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Practical 3 -- Solutions

```
1
```

```
Rotate the parabola (t, t^2),
      t in [-2, 2], by an angle pi/6.
       kill(all);
(%00) done
       s(t):=t +%i·t^2;
(\%01) s(t):=t+%it
       wxdraw2d(
         xaxis = true, xaxis type = solid, xrange = [-2, 2],
         yaxis = true, yaxis type = solid, yrange = [-2, 2],
         proportional axes = xy,
         nticks = 200,
         line width = 2,
         parametric(realpart(s(t)), imagpart(s(t)), t, -2, 2)
       );
                  2
                 1.5
                  1
                 0.5
                  0
(%t2)
                 -0.5
                  -1
                -1.5
                       -1.5
                           -1 -0.5
                                        0.5
                                                1.5
```

rotate the parabola about the origin by an angle of pi/6

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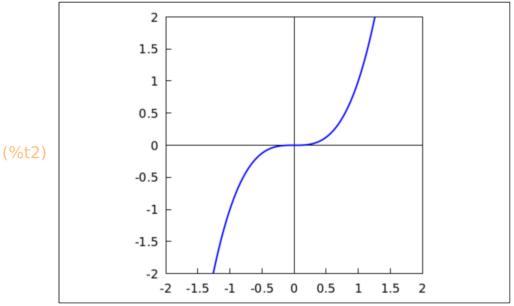
```
theta:%pi/6;
       r(t):=s(t)\cdot exp(\%i\cdot theta)+(-1+\%i);
\frac{\pi}{6}
(%04) r(t):=s(t) \exp(\%i theta) + (-1+\%i)
       wxdraw2d(
          xaxis = true, xaxis_type = solid, xrange = [-2, 2],
          yaxis = true, yaxis type = solid, yrange = [-2, 2],
          proportional axes = xy,
          nticks = 200,
          line width = 2,
          parametric(realpart(r(t)), imagpart(r(t)), t, -2, 2)
       );
                   2
                  1.5
                   1
                  0.5
                   0
(%t5)
                 -0.5
                   -1
                 -1.5
                   -2
                     -2
                        -1.5
                             -1
                                 -0.5
                                      0
                                          0.5
                                               1
                                                  1.5
                                                       2
  2
       Rotate the curve (t, t^3),
       t in [-2, 2], by an angle pi/6.
       kill(all);
(%00) done
       s(t):=t +\%i \cdot t^3;
```

(%01) $s(t) := t + \%i t^3$

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(s(t)), imagpart(s(t)), t, -2, 2)
);
```



(%02)

rotate the curve about the origin by an angle of pi/6

```
theta:%pi/6;

r(t):=s(t)·exp(%i·theta);

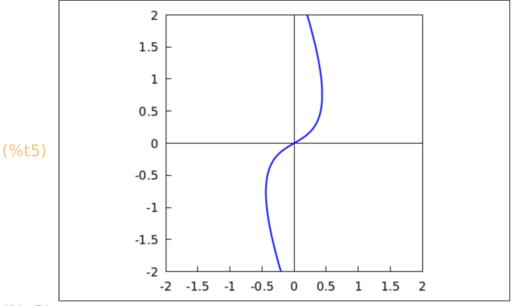
(theta) \frac{\pi}{6}

(%o4) r(t):=s(t) exp(%i 0)
```

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```
→ wxdraw2d(
```

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(r(t)), imagpart(r(t)), t, -2, 2)
);
```



(%05)

3

Rotate the hyperbola $y^2-x^2=1$, by an angle pi/6.

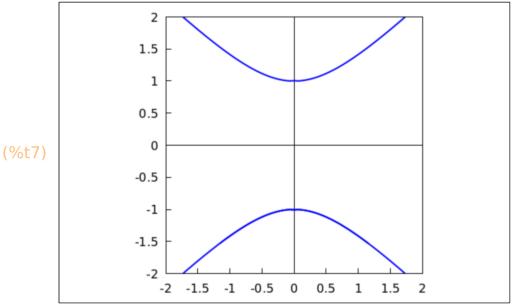
```
→ kill(all);
(%00) done

→ s(t):=tan(t) +%i·sec(t);
(%01) s(t):=tan(t)+%i sec(t)
```

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(s(t)), imagpart(s(t)), t, -4, 4)
);
```



