

1.4.28

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August 2025

Question

Find the position vector of a point **R** which divides the line joining two points **P** and **Q** whose position vectors are $(2\mathbf{a} + \mathbf{b})$ and $(\mathbf{a} - 3\mathbf{b})$ externally in the ratio 1 : 2. Also, show that **P** is the mid point of the line segment RQ .

R divides **p** and **Q** in 1:2 ratio.

variable	Position Vector
P	$2a + b$
Q	$a - 3b$

Section Formula for a vector **R** which divides **P** and **Q** in $k:1$ ratio externally is given by

$$\mathbf{R} = \frac{k(\mathbf{P}) - 1(\mathbf{Q})}{k - 1}$$

finding Position vector of **R**

$$\mathbf{R} = \frac{2(\mathbf{P}) - 1(\mathbf{Q})}{2 - 1} \quad (1)$$

$$= \frac{2(2a + b) - (a - 3b)}{1} \quad (2)$$

$$= 3a + 5b \quad (3)$$

$$(4)$$

Hence Position vector of **R** is $3a + 5b$

Proving **P** is midpoint of **QR**

$$\mathbf{P} = \frac{k(\mathbf{R}) + 1(\mathbf{Q})}{k + 1}$$

$$2a + b = \frac{k(3a + 5b) + a - 3b}{k + 1}$$

$$(2a + b)(k + 1) = (3k + 1)a + (5k - 3)b$$

Comparing coefficients of a :

$$2k + 2 = 3k + 1$$

$$k = 1$$

Hence **P** divides \overline{RQ} in 1:1 ratio, P is midpoint of \overline{RQ} .

```
import matplotlib.pyplot as plt
import numpy as np

# Define Base Vectors
# We assign arbitrary coordinates to vectors 'a' and 'b' for
  visualization.
# To see a different layout, you can change these values.
a = np.array([1, 1])
b = np.array([-1, 2])
```

Python Code

```
# Define Position Vectors for P and Q
# As given in the problem statement.
P = 2*a + b
Q = a - 3*b
```



```
# Calculate Position Vector for R ---  
# Using the external division formula result we found:  $R = 3a + 5b$   
R = 3*a + 5*b
```

```
# Verify P is the midpoint of RQ ---  
# This calculation should result in the same coordinates as P.  
midpoint_RQ = (R + Q) / 2  
print(f"Coordinates of P: {P}")  
print(f"Calculated midpoint of RQ: {midpoint_RQ}")  
print(f"Is P the midpoint of RQ? {np.allclose(P, midpoint_RQ)}")
```

Python Code

```
# --- Create the Plot ---
fig, ax = plt.subplots(figsize=(10, 8))

# Plot the line segment RQ
ax.plot([R[0], Q[0]], [R[1], Q[1]], 'k--', alpha=0.6, label='Line
Segment RQ')

# Plot the points O, P, Q, R
ax.scatter(0, 0, c='black', s=100, zorder=5, label='Origin (O)')
ax.scatter(P[0], P[1], c='red', s=100, zorder=5, label=f'P = {P}'
)
ax.scatter(Q[0], Q[1], c='green', s=100, zorder=5, label=f'Q = {Q
}')
ax.scatter(R[0], R[1], c='blue', s=100, zorder=5, label=f'R = {R}'
)

# Plot position vectors from the origin
ax.quiver(0, 0, P[0], P[1], angles='xy', scale units='xy', scale
```

Python Code

```
# Add Labels and Formatting
# Add text labels for each point
ax.text(0, 0.5, 'O', fontsize=14)
ax.text(P[0] + 0.3, P[1], 'P', fontsize=14)
ax.text(Q[0] + 0.3, Q[1], 'Q', fontsize=14)
ax.text(R[0] + 0.3, R[1], 'R', fontsize=14)

# Set plot aesthetics
ax.set_title('Vector Visualization', fontsize=16)
ax.set_xlabel('X-axis', fontsize=12)
ax.set_ylabel('Y-axis', fontsize=12)
ax.axhline(0, color='grey', linewidth=0.5)
ax.axvline(0, color='grey', linewidth=0.5)
ax.grid(True, which='both', linestyle='--', linewidth=0.5)
ax.set_aspect('equal', adjustable='box')
ax.legend()

plt.show()
```

C Code

```
#include <stdio.h>

// A structure to represent a vector with coefficients for a and
// b
typedef struct {
    int coeff_a;
    int coeff_b;
} Vector;

int main() {
    // P = 2a + 1b
    Vector P = {2, 1};
    // Q = 1a - 3b
    Vector Q = {1, -3};
    // Ratio m:n = 1:2
    int m = 1;
    int n = 2;
```

```
import subprocess

# 1. Compile the C program
subprocess.run(["gcc", "vector_division.c", "-o", "
    vector_division"])

# 2. Run the compiled C program
result = subprocess.run(["./vector_division"], capture_output=
    True, text=True)

# 3. Print the output from the C program
print(result.stdout)
```


Verification that P is midpoint of RQ

