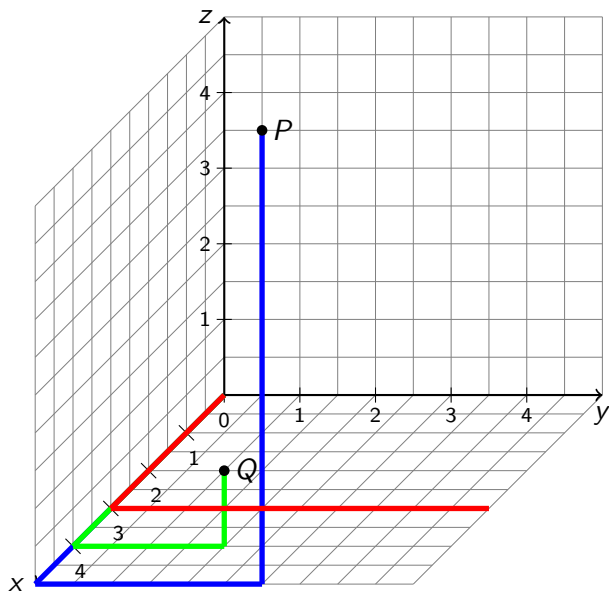


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

# Punkte eintragen



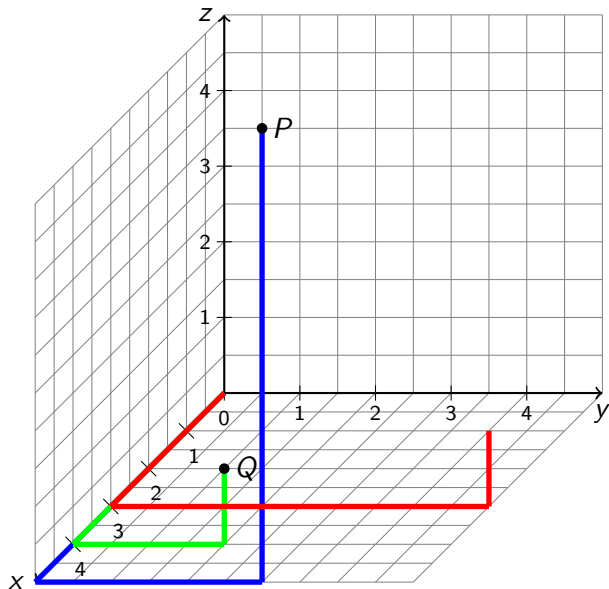
$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$



