frame=single, breaklines=true, columns=fullflexible

Matrix 2.10.4

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Question

Find the area of the triangle whose vertices are

$$A(1,-1,2), B(2,0,-1), C(3,-1,2),$$

Vectors

$$\mathbf{A} = \begin{pmatrix} 1 \\ -1 \\ 2 \end{pmatrix}, \quad \mathbf{B} = \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix}, \quad \mathbf{C} = \begin{pmatrix} 3 \\ -1 \\ 2 \end{pmatrix} \tag{1}$$

$$\mathbf{B} - \mathbf{A} = \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix} - \begin{pmatrix} 1 \\ -1 \\ 2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ -3 \end{pmatrix}, \tag{2}$$

$$\mathbf{C} - \mathbf{A} = \begin{pmatrix} 3 \\ -1 \\ 2 \end{pmatrix} - \begin{pmatrix} 1 \\ -1 \\ 2 \end{pmatrix} = \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix}. \tag{3}$$

Cross Product and Area

$$\mathbf{X} \times \mathbf{Y} = \begin{pmatrix} \begin{vmatrix} \mathbf{X}_{23} & \mathbf{Y}_{23} \\ \mathbf{X}_{31} & \mathbf{Y}_{31} \\ \mathbf{X}_{12} & \mathbf{Y}_{12} \end{vmatrix} \end{pmatrix} \tag{4}$$

$$(\mathbf{B} - \mathbf{A}) \times (\mathbf{C} - \mathbf{A}) = \begin{pmatrix} 1 \\ 1 \\ -3 \end{pmatrix} \times \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ -6 \\ -2 \end{pmatrix}. \tag{5}$$

Cross Product and Area

$$\mathbf{X} \times \mathbf{Y} = \begin{pmatrix} \begin{vmatrix} \mathbf{X}_{23} & \mathbf{Y}_{23} \\ \mathbf{X}_{31} & \mathbf{Y}_{31} \\ \mathbf{X}_{12} & \mathbf{Y}_{12} \end{vmatrix} \end{pmatrix} \tag{4}$$

$$(\mathbf{B} - \mathbf{A}) \times (\mathbf{C} - \mathbf{A}) = \begin{pmatrix} 1 \\ 1 \\ -3 \end{pmatrix} \times \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ -6 \\ -2 \end{pmatrix}. \tag{5}$$

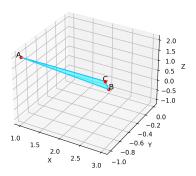
Area
$$= \frac{1}{2} \left\| \begin{pmatrix} 0 \\ -6 \\ -2 \end{pmatrix} \right\| = \frac{1}{2} \sqrt{0^2 + (-6)^2 + (-2)^2}$$
 (6)

$$=\frac{1}{2}\sqrt{36+4}=\frac{\sqrt{40}}{2}=\sqrt{10}.\tag{7}$$

Area
$$=\sqrt{10}$$

Figure

Area: 3.1622776601683795



C Code

```
1
   #include <stdio.h>
2
3
4
   int main() {
            int arr1[3] = \{1, -1, 2\};
5
6
            int arr2[3] = \{2, 0, -1\};
            int arr3[3] = \{3, -1, 2\};
7
8
            FILE *fp = fopen("var.dat", "w");
            if (fp == NULL) {
9
                     printf("Error opening file!\n");
10
                     return 1:
11
12
            for (int i = 0; i < 3; i++) fprintf(fp, "%d%c", arr1
13
                [i], i < 2 ? ' ' : ' n');
            for (int i = 0; i < 3; i++) fprintf(fp, "%d%c", arr2
14
                [i], i < 2 ? ' ' : ' n');
            for (int i = 0; i < 3; i++) fprintf(fp, "%d%c", arr3</pre>
15
                [i], i < 2 ? ' ' : '\n');
            fclose(fp);
16
            return 0;
17
18
```

Python Code (Part 1)

```
import numpy as np
   import matplotlib.pyplot as plt
   from mpl_toolkits.mplot3d.art3d import Poly3DCollection
4
  # Vertices
   A = np.array([1, -1, 2])
   B = np.array([2, 0, -1])
   C = np.array([3, -1, 2])
9
   AB = B - A
10
   AC = C - A
11
12
   # Area calculation
13
   area = 0.5 * np.linalg.norm(np.cross(AB, AC))
14
   print("Area of triangle ABC:", area)
15
16
17
   # Create figure
   fig = plt.figure()
18
   ax = fig.add_subplot(111, projection='3d')
19
20
   # Triangle vertices
21
   triangle = np.array([A, B, C])
22
```

Python Code (Part 2)

```
# Plot triangle edges
   ax.plot([A[0], B[0]], [A[1], B[1]], [A[2], B[2]], color='
       blue')
   ax.plot([B[0], C[0]], [B[1], C[1]], [B[2], C[2]], color='
3
       blue')
   ax.plot([C[0], A[0]], [C[1], A[1]], [C[2], A[2]], color='
4
       blue')
5
   # Fill triangle surface
6
   ax.add_collection3d(Poly3DCollection([triangle], color='cyan
       ', alpha=0.5))
8
   # Scatter vertices
9
   ax.scatter(A[0], A[1], A[2], color='red')
10
   ax.text(A[0], A[1], A[2], "A", fontsize=12, ha='right')
11
   ax.scatter(B[0], B[1], B[2], color='red')
12
   ax.text(B[0], B[1], B[2], "B", fontsize=12, ha='left')
13
   ax.scatter(C[0], C[1], C[2], color='red')
14
   ax.text(C[0], C[1], C[2], "C", fontsize=12, ha='center')
15
16
   # Labels
17
18
   ax.set_xlabel("X")
   ax.set_ylabel("Y")
19
20
   ax.set zlabel("Z")
   ax.set_title("Area : " + str(area))
21
                                              4 D > 4 D > 4 D > 4 D > 3
```