

Solutions

to

Sample Test I

## Multiple Choice

1.) Ⓐ  $\vec{AB} + \vec{BC} = \vec{AC} \Rightarrow \vec{AC} + \vec{CD} = \underline{\underline{\vec{AD}}}$

2.) Ⓒ  $y \cdot z = 0 \Rightarrow$  angle between  $y$  &  $z$  is  $90^\circ$   
 $\Rightarrow |y \times z| = |y||z| \sin(90^\circ) = 4 \cdot 5 \cdot 1 = \underline{\underline{20}}$

3.) Ⓒ Equation for line  $\langle x, y, z \rangle = \langle -1, 2, 1 \rangle + \langle 2, -1, 1 \rangle t$

$\Rightarrow x=0 \Rightarrow t=1/2 \Rightarrow \langle x, y, z \rangle = \langle 0, 3/2, 3/2 \rangle$  ~~Ⓐ~~ ~~Ⓑ~~

$\Rightarrow x=3 \Rightarrow t=2 \Rightarrow \langle x, y, z \rangle = \langle 3, 0, 3 \rangle \Rightarrow \text{Ⓒ}$

4.) Ⓓ  $\cos \theta = \frac{\langle 2, -2, 1 \rangle \cdot \langle 3, 0, 0 \rangle}{|\langle 2, -2, 1 \rangle| |\langle 3, 0, 0 \rangle|} = \frac{6}{(3)(3)} = \frac{2}{3}$

$\Rightarrow \theta = \cos^{-1} \frac{2}{3} = 0.841 \text{ rad } \text{Ⓒ}$

5.) Ⓒ - ellipsoid

6.) Ⓐ  $\langle x, y, z \rangle = \langle 1, 3, -1 \rangle + \langle 2, -1, 1 \rangle t$

$\Rightarrow x = 1 + 2t$   
 $y = 3 - t$   
 $z = -1 + t$  Ⓐ

17. (e) Direction of line is  $\langle -1, \frac{1}{2}, 2 \rangle$

~~(a)~~ normal to plane =  $\langle 1, -\frac{1}{2}, -2 \rangle$   
 $\Rightarrow \langle -1, \frac{1}{2}, 2 \rangle \cdot \langle 1, -\frac{1}{2}, -2 \rangle = -1 - \frac{1}{4} + 4 \neq 0$

~~(b)~~ normal to plane =  $\langle 2, -2, 1 \rangle$   
 $\Rightarrow \langle -1, \frac{1}{2}, 2 \rangle \cdot \langle 2, -2, 1 \rangle = -2 - 1 + 2 \neq 0$

~~(c)~~ normal to plane =  $\langle 1, -2, -\frac{1}{2} \rangle$   
 $\langle -1, \frac{1}{2}, 2 \rangle \cdot \langle 1, -2, -\frac{1}{2} \rangle = -1 - 1 + 1 \neq 0$

~~(d)~~ normal to plane =  $\langle -\frac{1}{2}, \frac{1}{2}, -1 \rangle$   
 $\langle -1, \frac{1}{2}, 2 \rangle \cdot \langle -\frac{1}{2}, \frac{1}{2}, -1 \rangle = \frac{1}{2} + \frac{1}{4} - 2 \neq 0$

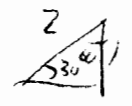
(e) normal to plane =  $\langle 2, 0, 1 \rangle$   
 $\Rightarrow \langle -1, \frac{1}{2}, 2 \rangle \cdot \langle 2, 0, 1 \rangle = 0 \checkmark \checkmark$

8) (a) Direction of line  $\langle -1, \frac{1}{2}, 2 \rangle$   
 $\Rightarrow$  this is normal to plane

$\Rightarrow -x + \frac{1}{2}y + 2z = d$  or  $\frac{x - \frac{1}{2}y - 2z}{1} = d$   
 $\uparrow$   
(a)

9) d)  $|\vec{u} \times \vec{w}| = |\vec{u}| |\vec{w}| \sin 30 = (1)(1) \left(\frac{1}{2}\right) = \frac{1}{2}$

