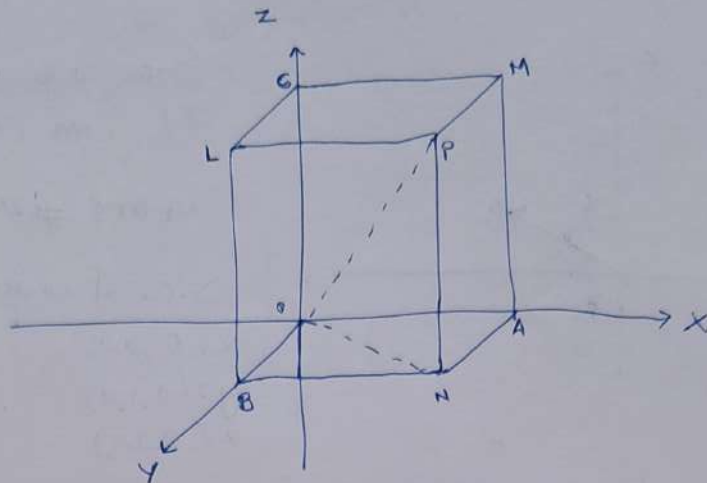


## # System of Co-ordinates.



$$\vec{OP} = \vec{OA} + \vec{AN} + \vec{NP} \Rightarrow \vec{OA} + \vec{AN} + \vec{NP} \Rightarrow \vec{OA} + \vec{OB} + \vec{OC}$$

$$\therefore x = a\hat{i} + b\hat{j} + c\hat{k}$$

$\vec{r} = (a, b, c) \rightarrow$  coordinates of P.  
 $\hookrightarrow$  Cartesian Co-ordinates.

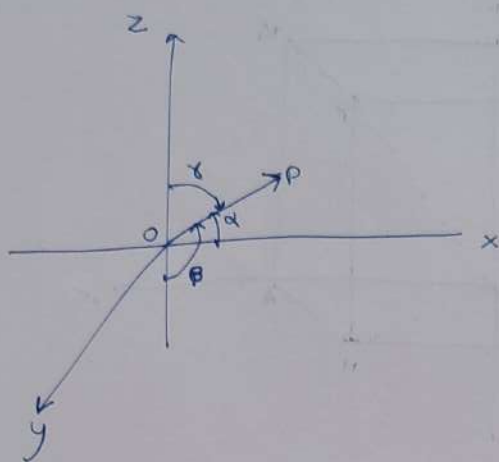
- Distance b/w two points :  $P(x_1, y_1, z_1); Q(x_2, y_2, z_2)$

$$PQ = |\vec{PQ}| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

- Division of Line :  $P \xrightarrow{m_1} R \xrightarrow{m_2} Q; R = \left( \frac{m_1 x_2 + m_2 x_1}{m_1 + m_2}, \dots \right)$   
 (If  $\frac{m_1}{m_2}$  is positive, R divides PQ internally)  
 -ve ; -ve externally

- Centroid of a triangle :  $\left( \frac{x_1 + x_2 + x_3}{3}, \frac{y_1 + y_2 + y_3}{3}, \frac{z_1 + z_2 + z_3}{3} \right)$

## Direction Cosines & Projections.



$(\cos \alpha, \cos \beta, \cos \gamma)$ : d.c's of Line  
 $(l, m, n)$

$$\alpha + \beta + \gamma \neq 360^\circ$$

D.C's of co-ordinate axes:

$$x: (1, 0, 0)$$

$$y: (0, 1, 0)$$

$$z: (0, 0, 1)$$

- If length of ~~the~~ Point P from O =  $r$  then  $P = (lr, mr, nr)$   
 $x = lr, y = mr, z = nr$

$$l^2 + m^2 + n^2 = 1$$

- If D.C's  $(l, m, n)$  of a given Line be proportional to any three nos  $a, b, c$ , then  $a, b, c$  are D.R's of given Line.

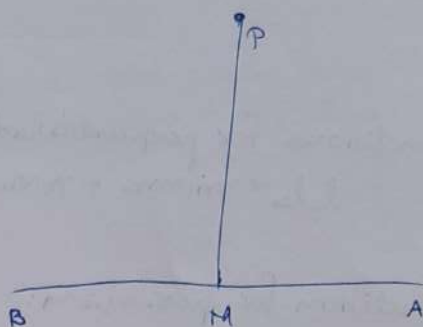
D.C's are unique ; D.R's are not unique.

