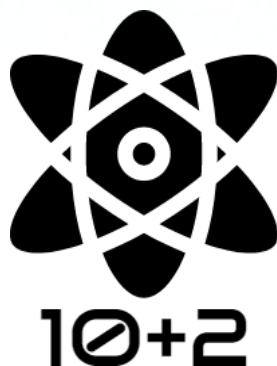


10+2 PCM NOTES

BY

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(PDF version handwritten notes of Maths, Physics and Chemistry for 10+2 competitive exams like JEE Main, WBJEE, NEST, IISER Entrance Exam, CUCET, AIPMT, JIPMER, EAMCET etc.)



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With best wishes from Joyoshish Saha

* Straight Line:

1. Equation of a straight line passing through a given point & parallel to a given vector:

- Vector form: $\vec{r} = \vec{a} + t\vec{b}$
[$t \rightarrow$ parameter].

- Cartesian form:

$$\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n} = t$$

- Non-parametric Vector Equⁿ:

$$(\vec{r} - \vec{a}) \times \vec{b} = \vec{0}.$$

2. Equation of a straight line passing through two given points:

- Vector form: $\vec{r} = \vec{a} + t(\vec{b} - \vec{a})$

- Cartesian form:

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

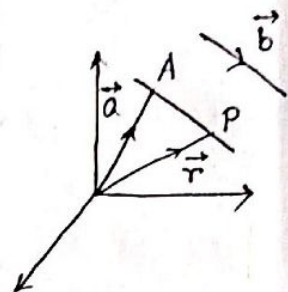
- Non-parametric Vector Equⁿ:

$$(\vec{r} - \vec{a}) \times (\vec{b} - \vec{a}) = \vec{0}$$

* Angle Between Two Lines:

- Vector form: $\vec{r} = \vec{a} + t\vec{b}$; $\vec{r} = \vec{c} + t\vec{d}$

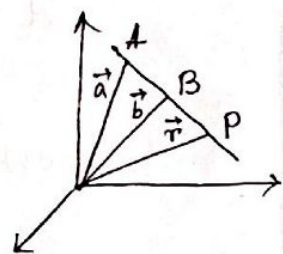
$$\theta = \cos^{-1} \left| \frac{\vec{b} \cdot \vec{d}}{|\vec{b}| |\vec{d}|} \right|.$$



$$A \equiv (x_1, y_1, z_1)$$

$$\vec{b} = l\hat{i} + m\hat{j} + n\hat{k}$$

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}.$$



$$A \equiv (x_1, y_1, z_1)$$

$$B \equiv (x_2, y_2, z_2).$$

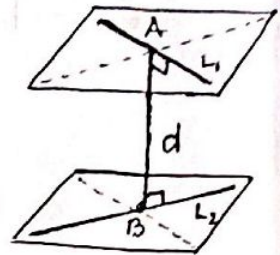
$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

• Cartesian form:

$$\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1} ; \frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$$

$$\theta = \cos^{-1} \left| \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \right|$$

* Skew Lines: Two lines which are neither intersecting nor parallel are called skew lines.



* Shortest distance between two lines:

1. Shortest distance between two intersecting lines is zero.

2. Parallel Lines: $\vec{r} = \vec{a}_1 + t\vec{b}$
 $\vec{r} = \vec{a}_2 + t'\vec{b}$

$$d = \frac{|\vec{b} \times (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}|}$$

3. Skew Lines: $\vec{r} = \vec{a}_1 + t\vec{b}_1$
 $\vec{r} = \vec{a}_2 + t'\vec{b}_2$

$$d = \frac{|(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2)|}{|\vec{b}_1 \times \vec{b}_2|}$$

• Cartesian form: $l_1: \frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$

$l_2: \frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$

$$d = \frac{\begin{vmatrix} x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\sqrt{(b_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - c_2 a_1)^2 + (a_1 b_2 - a_2 b_1)^2}}$$

* Condition for two lines to intersect:

$$\vec{r} = \vec{a}_1 + t\vec{b}_1$$

$$\vec{r} = \vec{a}_2 + t'\vec{b}_2$$

$$\underline{(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0.}$$

Cartesian -

$$\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0.$$

* Collinearity of Three Points:

Three points A, B, C with position vectors $\vec{a}, \vec{b}, \vec{c}$ are collinear iff

$$\lambda_1 \vec{a} + \lambda_2 \vec{b} + \lambda_3 \vec{c} = 0 \quad \& \quad \lambda_1 + \lambda_2 + \lambda_3 = 0.$$

$[\lambda_1, \lambda_2, \lambda_3 \text{ not all zeroes}]$.

