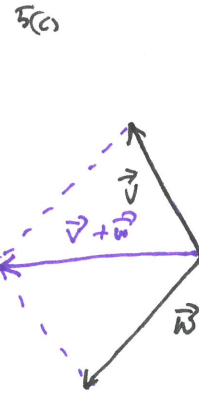
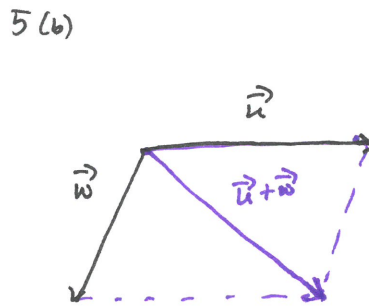
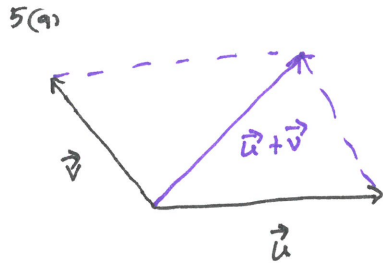


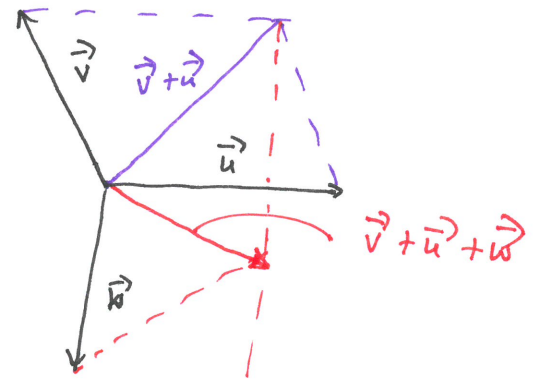
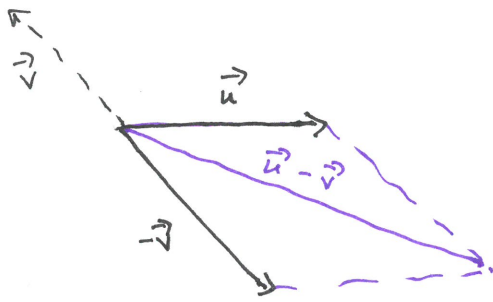
SECTION 12.2

- 4(a) \vec{AC} (b) \vec{CB} (c) \vec{DA} (d) \vec{DB}

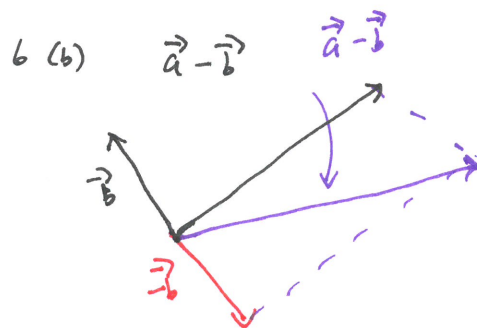
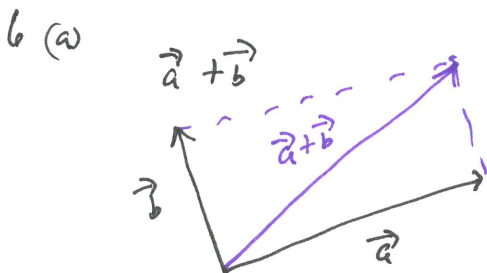
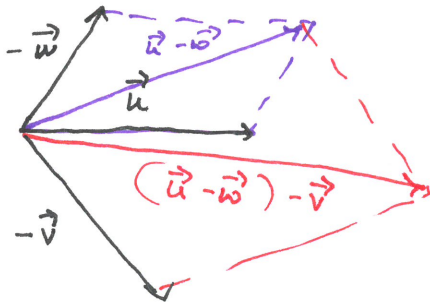


