



Vecturi  $\vec{a} \cdot \vec{b} = \|\vec{a}\| \cdot \|\vec{b}\| \cdot \cos(\angle \vec{a}, \vec{b})$ ,  $\|\vec{a}\| = \sqrt{a_1^2 + a_2^2 + a_3^2}$ ,  $(\lambda \vec{a} + \beta \vec{b}) \cdot \vec{c} = \lambda(\vec{a} \cdot \vec{c}) + \beta(\vec{b} \cdot \vec{c})$ ,  $\vec{a} \perp \vec{b} \Leftrightarrow \vec{a} \cdot \vec{b} = 0$   
 $(\vec{a}(a_1, a_2, a_3), \vec{b}(b_1, b_2, b_3))$ :  $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$ ,  $\|\vec{a}\| = \sqrt{a_1^2 + a_2^2 + a_3^2}$ ,  $\|\vec{a} \times \vec{b}\| = \|\vec{a}\| \|\vec{b}\| \sin \alpha$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \hat{i} - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \hat{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \hat{k}; \text{ produs mixt: } (a, b, c) = (\vec{a} \times \vec{b}) \cdot \vec{c}$$

**Dreapta în plan**  $H_0(x_0, y_0)$   $\vec{a}(e, m)$  - v. director  $Ax + By + C = 0$  (ec. gen)  $p_1(-B, A)$  - v. director  
 $\begin{cases} x = x_0 + e \cdot t \\ y = y_0 + m \cdot t \end{cases}$ ;  $\frac{x-x_0}{e} = \frac{y-y_0}{m}$ ;  $(x-x_0)(y_1-y_0) = (y-y_0)(x_1-x_0)$ ;  $y-y_0 = \frac{m}{e}(x-x_0)$ ;  $\vec{n}(A, B)$  - v. normal  
 $t_1 - t_0 = t$ ;  $\frac{x}{a} + \frac{y}{b} = 1$ ;  $d_1 \perp d_2 \Leftrightarrow A_1 A_2 + B_1 B_2 = 0$ ;  $d_1 \parallel d_2 \Leftrightarrow A_1 B_2 - A_2 B_1 = 0$ ;  $d(H_0, A) = \frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}$

**Dreapta în spațiu**

$r = r_0 + t \cdot \vec{a}$   $r$  - v. director

$$\begin{cases} x = x_0 + e \cdot t \\ y = y_0 + m \cdot t \\ z = z_0 + n \cdot t \end{cases}; \frac{x-x_0}{e} = \frac{y-y_0}{m} = \frac{z-z_0}{n}; \frac{x-x_0}{x_1-x_0} = \frac{y-y_0}{y_1-y_0} = \frac{z-z_0}{z_1-z_0}$$

$$\begin{cases} A_1 x + B_1 y + C_1 z + d_1 = 0 \\ A_2 x + B_2 y + C_2 z + d_2 = 0 \end{cases} \quad d(H_1, A) = \frac{\|(\vec{h}_1 - \vec{h}_2) \times \vec{a}\|}{\|\vec{a}\|}$$

(dreapta n a 2 plane)

$$\vec{a} = \vec{m}_1(A_1, B_1, C_1) \times \vec{m}_2(A_2, B_2, C_2)$$

$$d_1 \perp d_2 \Leftrightarrow l_1 l_2 + m_1 m_2 + n_1 n_2 = 0 \quad d_1 \parallel d_2 \Leftrightarrow \frac{l_1}{l_2} = \frac{m_1}{m_2} = \frac{n_1}{n_2}$$

**Planul în spațiu**  $\Pi$ -plan  $H_0(x_0, y_0, z_0)$   $\vec{a}(e_1, m_1, n_1)$   $\vec{a}_2(e_2, m_2, n_2)$  vectori normali  $\vec{n}$  la  $\Pi$

$$\begin{cases} x = x_0 + e_1 u + e_2 v \\ y = y_0 + m_1 u + m_2 v \\ z = z_0 + n_1 u + n_2 v \end{cases} \quad \begin{vmatrix} x-x_0 & y-y_0 & z-z_0 \\ e_1 & m_1 & n_1 \\ e_2 & m_2 & n_2 \end{vmatrix} = 0 \quad \begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0$$

(ec. det de 3 puncte, 2 vectori) (det de 3 puncte)

$$\Pi_1 \perp \Pi_2 \Leftrightarrow A_1 A_2 + B_1 B_2 + C_1 C_2 = 0 \quad \Pi_1 \parallel \Pi_2 \Leftrightarrow \frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2}$$

**Dreapta și planul**:  $\Pi_1: A_1 x + B_1 y + C_1 z + d_1 = 0$   $\Pi_2: A_2 x + B_2 y + C_2 z + d_2 = 0$

$$\text{se taie după 1 dreaptă} \Rightarrow \text{rang} \begin{pmatrix} A_1 & B_1 & C_1 \\ A_2 & B_2 & C_2 \end{pmatrix} = 2 \quad \text{surat II: } \frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2} \neq \frac{d_1}{d_2} \quad \text{coincident: } \frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2} = \frac{d_1}{d_2}$$

$\Delta$  și  $\Pi$  au un punct comun  $A\ell + Bm + Cn \neq 0$  (ec param p  $\Delta$ )  $\Delta \parallel \Pi: A\ell + Bm + Cn = 0$  &  $Ax_0 + By_0 + Cz_0 + d \neq 0$

$\Delta \in \Pi: A\ell + Bm + Cn = 0$  &  $Ax_0 + By_0 + Cz_0 + d = 0$

$$\begin{vmatrix} x-x_0 & y-y_0 & z-z_0 \\ e_1 & m_1 & n_1 \\ e_2 & m_2 & n_2 \end{vmatrix} = 0 \quad \begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ e & m & n \end{vmatrix} = 0$$

(ec plan det de 2 duble) (ec det de 1 dreaptă și un punct)

$$A = \frac{1}{2} |\Delta| \quad \Delta = \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}$$