* Plane:

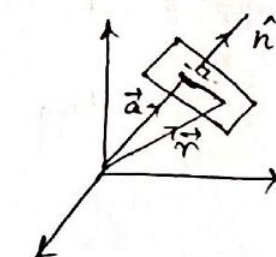
1. Equation of a plane passing through a given point & perpendicular to a vector:

• Vector form: $(\vec{r} - \vec{a}) \cdot \hat{n} = 0$

$$\Rightarrow \vec{r} \cdot \hat{n} = \vec{a} \cdot \hat{n}$$

• Cartesian form:

$$a(x - x_1) + b(y - y_1) + c(z - z_1) = 0.$$



$$\vec{a} = x_1 \hat{i} + y_1 \hat{j} + z_1 \hat{k}$$

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

$$\vec{r} = x \hat{i} + y \hat{j} + z \hat{k}$$

If passing through origin, $\vec{r} \cdot \hat{n} = 0$.

2. Equation of the plane when distance from the origin and unit normal is given:

- Vector form: $\vec{r} \cdot \hat{n} = p$. $\left[\begin{array}{l} \hat{n} \rightarrow \text{unit normal} \\ p \rightarrow \text{distance} \end{array} \right]$.

- Cartesian form:

$$lx + my + nz = p.$$

$$\hat{n} = l\hat{i} + m\hat{j} + n\hat{k}$$

3. Equⁿ of the plane passing through a given point & parallel to two vectors:

- Vector form: $\vec{r} = \vec{a} + t\vec{b} + u\vec{c}$

$\left[\begin{array}{l} \vec{a} - \text{given point} \\ \text{parallel to } \vec{b} \text{ \& } \vec{c} \end{array} \right]$.

- Cartesian form:

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

$$\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$$

$$\vec{b} = l_1\hat{i} + m_1\hat{j} + n_1\hat{k}$$

$$\vec{c} = l_2\hat{i} + m_2\hat{j} + n_2\hat{k}$$

- Non parametric form: $[(\vec{r}-\vec{a}) \cdot \vec{b} \times \vec{c}] = 0$.

$$\Rightarrow [\vec{r} \cdot \vec{b} \times \vec{c}] = [\vec{a} \cdot \vec{b} \times \vec{c}].$$

4. Equation of the plane passing through two given points & parallel to a given vector:

- Vector form:

$$\vec{r} = \vec{a} + s(\vec{b}-\vec{a}) + t\vec{v} \left[\begin{array}{l} \vec{a}, \vec{b} - \text{position} \\ \text{vectors of points,} \\ \text{parallel to } \vec{v} \end{array} \right].$$

- Non-parametric:

$$[(\vec{r}-\vec{a}) \cdot (\vec{b}-\vec{a}) \times \vec{v}] = 0.$$

- Cartesian form:

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ l & m & n \end{vmatrix} = 0.$$

$$\begin{aligned} \vec{a} &= x_1 \hat{i} + y_1 \hat{j} + z_1 \hat{k} \\ \vec{b} &= x_2 \hat{i} + y_2 \hat{j} + z_2 \hat{k} \\ \vec{v} &= l \hat{i} + m \hat{j} + n \hat{k}. \end{aligned}$$

5. Equation of the plane passing through three given non-collinear points:

- Vector form: $\vec{r} = \vec{a} + s(\vec{b}-\vec{a}) + t(\vec{c}-\vec{a})$

$\left[\begin{array}{l} \vec{a}, \vec{b}, \vec{c} - \text{position} \\ \text{vectors of points} \end{array} \right]$.

- Non-parametric: $[(\vec{r}-\vec{a}) \cdot (\vec{b}-\vec{a}) \cdot (\vec{c}-\vec{a})] = 0.$

- Cartesian form:

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0.$$

$$\begin{aligned} \vec{a} &= x_1 \hat{i} + y_1 \hat{j} + z_1 \hat{k} \\ \vec{b} &= x_2 \hat{i} + y_2 \hat{j} + z_2 \hat{k} \\ \vec{c} &= x_3 \hat{i} + y_3 \hat{j} + z_3 \hat{k}. \end{aligned}$$

6. Equation of a plane passing through the line of intersection of two given planes:

- Vector form: Equⁿ of plane passing through the line of intersection of planes $\vec{r} \cdot \vec{n}_1 = q_1$ & $\vec{r} \cdot \vec{n}_2 = q_2$ is

$$(\vec{r} \cdot \vec{n}_1 - q_1) + \lambda (\vec{r} \cdot \vec{n}_2 - q_2) = 0.$$

- Cartesian form: $a_1x + b_1y + c_1z + d_1 = 0$
 $a_2x + b_2y + c_2z + d_2 = 0.$

$$(a_1x + b_1y + c_1z + d_1) + \lambda (a_2x + b_2y + c_2z + d_2) = 0.$$

7. Equⁿ of the plane which contains two given lines :

• Vector form: lines - $\vec{r} = \vec{a}_1 + t\vec{u}$
 $\vec{r} = \vec{a}_2 + s\vec{v}$

$$[(\vec{r} - \vec{a}_1) \vec{u} \vec{v}] = 0 \quad \& \quad [(\vec{r} - \vec{a}_2) \vec{u} \vec{v}] = 0$$