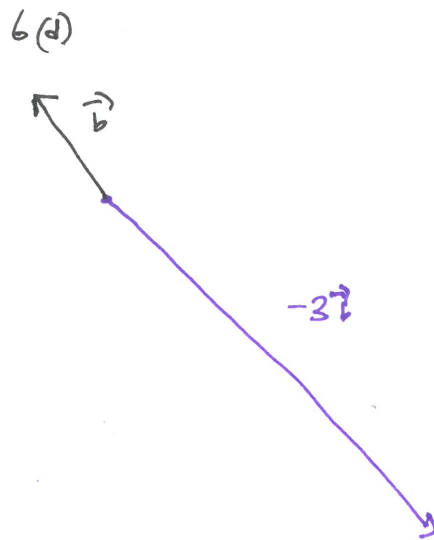
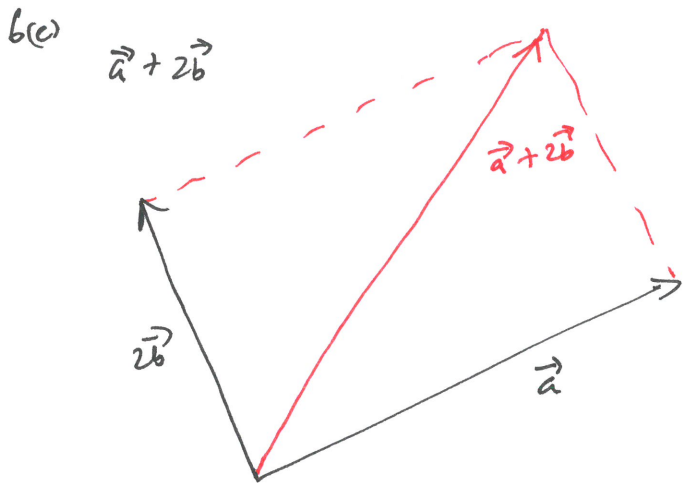
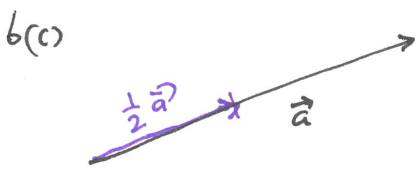
5(d) $\vec{u} - \vec{v} = \vec{u} + (-\vec{v})$

5(e) $\vec{v} + \vec{u} + \vec{w}$
 $= (\vec{v} + \vec{u}) + \vec{w}$

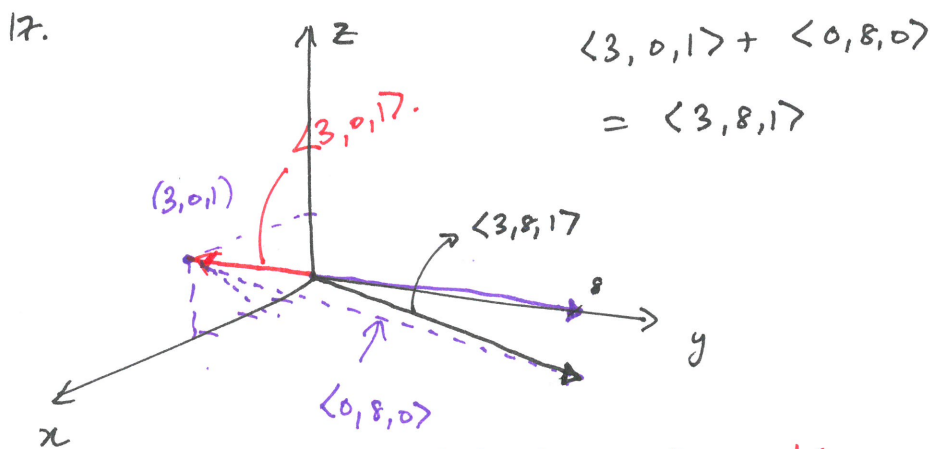


5(f) $\vec{u} - \vec{w} - \vec{v}$
 $= (\vec{u} - \vec{w}) - \vec{v}$





13. See work sheet solution (Problem 4)

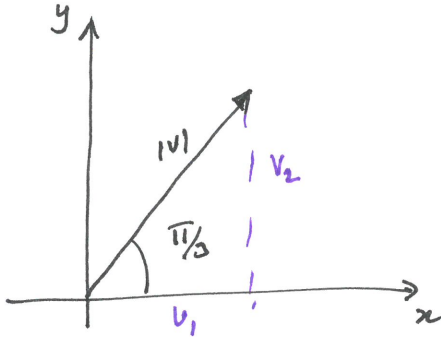


It is easier to sketch the resulting vector if we move $\langle 0, 8, 0 \rangle$ so that it starts at the tip of $\langle 3, 0, 1 \rangle$

25. $\frac{1}{9}(8\mathbf{i} - \mathbf{j} + 4\mathbf{k})$

26. $4 \cdot \frac{1}{7} \langle 6, 2, -3 \rangle$

29.



$$v_1 = |v| \cos\left(\frac{\pi}{3}\right) = 4 \cdot \frac{1}{2} = 2$$

$$v_2 = |v| \sin\left(\frac{\pi}{3}\right) = 4 \cdot \frac{\sqrt{3}}{2} = 2\sqrt{3}$$

$$\vec{v} = \langle v_1, v_2 \rangle = \langle 2, 2\sqrt{3} \rangle.$$

47. $|\vec{r} - \vec{r}_0|$ is the distance between (x, y, z) and (x_0, y_0, z_0) so the set of points is a sphere with radius 1, and centre (x_0, y_0, z_0)

You can also do this algebraically

$$|\vec{r} - \vec{r}_0| = 1 \Leftrightarrow \sqrt{(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2} = 1$$

so $(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2 = 1.$