(%07)

rotate the hyperbola about the origin by an angle of pi/6

```
    theta:%pi/6;
    r(t):=s(t)·exp(%i·theta);

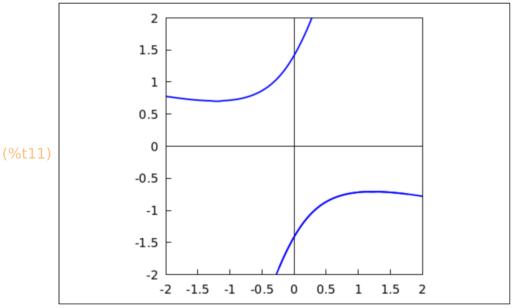
(theta) π/6

(%09) r(t):=s(t) exp(%i theta)
```

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(r(t)), imagpart(r(t)), t, -4, 4)
);
```



(%011)

4

Rotate the hyperbola xy=1 by an angle pi/3.

```
→ kill(all);
```

(%00) done

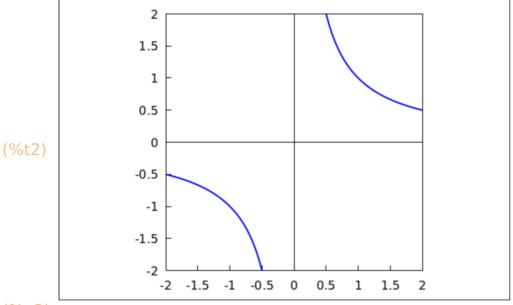
$$\rightarrow$$
 s(t):=t +%i·(1/t);

(%01) s(t):=t+%i
$$\frac{1}{t}$$

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(s(t)), imagpart(s(t)), t, -4, 4)
);
```



(%02)

rotate the hyperbola about the origin by an angle of pi/3

```
    theta:%pi/3;
    r(t):=s(t)·exp(%i·theta);

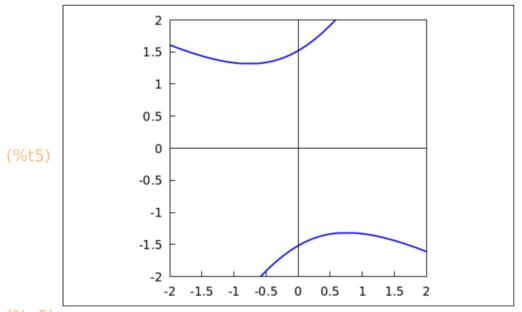
(theta) π/3

(%o4) r(t):=s(t) exp(%i theta)
```

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-2, 2],
yaxis = true, yaxis_type = solid, yrange = [-2, 2],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(r(t)), imagpart(r(t)), t, -4, 4)
);
```



(%05)

5

Rotate the triangle joining the points 0, 2, 1+i sqrt(3) by an angle pi/12.

```
→ kill(all);
(%00) done

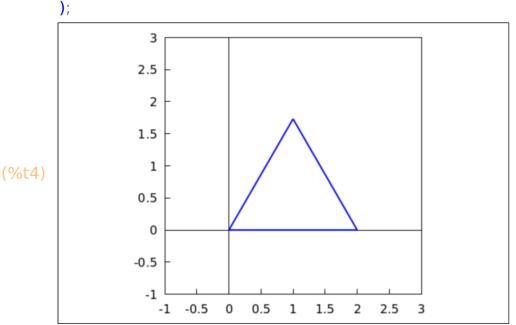
→ s1(t):=t +%i·0;
s2(t):=t +%i·(-t·sqrt(3)+2·sqrt(3));
s3(t):=t +%i·(t·sqrt(3));

(%01) s1(t):=t+%i 0
(%02) s2(t):=t+%i ((-t)√3+2√3)
(%03) s3(t):=t+%i (t√3)
```

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-1, 3],
yaxis = true, yaxis_type = solid, yrange = [-1, 3],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(s1(t)), imagpart(s1(t)), t, 0, 2),
parametric(realpart(s2(t)), imagpart(s2(t)), t, 1, 2),
parametric(realpart(s3(t)), imagpart(s3(t)), t, 0, 1)
```