↑  
unit vectors

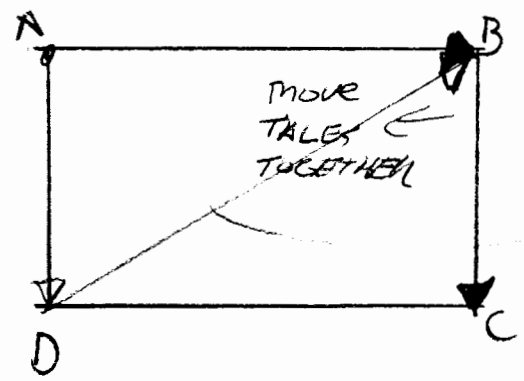


- 10) d)
- a) ⇒ scalar
  - b) ⇒ impossible to do
  - c) undefined function
  - d) ⇒ vector!! ←

11) e) Plane perpendicular to  $\vec{v}$

12) b)  $\left| \left\langle \frac{2}{3}, \frac{1}{3}, \frac{2}{3} \right\rangle \right| = \left( \frac{4}{9} + \frac{1}{9} + \frac{4}{9} \right)^{\frac{1}{2}} = 1 \checkmark \checkmark$

13)  $\vec{DB}$   
b)



difference between 2 vectors

14) e)  $\langle 1, 2, 3 \rangle \times \langle 2, 1, -1 \rangle = \begin{vmatrix} i & j & k \\ 1 & 2 & 3 \\ 2 & 1 & -1 \end{vmatrix}$

$= i \begin{vmatrix} 2 & 3 \\ 1 & -1 \end{vmatrix} - j \begin{vmatrix} 1 & 3 \\ 2 & -1 \end{vmatrix} + k \begin{vmatrix} 1 & 2 \\ 2 & 1 \end{vmatrix} = -5i + 7j - 3k$

$= (-5, 7, -3)$

$$\textcircled{15} \quad \vec{r}(t) = \int \vec{r}'(t) dt = \left\langle \int 4e^{2t} dt, \int 4t dt, \int \cos(t) dt \right\rangle \\ = \langle 2e^{2t} + c_1, 2t^2 + c_2, \sin(t) + c_3 \rangle$$

$$\Rightarrow \vec{r}(0) = \langle 2 + c_1, c_2, c_3 \rangle = \langle 2, 1, 0 \rangle$$

$$\Rightarrow c_1 = 0, c_2 = 1, c_3 = 0$$

$$\Rightarrow \vec{r}(t) = \langle 2e^{2t}, 2t^2 + 1, \sin(t) \rangle$$

$$\Rightarrow \vec{r}(1) = \langle 2e^2, 3, \sin(1) \rangle \quad \textcircled{a}$$

$$\textcircled{16} \quad \vec{v}(t) = \vec{r}'(t) = \langle 2\cos(2t), e^t, 2t \rangle$$

$$\Rightarrow \vec{v}(0) = \langle 2, 1, 0 \rangle \Rightarrow \text{speed at } t=0$$

$$= |\vec{v}(0)| = \sqrt{2^2 + 1^2 + 0^2} = \sqrt{5}$$

\textcircled{c}

$$\textcircled{17} \quad L = \int_a^b |\vec{r}'(t)| dt$$

$$\Rightarrow \vec{r}'(t) = \langle 1, \sqrt{2}t, t^2 \rangle \Rightarrow |\vec{r}'(t)| = \sqrt{1 + 2t^2 + t^4} \\ = \sqrt{(t^2 + 1)^2} = (t^2 + 1)$$

$$\Rightarrow L = \int_0^1 (t^2 + 1) dt = \left. \frac{1}{3}t^3 + t \right|_0^1 = \frac{4}{3} \quad \textcircled{b}$$

$$\textcircled{18} \quad r'(t) = \langle 1, 2t, 3t^2 \rangle$$

$$r(t) = \langle 1, 1, 1 \rangle \Rightarrow t=1$$

$$\therefore r'(1) = \langle 1, 2, 3 \rangle$$

$\textcircled{d}$

$$\textcircled{19} \quad r'(t) = \langle 2, \cos(t), -\sin(t) \rangle$$

$$|r'(t)| = \sqrt{(4 + \cos^2(t) + \sin^2(t))} = \sqrt{5}$$

$$\Rightarrow L = \int_0^\pi \sqrt{5} dt = \sqrt{5}t \Big|_0^\pi = (\sqrt{5})(\pi) \approx 7.02$$

