· ·	
	a) = (1,1,1)
	b) $\vec{u} = 3\vec{i} + 4\vec{k}$ $ \vec{u} = 13^2 + 0^2 + 4^2 = 125 = 5$
	$c) \vec{u} = -\vec{t} + \vec{j}$ $ \vec{u} = - (-1)^2 \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + \vec{l} ^2 + ^2 + \vec{l} ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + ^2 + $
	d) $\vec{u}: 4\vec{i} + 3\vec{j} - \vec{k}$ $\vec{u}: -14^2 + 3^2 + (-1)^2 = -126$
	a) e; = Dil, e; = DC, e; = DA são mutuamente perpendiculares e possuem morma I, soutanto, E é outomormal
,	b) · · · · · · · · · · · · · · · · · · ·
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\ \ \	Fi 12 = 2 (0+ 1-1)(1) + 1 (1) + 0 - 1 3 = 12 (0+ 1-1)(1) + 1 (0) + 4 = 40
,	O) HB = HC + CB = - E, + E's = (-1,0,1) E
	For

3)	
a) AB: B-A: (3:3,-6)	
· BC · C - B = (-5, -4, 4)	
· CA : A-C = (2, 7, 2)	
	1.4
b) · AB . 19+9+36 = 154 : 3-16	
1 3c1 = 125+ 16+ 16 = 157 touringula	
· ICAII = 14 + 49 + 4 = 157 isosodes	
c) · pontes medios · AB; (7/2, 5/2, 0)	
· AB; (1/2, 5/2, 0)	
BC: (3/2, -1, -1)	
· CA: (1, 2, L)	
a) cos 0 = CB. CA . 5. L + 4 7 + 1-11-L	. 30
11 CB 11 . 11 CA 11	57
9: arc cos 30	
57/	774
e) AB: BC+ CA: (3-5+2,-3-4+7,-6+4+1): (0,0,0)
4)	
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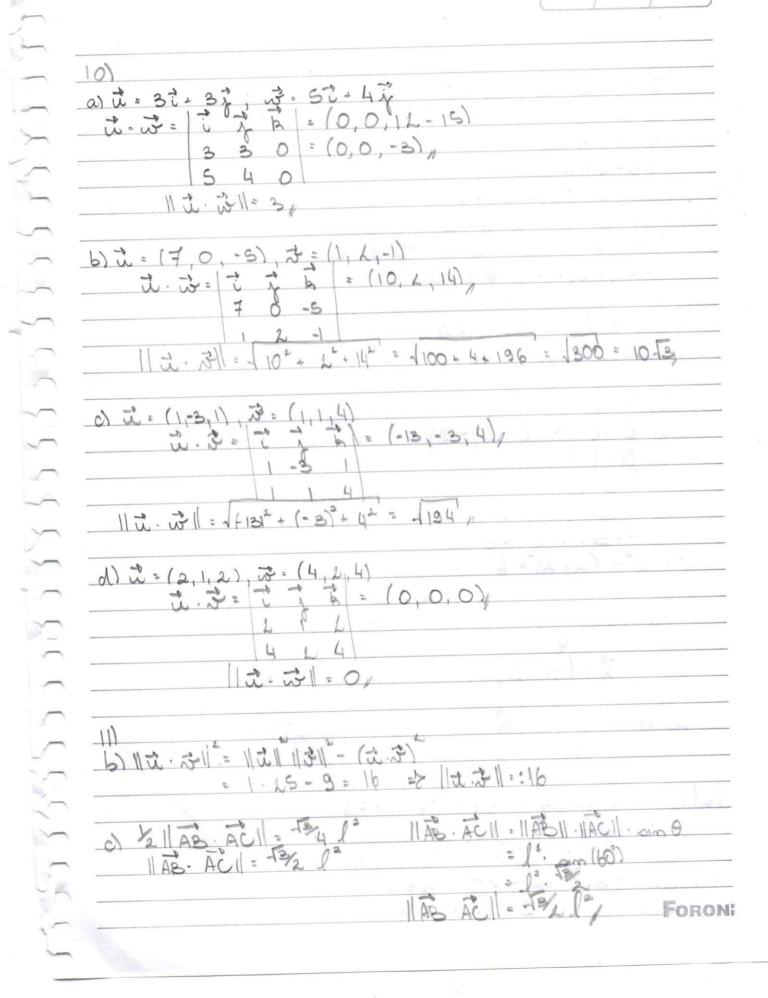
a) \(\tau_{\text{col}} \) \(\text{col}	• \	
" prod. coc. "" " = 1(-λ) · 0 · 10 · 1 · λ · 0 " morror or " morror " morror or " morror or " morror or " morror or " morror o	5)	
" mormas · Inill - 112 + 02 · 12 · 108 = 6-13 · calcula do ângula cas 9 = 0 · 0 + 0 · M god Th. 6-13 b) in = (-1, 1, 1) · 2 · (1, 1, 1) · prod esc · Inill - 1/2 · 1/2 · 1/3 · 1/3 · 1/3 · 1/4 · 1/4 · 1/3 · 1/3 · 1/4 · 1/4 · 1/4 · 1/3 · 1/3 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4 · 1/4	a) w. [1,0,1], N = [-2,10, N]	
· normas · lull - 112 + 02 · 12 · 108 = 6-13 · calculo do ângulo cos 9 · 0 · 0 + 0 · M and - 1. 6-13 b) u = (-1, 1, 1) · 2 · (1, 1, 1) · prod esc · lull - 1/2 · 1/2 · 1/2 · 1/3 · normas · lull - 1/2 · 1/2 · 1/3 · normas · lull - 1/2 · 1/4 · 1/4 · 1/3 · normas · lull - 1/2 · 1/4 · 1/4 · 1/3 · normas	prod. esc.)
