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1.(24 points) Let  $\ell$  be the line passing through the points  $(1, 2, -6)$  and  $(-1, 3, -4)$ .

a. Find the parametric equations and symmetric equations for  $\ell$ .

The vector  $\vec{v} = \langle -1, 3, -4 \rangle - \langle 1, 2, -6 \rangle = \langle -2, 1, 2 \rangle$  is parallel to  $\ell$ . The vector equation is thus

$$\langle x, y, z \rangle = \langle 1, 2, -6 \rangle + t\vec{v} = \langle 1, 2, -6 \rangle + t\langle -2, 1, 2 \rangle = \langle 1 - 2t, 2 + t, -6 + 2t \rangle$$

giving

Parametric equations:  $x = 1 - 2t$ ,  $y = 2 + t$ ,  $z = -6 + 2t$ .

Symmetric equations

$$\frac{x - 1}{-2} = \frac{y - 2}{1} = \frac{z + 6}{2}$$

b. Find the point of intersection of  $\ell$  with the  $x$ - $y$  plane.

Use the parametric equations. The  $x$ - $y$  plane is  $z = 0$ , so the intersection is at  $-6 + 2t = 0$ , or  $t = 3$ . This gives  $x = -5$ ,  $y = 5$ , so the intersection is at the point  $(-5, 5, 0)$ .

c. Find the angle of  $\ell$  with the vector  $\langle -1, -2, 2 \rangle$  (you may use inverse trig functions to express your answer).

This is the same as the angle  $\theta$  that the parallel vector  $\vec{v}$  makes with  $\vec{w} = \langle -1, -2, 2 \rangle$ . We have

$$\cos \theta = \frac{\vec{v} \cdot \vec{w}}{|\vec{v}||\vec{w}|}.$$

Computing gives

$$\begin{aligned}\vec{v} \cdot \vec{w} &= \langle -2, 1, 2 \rangle \cdot \langle -1, -2, 2 \rangle = 2 - 2 + 4 = 4 \\ |\vec{v}| &= |\langle -2, 1, 2 \rangle| = \sqrt{(-2)^2 + 1^2 + 2^2} = 3 \\ |\vec{w}| &= |\langle -1, -2, 2 \rangle| = \sqrt{1^2 + (-2)^2 + 2^2} = 3 \\ \cos \theta &= \frac{4}{3 \cdot 3} = \frac{4}{9}\end{aligned}$$

So  $\theta = \cos^{-1}(4/9)$  (or  $\cos^{-1}(-4/9)$  if you used the parallel vector pointing in the opposite direction).

2.(20 points) a. Find the equation of the plane through the points  $P = (1, 0, -1)$ ,  $Q = (0, 3, 2)$  and  $R = (2, 1, 0)$ .

Find a normal vector to the plane by taking  $\vec{n} = \vec{PQ} \times \vec{PR}$ .

$$\vec{PQ} = \langle -1, 3, 3 \rangle, \quad \vec{PR} = \langle 1, 1, 1 \rangle$$

so

$$\begin{aligned}\vec{PQ} \times \vec{PR} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 3 & 3 \\ 1 & 1 & 1 \end{vmatrix} \\ &= \begin{vmatrix} 3 & 3 \\ 1 & 1 \end{vmatrix} \vec{i} - \begin{vmatrix} -1 & 3 \\ 1 & 1 \end{vmatrix} \vec{j} + \begin{vmatrix} -1 & 3 \\ 1 & 1 \end{vmatrix} \vec{k} \\ &= 0\vec{i} + 4\vec{j} - 4\vec{k} = \langle 0, -4, 4 \rangle\end{aligned}$$

Using the point-normal form gives the equation

$$-4y + 4(z + 1) = 0$$

or  $y - z = 1$ .

b. Let  $\ell$  be the line given by the equations

$$x - 1 = \frac{1}{4}(y - 2) = \frac{1}{3}(z + 3).$$

Find the equation of the plane passing through  $(1, 3, 2)$  and perpendicular to  $\ell$ .

By looking at the symmetric equations for  $\ell$ , we see that  $\vec{v} = \langle 1, 4, 3 \rangle$  is a parallel vector. If you don't like this, you need to find two points  $P, Q$  on  $\ell$  and take  $\vec{v} = \vec{PQ}$ . There is one obvious point, where each equation is 0:  $P = (1, 2, -3)$ . If each equation is say 1, you get the second point  $Q = (2, 6, 0)$ , giving the same  $\vec{v}$  as before.

Now use the point-normal form:

$$1(x - 1) + 4(y - 3) + 3(z - 2) = 0$$

or  $x + 4y + 3z = 19$ .