$\textcircled{d}$

$$\textcircled{20} \quad r'(t) = \langle 1, 2t, 3t^2 \rangle$$

$$\vec{a}(t) = r''(t) = \langle 0, 2, 6t \rangle$$

$$\Rightarrow \vec{a}(3) = \langle 0, 2, 18 \rangle = 2\vec{j} + 18\vec{k}$$

$\textcircled{9}$

~~15) a)  $\rho = (2^2 + 2^2 + 0)^{1/2} = \sqrt{8}$~~

~~$\Theta = \tan^{-1} \frac{z}{x} = \tan^{-1}(1) = \pi/4$~~

~~$\Phi = \cos^{-1} \frac{z}{\rho} = \cos^{-1} 0 = \pi/2$~~

~~15~~

### Long Answer

21 a)  $\Rightarrow 2\vec{u} - 3\vec{v} = \langle 8+6, 6-3, -24-6 \rangle = \underline{\underline{\langle 14, 3, -30 \rangle}}$

b)  $u \cdot 3v = \langle 4, 3, -12 \rangle \cdot \langle -6, 3, 6 \rangle$   
 $= -24 + 9 - 72 = \underline{\underline{-87}}$

c)  $\langle 8, 6, -24 \rangle \times \langle -6, 3, 6 \rangle$

$\Rightarrow \begin{vmatrix} i & j & k \\ 8 & 6 & -24 \\ -6 & 3 & 6 \end{vmatrix} = i \begin{vmatrix} 6 & -24 \\ 3 & 6 \end{vmatrix} - j \begin{vmatrix} 8 & -24 \\ -6 & 6 \end{vmatrix} + k \begin{vmatrix} 8 & 6 \\ -6 & 3 \end{vmatrix}$

$= 108\vec{i} - 96\vec{j} + 60\vec{k} = \underline{\underline{\langle 108, -96, 60 \rangle}}$

d)  $\frac{\langle 14, 3, -30 \rangle}{(14^2 + 3^2 + 30^2)^{1/2}} = \frac{\langle 14, 3, -30 \rangle}{\underline{\underline{\sqrt{1105}}}}$

21) e)  $\text{comp}_{\vec{v}} \vec{a} = |\vec{a}| \cos \theta = |\vec{a}| \frac{\vec{a} \cdot \vec{v}}{|\vec{a}| |\vec{v}|}$

$$= \frac{\langle 4, 3, -12 \rangle \cdot \langle -2, 1, 2 \rangle}{(2^2 + 1^2 + 2^2)^{1/3}} = \frac{-8 + 3 - 24}{3} = \underline{\underline{-\frac{29}{3}}}$$



$$\vec{a} = \langle 0, -32 \rangle$$

$$\begin{aligned} \vec{v}(0) &= \langle 120 \cos 30^\circ, 120 \sin 30^\circ \rangle \\ &= \langle 60\sqrt{3}, 60 \rangle \end{aligned}$$

$$\vec{r}(0) = \langle 0, 1 \rangle$$

$$\vec{v}(t) = \int \vec{a}(t) dt = \langle C_1, -32t + C_2 \rangle$$

$$\Rightarrow \vec{v}(0) = \langle C_1, C_2 \rangle = \langle 60\sqrt{3}, 60 \rangle$$

$$\Rightarrow \vec{v}(t) = \langle 60\sqrt{3}, 60 - 32t \rangle$$

$$\Rightarrow \vec{r}(t) = \int \vec{v}(t) dt = \langle 60\sqrt{3}t + C_1, 60t - 16t^2 + C_2 \rangle$$

$$\Rightarrow \vec{r}(0) = \langle C_1, C_2 \rangle = \langle 0, 1 \rangle$$

$$\Rightarrow \vec{r}(t) = \langle 60\sqrt{3}t, 60t - 16t^2 + 1 \rangle$$

$$\Rightarrow 60\sqrt{3}t = 360 \Rightarrow t = \frac{6}{\sqrt{3}} = \underline{\underline{2\sqrt{3}}}$$

$$\Rightarrow y = 120\sqrt{3} - 16(12) + 1 = \underline{\underline{16.85''}}$$

CLEAR  
FENCE!  
HOMERUN!!