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Calculo de ângulo (a) 9: 0: 0: 7/2 and (b) $\vec{u} = (-1, 1, 1), \vec{x} = (1, 1, 1)$ conocidente (conocidente)	· Mill = 112 + 02 + 12 = 12	and the state of t
1. 6+3 b) $\vec{u} = (-1, 1, 1)$, $\vec{z} = (1, 1, 1)$ colc. orag. 1. $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 \cdot 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 \cdot 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot $	· 1 3 1 = 1 - 212+ 102+ 22 = -1 108 =	6-3
1. 6+3 b) $\vec{u} = (-1, 1, 1)$, $\vec{z} = (1, 1, 1)$ colc. orag. colc. orag. colc. orag. f3. f3 3 nonco. livin: $ \vec{z} = 1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1 \cdot 1 \cdot 1 = 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot$		
12.613 b) $\vec{u} = (-1, 1, 1)$, $\vec{z} = (1, 1, 1)$ colored esc $\vec{u} \cdot \vec{w} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ norman colored esc $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1 = 1$ con $\vec{z} = -1 \cdot 1 + 1 \cdot 1 + 1 \cdot 1$	· calculo do angulo	4 - 1
b) $\vec{u} = (-1, 1, 1)$, $\vec{x} = (1, 1, 1)$ · prod. esc · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · prod. esc · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 + 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 = 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 = 1.1 = 1$ · $\vec{x} = -1.1 + 1.1 = 1.1$ · $\vec{x} = -1.1 + 1.1 = 1.1$ · $\vec{x} = -1.1 + 1.1 = 1.1$	(os 9 = 0 = 0 = 7 = 1	4011-1-1-1
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· \(\frac{1}{2} \right \\ \frac{1}{2} \r		
o) il: (3,3,0) = (1,1,-2) o prod. esc il: 3.1 + 3.1 + 0 = 9 con 0: 31.3 g norman e = 74 yand	· mamas	6: 000 con 30 stack
o) il: (3,3,0) = (1,1,-2) o prod. esc il: 3.1 + 3.1 + 0 = 9 con 0: 31.3 g: 74 yad	· 11 wh: 13	
o prod. esc	110011 . 11 . 1 . 12	
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1. w = 3.1 + 3.1 + 0 = 9 con 0 = 3.12.3 g		· colc. ang
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131: 12: 3: 0 18: 3-12		essent control of the
13-11: 12 + 1 + (2) : 79: 3	1011: 13:3:0	12
	131:12:14(1):19:5	
		3 - 1

