

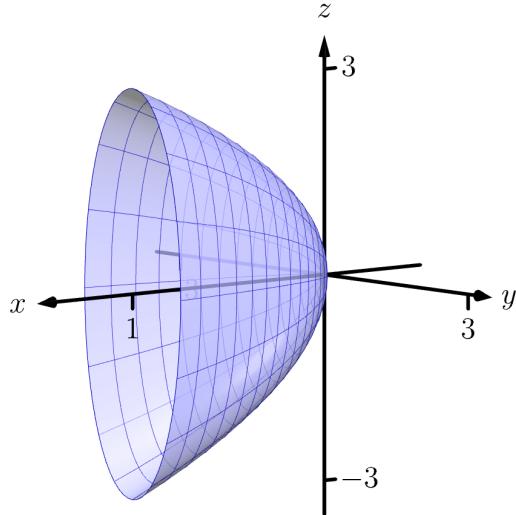
score	possible	page
16	1	
29	2	
25	3	
30	4	
100		

Name: \_\_\_\_\_

**Show your work!**

You may not give or receive any assistance during a test, including but not limited to using notes, phones, calculators, computers, or another student's solutions. (You may ask me questions.)

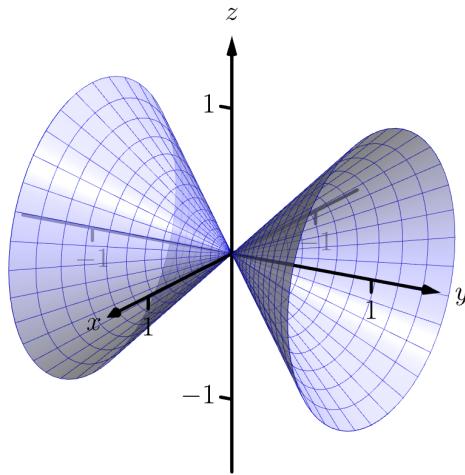
/16 1. For each graph, circle the equation that best fits it.



$$x = y^2 + \frac{z^2}{9}$$

$$\text{or } x = y^2 + \frac{z^2}{3}$$

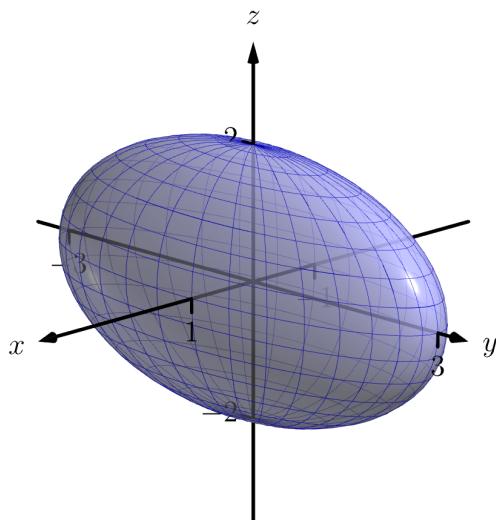
[11.1 # 23] since it includes  $(1, 0, 3)$



$$x^2 - y^2 - z^2 = 0$$

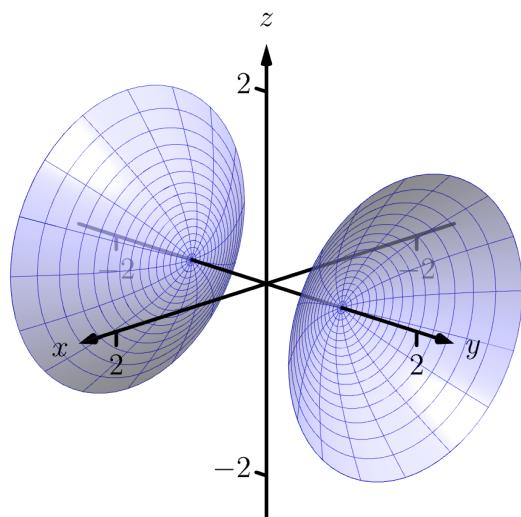
[11.1 # 24] since  $y = 1$  gives a circle

$$\boxed{x^2 - y^2 + z^2 = 0}$$



$$x^2 + \frac{y^2}{3} + \frac{z^2}{2} = 1$$

[11.1 # 25] since includes  $(1, 0, 0)$ ,  $(0, 3, 0)$ ,  $(0, 0, 2)$



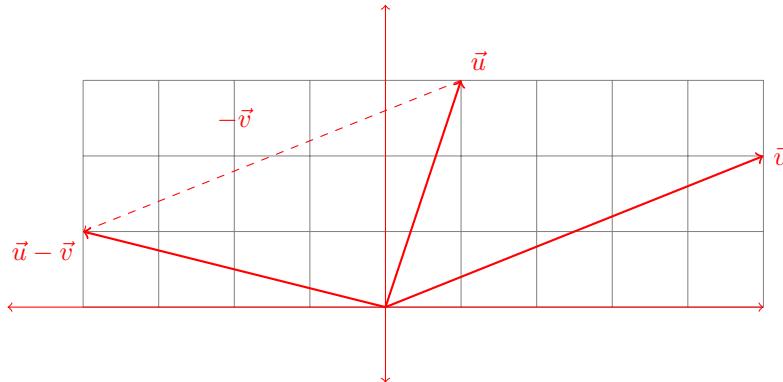
$$\boxed{y^2 - x^2 - z^2 = 1}$$

[11.1 # 26] since does not include  $(0, 1, 0)$

$$\text{or } y^2 + x^2 - z^2 = 1$$

2. Let  $\vec{u} = \langle 1, 3 \rangle$  and  $\vec{v} = \langle 5, 2 \rangle$ .

/8 (a) Graph and label  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{u} - \vec{v}$ . [similar to 11.2 #11]