• Cartesian form: $\vec{a}_1 = x_1 \hat{i} + y_1 \hat{j} + z_1 \hat{k}$

$$\vec{a}_2 = x_2 \hat{i} + y_2 \hat{j} + z_2 \hat{k}.$$

$$\vec{u} = l_1 \hat{i} + m_1 \hat{j} + n_1 \hat{k}$$

$$\vec{v} = l_2 \hat{i} + m_2 \hat{j} + n_2 \hat{k}.$$

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ l_1 & m_1 & n_1 \\ l_2 & m_2 & n_2 \end{vmatrix} = 0 \quad \text{or} \quad \begin{vmatrix} x-x_2 & y-y_2 & z-z_2 \\ l_1 & m_1 & n_1 \\ l_2 & m_2 & n_2 \end{vmatrix} = 0.$$

* The distance between a point & a plane:

If (x_1, y_1, z_1) be a point & $ax + by + cz + d = 0$ be the equation of the plane, then

$$d = \left| \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}} \right|.$$

• Distance between two parallel planes

lines $ax_2 + by_2 + cz_2 + d_1 = 0$ &

$ax_2 + by_2 + cz_2 + d_2 = 0.$ or

$$\left| \frac{d_1 - d_2}{\sqrt{a^2 + b^2 + c^2}} \right|.$$

* Intercept form of the eqn of a plane:

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 0. \quad \left| \begin{array}{l} a, b, c \rightarrow x, y, z \\ \text{axes intercept} \end{array} \right.$$

* Coplanarity of two lines:

Lines. $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$
 $\vec{r} = \vec{a}_2 + \lambda' \vec{b}_2$

Condition - $(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0.$

i.e. $\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0.$

* Angle between two planes:

$$\vec{r} \cdot \vec{n}_1 = q_1 \quad \theta = \cos^{-1} \left[\frac{\vec{n}_1 \cdot \vec{n}_2}{n_1 n_2} \right]$$

$$\vec{r} \cdot \vec{n}_2 = q_2$$

* Angle between a line and a plane:

$$\vec{r} = \vec{a} + t \vec{b} \quad \theta = \sin^{-1} \left[\frac{\vec{b} \cdot \vec{n}}{b n} \right]$$

$$\vec{r} \cdot \vec{n} = q.$$

* Equation of bisectors of the angle between

two planes: $ax + by + cz + d = 0$ $[d, d_1 > 0]$
 $a_1x + b_1y + c_1z + d_1 = 0.$

$$\frac{ax + by + cz + d}{\sqrt{a^2 + b^2 + c^2}} = \pm \frac{a_1x + b_1y + c_1z + d_1}{\sqrt{a_1^2 + b_1^2 + c_1^2}}$$

$$aa_1 + bb_1 + cc_1 > 0$$

$$< 0$$

acute angle
bisector

-

+

obtuse angle
bisector

+

* Image of a point with respect to a plane mirror: Image of $A(x_1, y_1, z_1)$ wrt $ax + by + cz + d = 0$ be $B(x_2, y_2, z_2)$

$$\frac{x_2 - x_1}{a} = \frac{y_2 - y_1}{b} = \frac{z_2 - z_1}{c} = \frac{-2(ax_1 + by_1 + cz_1 + d)}{a^2 + b^2 + c^2}$$

* Feet of perpendicular:

$$\frac{x_2 - x_1}{a} = \frac{y_2 - y_1}{b} = \frac{z_2 - z_1}{c} = \frac{-(ax_1 + by_1 + cz_1 + d)}{a^2 + b^2 + c^2}$$

* Reflection of a plane on another plane: The reflection of the plane $ax + by + cz + d = 0$ on the plane $a_1x + b_1y + c_1z + d_1 = 0$ is,

$$2(aa_1 + bb_1 + cc_1)(a_1x + b_1y + c_1z + d_1) = (a_1^2 + b_1^2 + c_1^2)(ax + by + cz + d)$$

* An equation of second degree (homogeneous) represents two planes passing through origin.

Condition - $\begin{vmatrix} a & h & g \\ h & b & f \\ g & f & c \end{vmatrix} = 0$

* If θ is the acute angle between two planes $ax^2 + by^2 + cz^2 + 2fyz + 2gzx + 2hxy = 0$

then

$$\theta = \tan^{-1} \left\{ \frac{2\sqrt{f^2 + g^2 + h^2 - bc - (ca - ab)}}{a + b + c} \right\}$$

If planes are perpendicular, then

$$a + b + c = 0$$