a) $\vec{u}: [13, 1, 0]; \vec{3}: (15, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,$
· 1131 = 1(13) + 1 + (15) = 16 = 4
6) $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1)(x - 1) + (1)(-1) + (2)(-1) = 0$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$ $\vec{a} \cdot \vec{a} = (x + 1, 1, 2), \vec{a} = (x + 1, -1, -1)$
b) ii= (x, x, 4), i= (4, x, 1) -4 i+ x+ 4= 0 = x+4x+4= 0 = (x+1)= 0 = -1
\vec{z}
$5)$ \vec{x} \vec{x} = $\begin{bmatrix} -3 & -3 & -3 \\ -4 & 5 & -1 \end{bmatrix}$ = $(14, -14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$ = $(14, -14)$
- 2 possibilidades - 2 possibilidades - 2 possibilidades - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
3(1-1,-1) (1,0,0): 3>0 e - 3(1,-1,-1) (1,0,0):-3<0 veter que (arma angulo
FORON: aguda

CONTRACTOR PROPERTY SALES SALE

c) cos 0: _ û. j	
11211.1121	
一丁、立立 子之方	- 118
0 1 2 + 3 1 = 1 2 1 + (24) + 2 -	
1 2 - 2 1 = 1 2 1 + 1 2 1 = 2 2 2 1 = 1 2 1 = 1 2 1 = 2 2 2 1 = 1 2 1 = 1 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 1 = 2 2 2 1 = 2 2 2 1 = 2 2 2 1 = 2 2 2 1 = 2 2 2 2	· w = 5+1+1. 2 = 6+-10
· (2+3)(2.5). 21-121.	5-1:4
· con p: (12.3)(12.3).	7
p: arc cos (426) read	+-10.16.10 76
8)	C - 1 1 - 1 - 1 1 1 1 1 1 1 1 1 1 1 1 1
a) v= (1,-1,2), i= (3,-1,1)	
project (2 . 2) 2: (3+1+2)	(3,-1,1)
= 6 (3,-1,1) = (18 - 6	6 4\
114	1 En - En 1 40
b) = (1,3,5), = (-3,1,0).	χΛ,
page 10 - 10 - 10	
3. u= 1(-3)+3.1+5.0=-3+3	: 0
u. u: (-3) +12+ 02 = 9+1+0:	10
pay = 3 = (910) 2 = 0	- 6 -
0) 3 = (-1, 1) 1 = (-0, 10)	1500 1900
proi = (2+1+2)(-2,1,2):	5/2 (- / 1) / 10 = 10)
4+1+4	9 9 9
	1 3 3 3)
0 = 1	dre - Stranger
	FOROM

d) 3: (, b, 4), û = (-L, -4, -8) · · · · · · = 1(-1) + 2(-4) + 4(-8) = - 42 project = - 46 to = -1 (-2, -4, -8) 84 91 a) prodeoc. u = 8.2 + (-6)(-2) + 0 = 18 - morma - L2 - (-1) + 1 = 19 = 3 2,-2,1):(4,-4,2) -6) + 0 = 45 18 (3,-6,0) = (4)(5,-6,0) = 13,-6,0) - (4,-4,2) = (-1,-2,-2) (-4)(-2) - 2(-2) = 0 ~ pão oxão goras = 1 (0+6) - 1 (0-9) + b(-12+6) = (6,5,-6) -6 0 112.31=162+32+1-6)2= -[8] = 9 unidades de area FORON:



12) wa:-c a=0 - 12+c)-c=-b=2 -12+c)-c=-b=+c=0 - h - hc = - b & c = 0 (0,2,0)(2,3,4)=6/9 solema incorretento c: L 1 c: 2+a = - 2 06=2 2+2+(a+2)=6 2a+4a+8=6=72a+4a+2=0 a=-4±-16-16=-1 = 7 a=-1 1 2 = 6(1,1,1) \$ b(1,1,1) 6 B TB => 13 + b = = 1 · ang. dotuso => cos 9 < 0 : h = -1 = (-1, -1, -1) FORON:

