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Lyell C Read CH 12.1 Homework
                                                                                                                                                                             10/14/2018
                                                                                     pr. 11-37 =x | x 1.2!=0
     11) Po= (0,2,-2) n= <1,1,-1> P=(x,y,Z)
                   ax + by + cz = ax + by + cz = x+y + - = = 2+2=4
   (3) P_0 = (2,3,0) \vec{N} = \langle -1,2,-3 \rangle P = (x,y,z)
              ax+by+(2= ax + by + cz = -x+2y-3z = -2+6=4
 15) V_1 = \langle 1, 0, 1 \rangle V_2 = \langle 0, 2, 1 \rangle P_0 = \langle 1, 2, 3 \rangle
     V_1 \times V_2 = \vec{h} = \begin{vmatrix} i & -i \\ 1 & 0 & 1 \\ 0 & 2 & 1 \end{vmatrix} = i \begin{vmatrix} 011 \\ 211 \end{vmatrix} + -i \begin{vmatrix} 011 \\ 011 \end{vmatrix} + k \begin{vmatrix} 10 \\ 021 \end{vmatrix} = \langle -2, -1, 2 \rangle
      ax+by+cz = axo+byo+czo = -2x-y+2==-2-2+6=2
  17) points P(1,0,3), Q(0,4,2), x(1,1,1)
                    \overrightarrow{PQ} = \langle -1, 4, -1 \rangle
\overrightarrow{PX} = \langle 0, 1, -2 \rangle
\overrightarrow{PQ} \times \overrightarrow{Px} = \overrightarrow{R}
                                                                                                                                                                           Po=P=(1,0,3)
\overrightarrow{Pa} \times \overrightarrow{Px} = \begin{vmatrix} i & -i \\ -1 & 4 & -1 \\ 0 & 1 & -2 \end{vmatrix} = i \begin{vmatrix} 4 & -1 \\ 1 & -2 \end{vmatrix} - i \begin{vmatrix} -1 & -1 \\ 0 & -2 \end{vmatrix} + K \begin{vmatrix} -1 & 4 \\ 0 & 1 \end{vmatrix} = (-7, 1) + (-8+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (2+1) - (
       ax+by+c= axo +byo +c= = -7x-2y-==-7-3=-10
                                                                                                 3x-2y+2=6 | xy, 7=0: 3x-2y=6
 19)(skip, same as 17)) 21)
                                                                                               3x = 6[x=2]

-2y = 6[y=-3][x=2, y=0:3x+2=6]
           Xaxis Int Y=0, 2=0
       Zaxis int x=0, y=0 == 6 == 6 (42, x=0: -29+2=6)
 23) (skip b/c same as 19 21))
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25)
$$\times + y + 4 = 10$$
 $-x - 3y + z = 10$ $\# n_1 \cdot n_2 = 0$
 $\vec{n}_1 = \langle 1, 1, 4 \rangle \xrightarrow{\text{cot-factor}} \vec{n}_2 = \langle -1, -3, 1 \rangle$
 $\langle 1, 1, 4 \rangle \cdot \langle -1, -3, 1 \rangle = -1 - 3 + 4 = 0$ They are \bot

27) $3 \times + 2 \cdot y - 3z = 10$ $-6x - 10y + z = 10$
 $n_1 = \langle 3, 2, -3 \rangle \xrightarrow{\text{tot-factor}} n_2 = \langle -6, -10, 1 \rangle$
 $\langle 3, 2, -3 \rangle \cdot \langle -6, -10, 1 \rangle = -18 - 20 \times -3 \neq 0$ $\downarrow -20 \times -20 \times -3 \neq 0$ $\downarrow -20 \times -20 \times -3 \neq 0$ $\downarrow -20 \times -2$