## Punkte eintragen

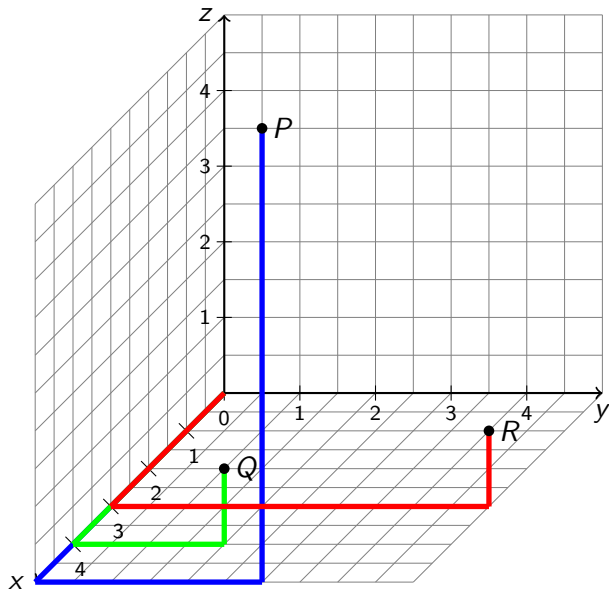


$P(5, 3, 6)$

$Q(4, 2, 1)$

$R(3, 5, 1)$

## Punkte eintragen

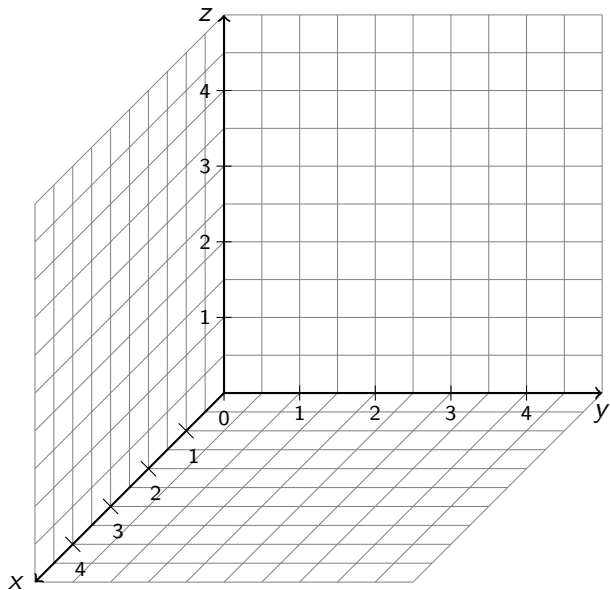


$P(5, 3, 6)$

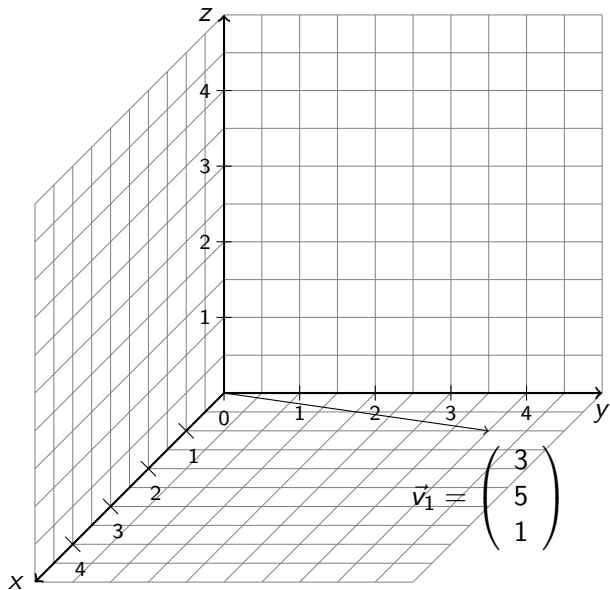
$Q(4, 2, 1)$

$R(3, 5, 1)$

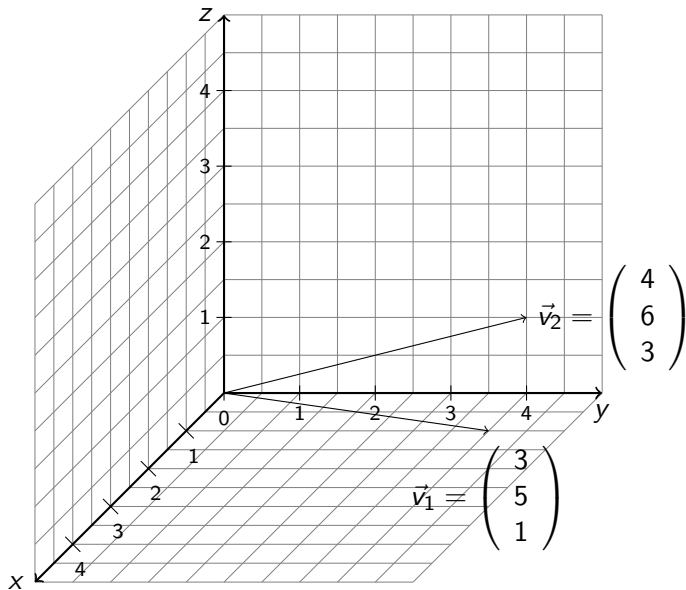
# Vektoren



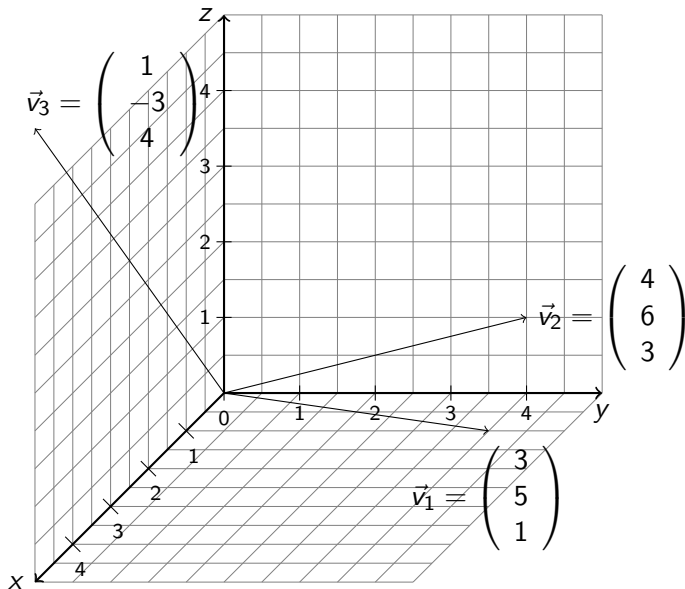