$$23) a) \vec{r}'(\pi) = \langle 6 \cos(\pi/2), 8 \sin(\pi/2) \rangle$$

$$\Rightarrow \underline{\underline{\vec{r}'(\pi) = \langle 0, 8 \rangle}}$$

$$b) r'(t) = \langle -3 \sin(t/2), 4 \cos(t/2) \rangle$$

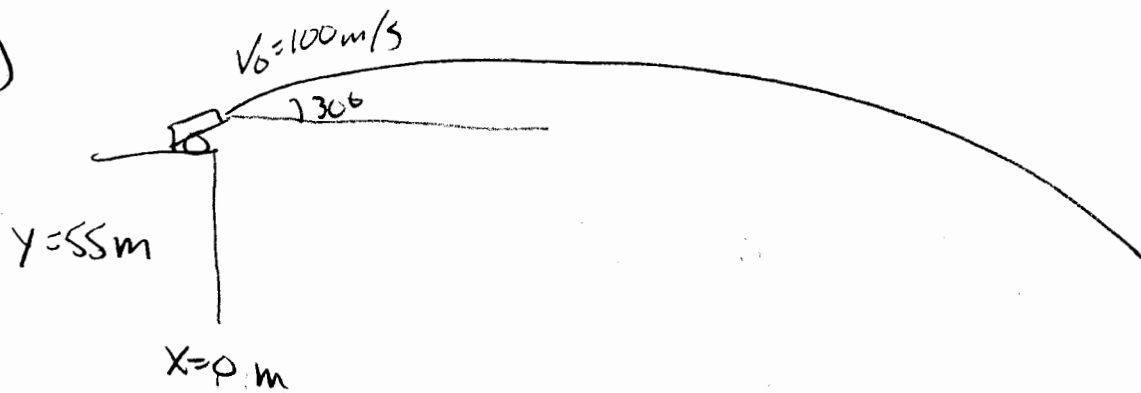
$$\Rightarrow \underline{\underline{r'(\pi) = \langle -3, 0 \rangle}}$$

$$c) r''(t) = \langle -\frac{3}{2} \cos(t/2), -2 \sin(t/2) \rangle$$

$$\underline{\underline{r''(\pi) = \langle 0, -2 \rangle}}$$

$$d) \text{ Speed @ } t=\pi = |r'(\pi)| = \sqrt{3^2 + 0^2} = \underline{\underline{3}}$$

24)



$$\vec{a} = \langle 0, -10 \rangle$$

$$\begin{aligned} \vec{v}(0) &= \langle 100 \cos(30), 100 \sin(30) \rangle \\ &= \langle 50\sqrt{3}, 50 \rangle \end{aligned}$$

$$\vec{r}(0) = \langle 0, 55 \rangle$$

$$\Rightarrow \vec{v}(t) = \int \vec{a}(t) dt = \langle c_1, -10t + c_2 \rangle$$

$$\vec{v}(0) = \langle c_1, c_2 \rangle = \langle 50\sqrt{3}, 50 \rangle$$

$$\Rightarrow \vec{v}(t) = \langle 50\sqrt{3}, 50 - 10t \rangle$$

$$\Rightarrow \vec{r}(t) = \int \vec{v}(t) dt = \langle 50\sqrt{3}t + c_1, 50t - 5t^2 + c_2 \rangle$$

$$\Rightarrow \vec{r}(0) = \langle c_1, c_2 \rangle = \langle 0, 55 \rangle$$

$$\Rightarrow \vec{r}(t) = \langle 50\sqrt{3}t, 50t - 5t^2 + 55 \rangle$$

a) at  $t=10$   $y = 50(10) - 5(10)^2 + 55 = 55$  meters  $> 0$

Therefore has not yet hit water!

b) Hits water when  $50t - 5t^2 + 55 = 0 \Rightarrow t^2 - 10t + 11 = 0$   
 $\Rightarrow (t-11)(t+1) = 0 \Rightarrow \underline{\underline{t=11\text{ sec}}}$

$$\Rightarrow v(11) = \langle 50\sqrt{3}, -60 \rangle \Rightarrow \text{speed} = \boxed{105.4\text{ ft/sec}}$$

25) a)

$$\begin{array}{l} x = 1 + t \\ y = -1 + 3t \\ z = t \end{array}$$

← CAN YOU DO THIS  
BE INSPECTOR ... YES!!