3.(20 points) Let  $P$  be the parallelogram with vertices  $A, B, C$  and  $D$ , where  $A = (1, 1)$ ,  $B = (0, 3)$ ,  $C = (4, 6)$ .

a. Find the coordinates of  $D$ .

Actually, there are three correct answers here, depending on how you complete the parallelogram. If the parallelogram has sides  $AB, BD, DC$  and  $CA$ , then  $AB$  is parallel to  $CD$ , so  $\vec{AB} = \vec{CD}$ , giving

$$\vec{OD} = \vec{OC} + \vec{CD} = \vec{OC} + \vec{AB} = \langle 4, 6 \rangle + \langle -1, 2 \rangle = \langle 3, 8 \rangle$$

so  $D = (3, 8)$ . If you make the parallelogram with  $BC, CD, DA$  and  $AB$ , then  $\vec{AD} = \vec{BC}$ , so

$$\vec{OD} = \vec{OA} + \vec{AD} = \vec{OA} + \vec{BC} = \langle 1, 1 \rangle + \langle 4, 3 \rangle = \langle 5, 4 \rangle.$$

and  $D = (-5, 4)$ . Making the parallelogram with sides  $AC, CB, BD$  and  $DA$  gives  $\vec{CB} = \vec{AD}$ , so

$$\vec{OD} = \vec{OA} + \vec{AD} = \vec{OA} + \vec{CB} = \langle 1, 1 \rangle + \langle -4, -3 \rangle = \langle -3, -2 \rangle.$$

and  $D = (-3, -2)$ .

b. Find the area of  $P$

We use the first case  $D = (3, 8)$ , the answer is the same in all three cases.

$$\text{Area} = \left| \vec{AB} \times \vec{AC} \right|.$$

We compute

$$\begin{aligned}\vec{AB} \times \vec{AC} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 2 & 0 \\ 3 & 5 & 0 \end{vmatrix} \\ &= \begin{vmatrix} 2 & 0 \\ 5 & 0 \end{vmatrix} \vec{i} - \begin{vmatrix} -1 & 0 \\ 3 & 0 \end{vmatrix} \vec{j} + \begin{vmatrix} -1 & 2 \\ 3 & 5 \end{vmatrix} \vec{k} \\ &= 0\vec{i} + 0\vec{j} - 11\vec{k} = \langle 0, 0, -11 \rangle\end{aligned}$$

so the area = 11.

4.(16 points) Let  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$  be the function defined by

$$f(x, y) = \begin{cases} x^2 - y^2 + 5 & \text{for } (x, y) \neq (0, 0) \\ 0 & \text{for } (x, y) = (0, 0) \end{cases}$$

a. Compute the limits:

$$\lim_{(x,y) \rightarrow (1,1)} f(x, y) = 5; \quad \lim_{(x,y) \rightarrow (0,0)} f(x, y) = 5.$$

The function  $g(x, y) = x^2 - y^2 + 5$  is a polynomial, so  $g$  is continuous, and thus the  $\lim_{(x,y) \rightarrow (a,b)} g(x, y) = g(a, b)$  for all  $(a, b) \in \mathbb{R}^2$ . Taking  $(a, b) = (1, 1)$  or  $(0, 0)$  gives the answer.

b. Is  $f$  continuous at  $(1, 1)$ ? at  $(0, 0)$ ? Explain.

At  $(1, 1)$ :  $f(1, 1) = 5 = \lim_{(x,y) \rightarrow (1,1)} f(x, y)$ , so by definition of continuity,  $f$  is continuous at  $(1, 1)$ .

At  $(0, 0)$ :  $f(0, 0) = 0 \neq \lim_{(x,y) \rightarrow (0,0)} f(x, y)$ , so by definition of continuity,  $f$  is not continuous at  $(0, 0)$ .

5.(20 points) Sketch the contours (level curves) of the function  $f(x, y) = 4x^2 + y^2 - 1$  at level -2, -1, 0, and 3. Label each contour with its level.

The equation for the contour at level  $k$  is  $f(x, y) = k$ , so we have the equations

level -2 :  $4x^2 + y^2 - 1 = -2 \implies 4x^2 + y^2 = -1$ , empty

level -1 :  $4x^2 + y^2 - 1 = -1 \implies 4x^2 + y^2 = 0$ , the point  $(0, 0)$

level 0 :  $4x^2 + y^2 - 1 = 0 \implies 4x^2 + y^2 = 1$ , an ellipse

level 3 :  $4x^2 + y^2 - 1 = 3 \implies 4x^2 + y^2 = 4$ , an ellipse.