(%04)

rotate the triangle about the origin by an angle of pi/12

```
theta:%pi/12;
r1(t):=s1(t)·exp(%i·theta);
r2(t):=s2(t)·exp(%i·theta);
r3(t):=s3(t)·exp(%i·theta);

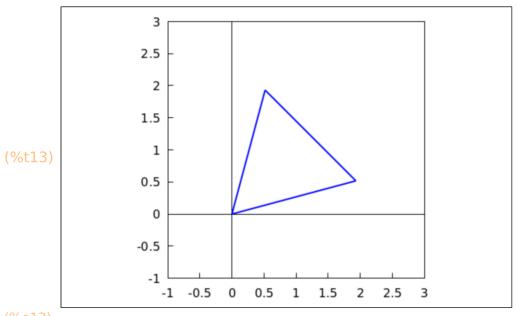
(theta) π/12
(%010) r1(t):=s1(t) exp(%i theta)
(%011) r2(t):=s2(t) exp(%i theta)
(%012) r3(t):=s3(t) exp(%i theta)
```

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```
→ wxdraw2d(
```

);

```
xaxis = true, xaxis_type = solid, xrange = [-1, 3],
yaxis = true, yaxis_type = solid, yrange = [-1, 3],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(r1(t)), imagpart(r1(t)), t, 0, 2),
parametric(realpart(r2(t)), imagpart(r2(t)), t, 1, 2),
parametric(realpart(r3(t)), imagpart(r3(t)), t, 0, 1)
```



6

Find the image of the rectangle 0, 1, 1+2i, 2i under the mapping w = (1+i)z+2

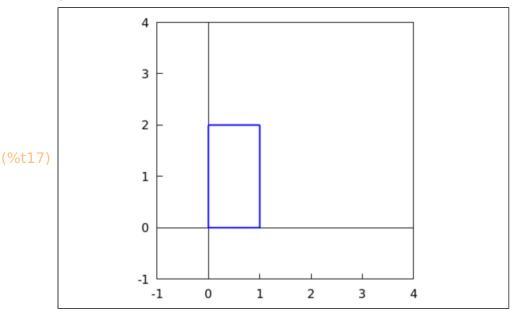
→ kill(all);

(%00) done

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-1, 4],
yaxis = true, yaxis_type = solid, yrange = [-1, 4],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(s1(t)), imagpart(s1(t)), t, 0, 1),
parametric(realpart(s2(t)), imagpart(s2(t)), t, 0, 2),
parametric(realpart(s3(t)), imagpart(s3(t)), t, 0, 1),
parametric(realpart(s4(t)), imagpart(s4(t)), t, 0, 2)
);
```



(%o17)

rotate the triangle about the origin by an angle of pi/12

```
→ theta:%pi/12;
```

```
r1(t):=s1(t)·(1+%i)+ 2;

r2(t):=s2(t)·(1+%i)+ 2;

r3(t):=s3(t)·(1+%i)+ 2;

r4(t):=s4(t)·(1+%i)+ 2;
```

```
(theta) \frac{\pi}{12}

(%011) r1(t):=s1(t)(1+%i)+2

(%012) r2(t):=s2(t)(1+%i)+2

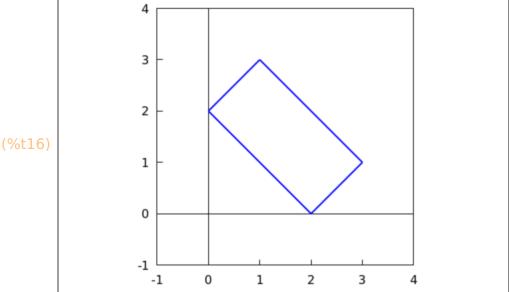
(%013) r3(t):=s3(t)(1+%i)+2

(%014) r4(t):=s4(t)(1+%i)+2
```

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→ wxdraw2d(

```
xaxis = true, xaxis_type = solid, xrange = [-1, 4],
yaxis = true, yaxis_type = solid, yrange = [-1, 4],
proportional_axes = xy,
nticks = 200,
line_width = 2,
parametric(realpart(r1(t)), imagpart(r1(t)), t, 0, 1),
parametric(realpart(r2(t)), imagpart(r2(t)), t, 0, 2),
parametric(realpart(r3(t)), imagpart(r3(t)), t, 0, 1),
parametric(realpart(r4(t)), imagpart(r4(t)), t, 0, 2)
);
```



(%o16)