- if  $a, b, c$  are D.R's of a line, then  $ax + by + cz$  is a vector parallel to that line.

$$\text{If } a, b, c = \text{given D.R's} \Rightarrow \left( \frac{a}{\sqrt{a^2 + b^2 + c^2}}, \frac{b}{\sqrt{a^2 + b^2 + c^2}}, \frac{c}{\sqrt{a^2 + b^2 + c^2}} \right) = \text{D.C's.}$$

## Projection of a point on a given line

- M is foot of  $\perp$  called the projection of the given point P on A.B.



## • Projection of a line segment on another line.

- to find length of  $\text{proj}^n \vec{CD}$

$$\vec{CD} = CD \cos \theta$$

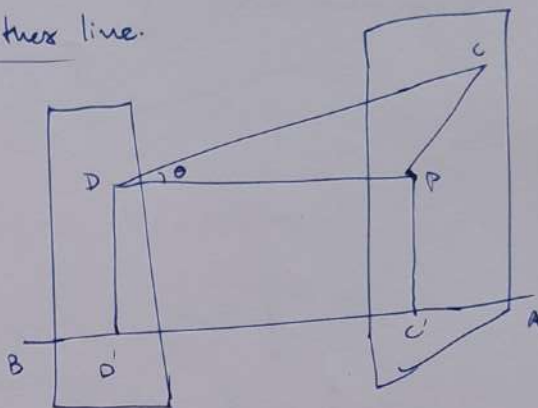
- let  $\vec{DC} = \vec{a}$  and let  $\vec{ba}$  be a unit vector along BA.

then

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

$$= DC \cos \theta$$

$$= \text{projection of DC on BA}$$



- D.C.s of a line joining  $(x_1, y_1, z_1)$ ,  $(x_2, y_2, z_2)$  (P & Q)  
 $\rightarrow \frac{x_2 - x_1}{PQ}, \frac{y_2 - y_1}{PQ}, \frac{z_2 - z_1}{PQ}$

- Proj<sup>n</sup> of Line joining two points  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  on another line whose d.c's are  $l, m, n$

$$\Rightarrow l(x_2 - x_1) + m(y_2 - y_1) + n(z_2 - z_1)$$



Angle between 2 lines:  $\cos \theta = l_1 l_2 + m_1 m_2 + n_1 n_2$

$$= \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

• Conditions for perpendicularity

$$l_1 l_2 + m_1 m_2 + n_1 n_2 = 0$$

$$a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$$

• Condition for parallelism:  $l_1 = l_2, m_1 = m_2, n_1 = n_2$

$$\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$$

# # Plane

equation (Normal form: eq<sup>n</sup> in terms of p - length of  $\perp$  from origin to the plane)

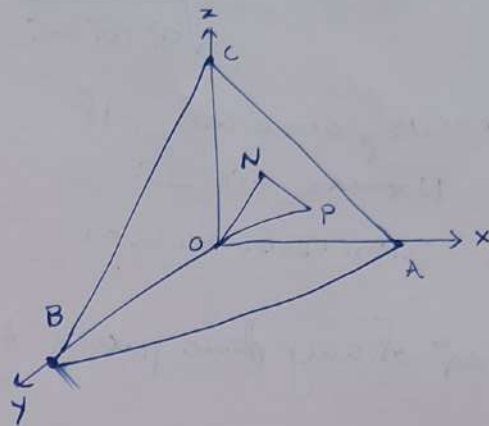
-  $l, m, n \rightarrow$  d.c.s of normal to the plane  $\rightarrow$  dir<sup>n</sup> being from origin to the plane.

$\rightarrow$  eq<sup>n</sup>:  $lx + my + nz = p$ .

general eq<sup>n</sup>:  $ax + by + cz + d = 0$

$a, b, c$  are D.R.s

- length of  $\perp$  from origin to the plane is  $\frac{-d}{\sqrt{a^2 + b^2 + c^2}}$ , no.  $d$  being -ve.



• Intercept form:  $Ax + By + Cz + D = 0$  (or)  $\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$

• plane through a given point  $(x_1, y_1, z_1)$  and  $\perp$  to a line whose D.R.s are  $a, b, c \Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$

• eq<sup>n</sup> of plane through 3 points:

$$\begin{vmatrix} x & y & z & 1 \\ x_1 & y_1 & z_1 & 1 \\ x_2 & y_2 & z_2 & 1 \\ x_3 & y_3 & z_3 & 1 \end{vmatrix}$$

- Angle b/w two planes:  $a_1x + b_1y + c_1z + d_1 = 0$  — ①  
 $a_2x + b_2y + c_2z + d_2 = 0$  — ②

①. R<sup>n</sup> of normal to plane ①  $\Rightarrow a_1, b_1, c_1$   
 — " — ②  $\Rightarrow a_2, b_2, c_2$

$$\cos \theta = \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \quad \text{--- (11)}$$