/7 (b) Construct the unit vector in the direction of  $\vec{u}$ . [similar to 11.2 # 22]

$$\|\vec{u}\| = \sqrt{1^2 + 3^2} = \sqrt{10}$$

so the unit vector is

$$\frac{\vec{u}}{\|\vec{u}\|} = \frac{\langle 1, 3 \rangle}{\sqrt{10}} = \left\langle \frac{1}{\sqrt{10}}, \frac{3}{\sqrt{10}} \right\rangle.$$

/8 (c) Compute the angle between  $\vec{u}$  and  $\vec{v}$  in radians. Since you do not have a calculator, leave your answer as an ugly expression  $\theta = \dots$  [similar to 11.3 #13] Computing

$$\|\vec{v}\| = \sqrt{5^2 + 2^2} = \sqrt{29} \text{ and}$$

$$\vec{u} \cdot \vec{v} = 5 + 6 = 11,$$

the angle is

$$\theta = \cos^{-1} \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|} \right) = \cos^{-1} \left( \frac{11}{\sqrt{10} \sqrt{29}} \right).$$

/6 (d) Find the orthogonal projection of  $\vec{u}$  onto  $\vec{v}$  (which is denoted  $\text{proj}_{\vec{v}} \vec{u}$ ). [similar to 11.3 #24]

$$\text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} = \frac{11}{29} \langle 5, 2 \rangle = \left\langle \frac{55}{29}, \frac{22}{29} \right\rangle.$$

3. Let  $\vec{u} = \langle 0, 1, 2 \rangle$ ,  $\vec{v} = \langle 3, 5, 7 \rangle$ , and  $\vec{w} = \langle 1, 2, -2 \rangle$ .

/7 (a) Compute  $\|\vec{u} - \vec{v}\|$ . [similar to 11.2 # 18]

$$\vec{u} - \vec{v} = \langle 0, 1, 2 \rangle - \langle 3, 5, 7 \rangle = \langle -3, -4, -5 \rangle,$$

so

$$\|\vec{u} - \vec{v}\| = \sqrt{(-3)^2 + (-4)^2 + (-5)^2} = \sqrt{9 + 16 + 25} = \sqrt{50}.$$

/5 (b) Compute  $\vec{u} \cdot \vec{v}$ . [similar to 11.3 # 7]

$$\vec{u} \cdot \vec{v} = \langle 0, 1, 2 \rangle \cdot \langle 3, 5, 7 \rangle = 0 + 5 + 14 = 19.$$

/8 (c) Compute  $\vec{u} \times \vec{v}$ . [similar to 11.4 # 7]

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 1 & 2 \\ 3 & 5 & 7 \end{vmatrix} = (7\vec{i} + 6\vec{j} + 0\vec{k}) - (3\vec{k} + 0\vec{j} + 10\vec{i}) = -3\vec{i} + 6\vec{j} - 3\vec{k} = \langle -3, 6, -3 \rangle.$$

/5 (d) Find the volume of the parallelepiped defined by  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$ . [similar to 11.4 # 33] The volume is computed by the absolute value of the triple scalar product

$$|(\vec{u} \times \vec{v}) \cdot \vec{w}| = |\langle -3, 6, -3 \rangle \cdot \langle 1, 2, -2 \rangle| = |-3 + 12 + 6| = 15.$$

/10 4. (a) Write the vector and parametric equations for the line that passes through the point  $P = (3, -5, 5)$  and is parallel to  $\vec{d} = \langle 1, 2, 1 \rangle$ . [similar to 11.5 # 5] The vector equation is

$$\vec{\ell}(t) = \overrightarrow{0P} + t\vec{d} = \langle 3, -5, 5 \rangle + t\langle 1, 2, 1 \rangle,$$

so the parametric equations are

$$\begin{aligned} x &= 3 + t \\ y &= -5 + 2t \text{ and} \\ z &= 5 + t. \end{aligned}$$

/20 (b) Find the distance from the point  $Q = (3, -3, 4)$  to this line. [similar to 11.5 # 23] We compute

$$\begin{aligned} \overrightarrow{PQ} &= \langle 3, -3, 4 \rangle - \langle 3, -5, 5 \rangle = \langle 0, 2, -1 \rangle \\ \overrightarrow{PQ} \times \vec{d} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 2 & -1 \\ 1 & 2 & 1 \end{vmatrix} = (2\vec{i} - 1\vec{j} + 0\vec{k}) - (2\vec{k} + 0\vec{j} - 2\vec{i}) = 4\vec{i} - 1\vec{j} - 2\vec{k} = \langle 4, -1, -2 \rangle. \\ \|\overrightarrow{PQ} \times \vec{d}\| &= \sqrt{4^2 + (-1)^2 + (-2)^2} = \sqrt{21} \\ \|\vec{d}\| &= \sqrt{1^2 + 2^2 + 1^2} = \sqrt{6} \end{aligned}$$

and then use the distance formula

$$\frac{\|\overrightarrow{PQ} \times \vec{d}\|}{\|\vec{d}\|} = \frac{\sqrt{21}}{\sqrt{6}}.$$

## Scores