# Vektoren



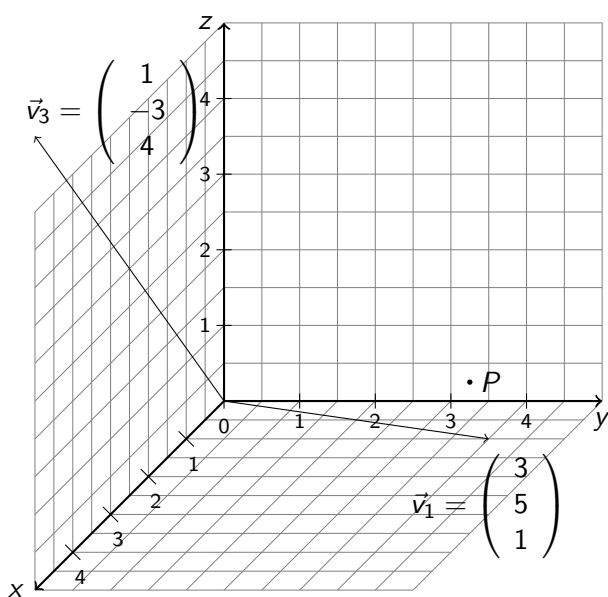
# Vektoren



# Vektoren

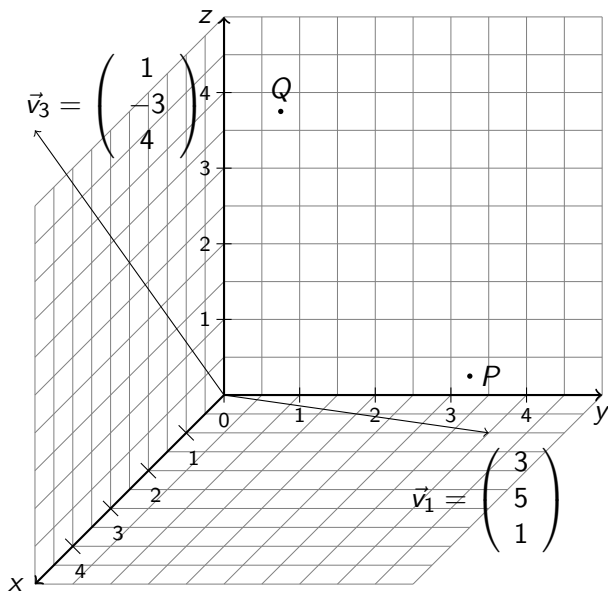


# Vektoren



$$P = (6, 3, 5.5)$$

# Vektoren

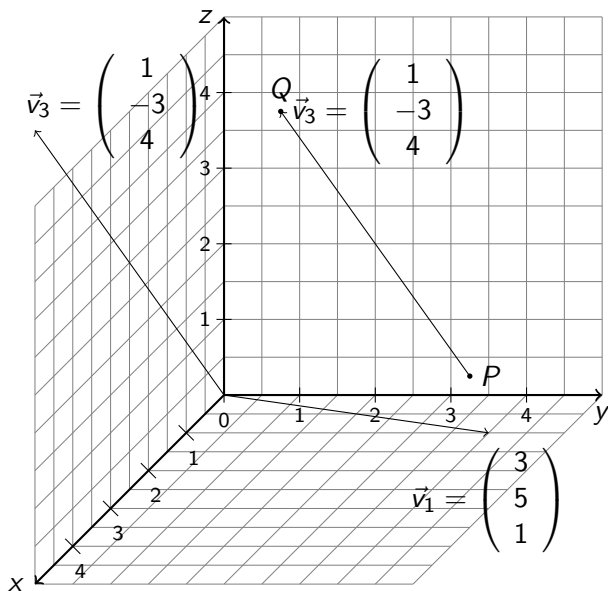


$$P = (6, 3, 5.5)$$

$$Q = (4, 7, 6.5)$$



# Vektoren



$$P = (6, 3, 5.5)$$

$$Q = (4, 7, 6.5)$$