- two planes are  $\perp$  if  
 Normals are  $\perp$   
 $\Rightarrow a_1a_2 + b_1b_2 + c_1c_2 = 0$

- two planes are  $\parallel$  if  
 $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

- eq<sup>n</sup> of any plane parallel to the plane  $ax + by + cz + d = 0$  is  
 $ax + by + cz + \lambda = 0$

- two Sides of Plane

$P(x_1, y_1, z_1)$   $Q(x_2, y_2, z_2)$  & plane  $\rightarrow ax + by + cz + d = 0$

Suppose PQ meets R  $\Rightarrow$  coordinates:  $\frac{(mx_1 + m_2x_2, my_1 + m_2y_2, mz_1 + m_2z_2)}{m + m_2}$

If  $PR:QR = m_1:m_2$

$$\frac{m_1}{m_2} = \frac{ax_1 + by_1 + cz_1 + d}{ax_2 + by_2 + cz_2 + d}$$

- Length of  $\perp$  from  $(x_1, y_1, z_1)$  to a given plane

$$\pm \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}}$$



- To find the distance b/w two parallel planes.  
→ take a point on one of the two given planes, then the required distance is the length of  $\perp$  drawn from this point to other plane

- A plane through the Intersection of two given planes.  
 $P + \lambda Q = 0$

- Condition that line (d.r:  $l, m, n$ ) may ~~be~~ be parallel /  $\perp$  to a given plane  $ax + by + cz + d = 0$   
 ~~$ax + by + cz = 0$~~

line  $\parallel$  to plane  
 $al + bm + cn = 0$

line  $\perp$  to plane  
 $\frac{a}{l} = \frac{b}{m} = \frac{c}{n}$

- Angle b/w Line & Plane is defined to be the component of angle b/w line and normal to the plane.

- Eq<sup>n</sup> of planes bisecting two given planes.

- if  $(x, y, z)$  be co-ordinates of any point on plane bisecting the angle b/w the given planes, then the  $\perp$  distances of point from both the planes should be equal numerically.

$$\text{eq}^n: \frac{a_1x + b_1y + c_1z + d_1}{\sqrt{a_1^2 + b_1^2 + c_1^2}} = \frac{a_2x + b_2y + c_2z + d_2}{\sqrt{a_2^2 + b_2^2 + c_2^2}}$$

- eq<sup>n</sup> of pair of planes

$$ax^2 + by^2 + cz^2 + 2fyz + 2gzx + 2hxy = 0$$

- angle b/w two planes.

$$\tan \theta = \left[ \frac{2\sqrt{f^2 + g^2 + h^2 - bc - ca - ab}}{a + b + c} \right]$$

cond<sup>n</sup> of  $\perp$  :  $a + b + c = 0$   $\frac{f}{a} = \frac{g}{b} = \frac{h}{c}$

- Area of  $\Delta \Rightarrow \Delta^2 = \Delta_x^2 + \Delta_y^2 + \Delta_z^2$



## # The Straight Line

- General Equation  $\rightarrow$

$$\left. \begin{aligned} a_1x + b_1y + c_1z + d_1 &= 0 \\ a_2x + b_2y + c_2z + d_2 &= 0 \end{aligned} \right\} \begin{array}{l} \text{line of Intersection} \\ \text{of 2 planes.} \end{array}$$

- Symmetrical form :

$$\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n} = r \quad : r \text{ is actual Distance of any point } P(x, y, z) \text{ from } (x_1, y_1, z_1)$$

- In terms of D.R:  $\frac{x-x_1}{a} = \frac{y-y_1}{b} = \frac{z-z_1}{c} = r$

- Line through two points.

$$\frac{x-x_1}{x_2-x_1} = \frac{y-y_1}{y_2-y_1} = \frac{z-z_1}{z_2-z_1}$$

- The projection/Image of a line on or in a given plane.

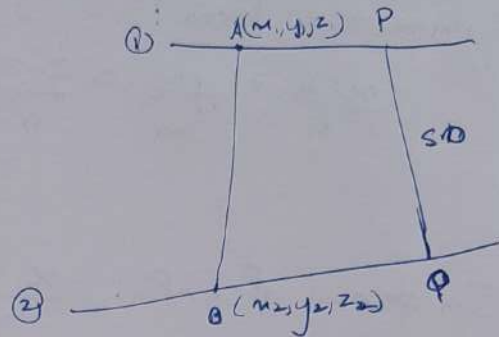
- The proj<sup>n</sup> of a line on a given plane is the line of intersection of the two planes  $\rightarrow$  (i) the given plane and (ii) plane through given line &  $\perp$  to the given plane.

