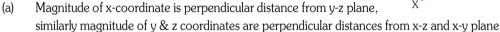
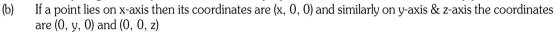
3 - D

COORDINATES OF A POINT IN SPACE:

In two dimensional geometry, magnitude of x & y coordinates are perpendicular distances from y & x axis respectively.

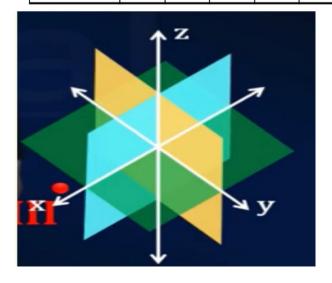
But in case of three dimensional geometry it is understood in different way.

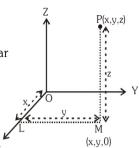




Remark: The sign of the coordinates of a point determine the octant in which the point lies. The following table shows the signs of the coordinates in eight octants.

Octants								
	I	II	III	IV	V	VI	VII	VIII
Coordinates								
х	+	-	_	+	+	-	-	+
У	+	+	_	7_	+	+	_	Ī
Z	+	+	+	+	-	-	-	Ī





DISTANCE FORMULA:

The distance between two points A (x_1, y_1, z_1) and B (x_2, y_2, z_2) is given by

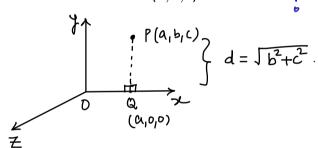
AB =
$$\sqrt{[(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2]}$$

SECTION FORMULA:

Let $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ be two points and let R(x, y, z) divide PQ in the ratio $m_1 : m_2$. Then co-ordinates

of R(x, y, z) =
$$\left(\frac{m_1x_2 + m_2x_1}{m_1 + m_2}, \frac{m_1y_2 + m_2y_1}{m_1 + m_2}, \frac{m_1z_2 + m_2z_1}{m_1 + m_2}\right)$$

$$\begin{cases} \begin{cases} \begin{cases}$$



Find the locus of the point which move such that its distance from x-axis is $\frac{1}{2}$ of its distance from zy-plane.

$$P(\langle \beta, \gamma \rangle)$$

$$\sqrt{\beta^{2}+\gamma^{2}} = \frac{1}{2} |d|$$

$$4(\beta^{2}+\gamma^{2}) = \lambda^{2} \Rightarrow \chi^{2} - 4y^{2} - 4z^{2} = 0. \text{ Ams}$$

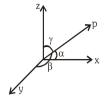
DIRECTION COSINES OF VECTOR:

Let $\vec{a} = a_1 i + a_2 j + a_3 k$ the angles which this vector makes with the +ve directions OX, OY & OZ are called

Direction Angles & their cosine are called the direction cosine hence if α , β , γ are the direction angles then the d.c's are

$$\cos \alpha = \frac{a_1}{|\vec{a}|}, \cos \beta = \frac{a_2}{|\vec{a}|}, \cos \gamma = \frac{a_3}{|\vec{a}|}$$

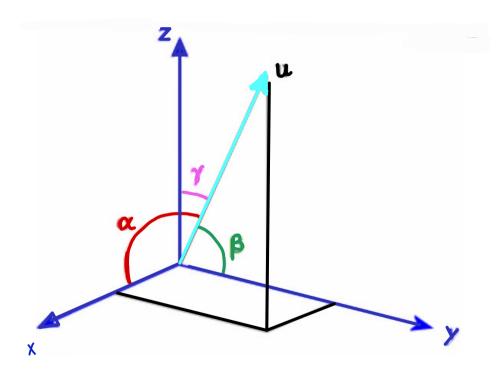
 $\cos\alpha$, $\cos\beta$, $\cos\gamma$ are popularly denoted by ℓ , m and n.



Note:

(i)
$$\ell^{2} + \mathbf{m}^{2} + \mathbf{n}^{2} = \mathbf{1} \quad \Rightarrow \quad \cos^{2}\alpha + \cos^{2}\beta + \cos^{2}\gamma = 1$$
$$\Rightarrow \quad \sin^{2}\alpha + \sin^{2}\beta + \sin^{2}\gamma = 2$$

(ii) Components of the unit vector denotes the dc's of the vector : $\hat{a} = \ell \hat{i} + m\hat{j} + n\hat{k}$



D.C's of the vector
$$2\hat{j}-2\hat{j}+\hat{k}$$
 are $\frac{2}{3},-\frac{2}{3},\frac{1}{3}$

There exists a vector with direction angles $\alpha=30^\circ$ and $\beta=30^\circ$

$$\cos^2 x + \cos^2 \beta + \cos^2 \gamma = 1$$

$$\left(\frac{13}{3}\right)^2 + \left(\frac{13}{3}\right)^2 + \cos^2 \gamma = 1$$

$$\left(\frac{\sqrt{3}}{2}\right)^{2} + \left(\frac{\sqrt{3}}{2}\right)^{2} + (\omega_{x}^{2})^{2} = 1$$

$$\cos \gamma = -ve \Rightarrow \text{This is not possible}$$

$$\left(\frac{\text{False}}{2}\right)$$

origin)

($\sqrt{3}|x|$) = $\beta^2 + \gamma^2$ $3\pi^2 - y^2 - z^2 = 0$.

Locus of all such points (P) will be a lone Concentric with x - axis.