## # Shortest Distance

- Skew Lines: Neither Intersect, Nor parallel to each other.
- S.Dist: Straight Line which is  $\perp$  to each of the two Skew Lines is S.D.

$$\frac{x-x_1}{l_1} = \frac{y-y_1}{m_1} = \frac{z-z_1}{n_1} \quad \text{--- (1)}$$

$$\frac{x-x_2}{l_2} = \frac{y-y_2}{m_2} = \frac{z-z_2}{n_2} \quad \text{--- (2)}$$



S.D eqn:

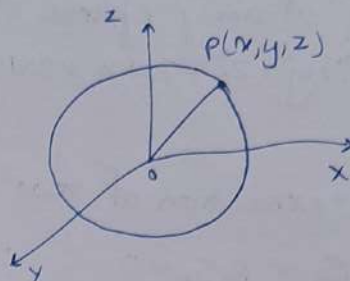
$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ l_1 & m_1 & n_1 \\ l_2 & m_2 & n_2 \end{vmatrix} = 0$$

## # Sphere

- Locus of a point, which moves so that Distance from a Fixed point remains constant.

- Standard form  $\rightarrow$

$$x^2 + y^2 + z^2 = r^2$$



- $(x-a)^2 + (y-b)^2 + (z-c)^2 = r^2$

(or)  $\rightarrow x^2 + y^2 + z^2 - 2ax - 2by - 2cz + (a^2 + b^2 + c^2 - r^2) = 0$

$\rightarrow$  Comparing with general 2<sup>nd</sup> degree eq<sup>n</sup>:  $x^2 + y^2 + z^2 + 2ux + 2vy + 2wz + d = 0$

$$u = -a, v = -b, w = -c$$

$$d = a^2 + b^2 + c^2 - r^2$$

$\rightarrow$  Coeff. of  $x^2, y^2, z^2 \rightarrow 1$ ;  $xy, yz, zx \rightarrow 0$

- Diametric form:  $(x-x_1)(x-x_2) + (y-y_1)(y-y_2) + (z-z_1)(z-z_2) = 0$

- Touching Spheres:

$$c_1 c_2 = r_1 + r_2$$

$$c_1 c_2 = |r_1 - r_2| \quad \dots \text{internally touching}$$

- 4-point form:  $(x_1, y_1, z_1), (x_2, y_2, z_2), (x_3, y_3, z_3), (x_4, y_4, z_4)$

$\rightarrow$  (4 non-coplanar points)

$\rightarrow$  substitute it eq<sup>n</sup>:  $x^2 + y^2 + z^2 + 2ux + 2vy + 2wz + d = 0$

$\rightarrow$  find  $u, v, w, d \rightarrow$  will give eq<sup>n</sup> of Sphere.



# # The Conicoid

Locus / General equation:

$ax^2 + by^2 + cz^2 + 2fyz + 2gzx + 2hxy + 2ux + 2vy + 2wz + d = 0$   
of 2<sup>nd</sup> Degree in  $x, y, z$  is conicoid or a quadric.

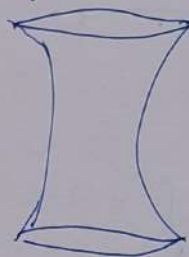
① Every straight Line meets the surface in two points and every plane section of such a surface is a conic.

② Gen. eq<sup>n</sup>  $\rightarrow$  10 constants  $\rightarrow$  at least one is non-zero.  
- Conicoid can be determined so as to pass through nine given points, no four of which are coplanar.

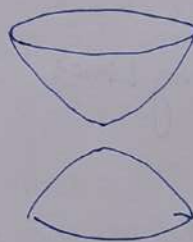
① ellipsoid:  $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$



② ~~Hyperboloid~~ Hyperboloid:  $\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$   
of one sheet



③ Hyperboloid of two sheets:  $\frac{x^2}{a^2} - \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$



④  $\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 0$

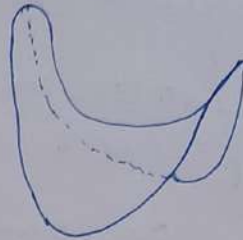
Cone



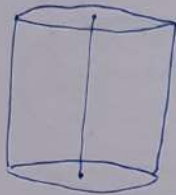
Elliptical :  $\frac{x^2}{a^2} + \frac{y^2}{b^2} = \frac{2z}{c}$   
 Paraboloid



Hyperbolic :  $\frac{x^2}{a^2} - \frac{y^2}{b^2} = \frac{2z}{c}$   
 Paraboloid



Elliptical :  $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$   
 cylinder



Hyperbolic : ~~ell~~  $\frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$   
 cylinders



$\frac{x^2}{a^2} - \frac{y^2}{b^2} = 0$

Pair of  
Intersecting Lines