b) Make 2 vectors  $\langle 1, 3, 1 \rangle$   $\langle -1, 2, -4 \rangle$

Take cross product

$$\begin{vmatrix} i & j & k \\ 1 & 3 & 1 \\ -1 & 2 & -4 \end{vmatrix}$$

$$\Rightarrow i \begin{vmatrix} 3 & 1 \\ 2 & -4 \end{vmatrix} - j \begin{vmatrix} 1 & 1 \\ -1 & -4 \end{vmatrix} + k \begin{vmatrix} 1 & 3 \\ -1 & 2 \end{vmatrix}$$

$$= -14i + 3j + 5k = \langle -14, 3, 5 \rangle$$

$$\therefore -14x + 3y + 5z + d = 0$$

$\Rightarrow$  pick a point to find 'd' i.e.  $(0, 4, -1)$

$$\Rightarrow -14(0) + 3(4) + 5(-1) + d = 0 \Rightarrow d = -7$$

$$\therefore \underline{\underline{-14x + 3y + 5z - 7 = 0}}$$

⊙ normal to plane should be perpendicular to direction of line.

$$\text{i.e. } \langle -14, 3, 5 \rangle \cdot \langle 1, 3, 1 \rangle = -14 + 9 + 5 = 0 \checkmark \checkmark$$

∴ perpendicular

⊙ use  $\left| \frac{ax_1 + by_1 + cz_1 + d}{(a^2 + b^2 + c^2)^{1/2}} \right|$  for any point on line i.e.  $(+1, -1, 0)$

$$\left| \frac{-14(1) + 3(-1) + 5(0) - 7}{(14^2 + 3^2 + 5^2)^{1/2}} \right| = \left| \frac{-24}{\sqrt{230}} \right| \approx \underline{\underline{1.58251}}$$

26) a)  $\vec{CA} = \langle 5, 0, -2 \rangle$      $\vec{CB} = \langle 0, 3, -2 \rangle$   
 $\Rightarrow \vec{CA} \cdot \vec{CB} = 0 + 0 + 4 = \underline{\underline{4}}$

b)  $\cos \theta = \frac{\vec{CA} \cdot \vec{CB}}{|\vec{CA}| |\vec{CB}|} = \frac{4}{\sqrt{29} \sqrt{13}} \approx .05714$

$\Rightarrow \underline{\underline{\theta \approx 86.7^\circ}}$

c)  $\text{proj}_{\vec{CA}} \vec{CB} = \cancel{|\vec{CB}|} \overset{\leftarrow \cos \theta}{\frac{\vec{CA} \cdot \vec{CB}}{|\vec{CA}| |\vec{CB}|}} \frac{\vec{CA}}{|\vec{CA}|} = \frac{\vec{CA} \cdot \vec{CB}}{|\vec{CA}|^2} \vec{CA}$

$$= \underline{\underline{\frac{4}{29} \langle 5, 0, -2 \rangle}}$$

26

d)  $\vec{CA} \times \vec{CB} = \begin{vmatrix} i & j & k \\ 5 & 0 & -2 \\ 0 & 3 & -2 \end{vmatrix} = i \begin{vmatrix} 0 & -2 \\ 3 & -2 \end{vmatrix} - j \begin{vmatrix} 5 & -2 \\ 0 & -2 \end{vmatrix} + k \begin{vmatrix} 5 & 0 \\ 0 & 3 \end{vmatrix}$

$$= 6i + 10j + 15k = \underline{\underline{\langle 6, 10, 15 \rangle}}$$

e) use  $\vec{CA} \times \vec{CB}$  for normal

$$\Rightarrow 6x + 10y + 15z + d = 0$$

$$\Rightarrow \text{use } (0, 0, 2) \Rightarrow 15(2) + d = 0 \Rightarrow d = -30$$

$$\Rightarrow \underline{\underline{6x + 10y + 15z - 30 = 0}}$$

f) the normal is the direction of the line

$$\Rightarrow (x, y, z) = \langle 0, 0, 0 \rangle^{\leftarrow \text{origin}} + \langle 6, 10, 15 \rangle t$$

$$\Rightarrow \boxed{\begin{matrix} x = 6t \\ y = 10t \\ z = 15t \end{matrix}}$$

g) AREA =  $\frac{|\vec{CA} \times \vec{CB}|}{2} = \frac{(6^2 + 10^2 + 15^2)^{1/2}}{2} = \underline{\underline{\frac{19}{2}}}$

27) (a) For  $0 \leq t \leq \frac{5\pi}{3}$

$$\vec{r}(t) = \langle 2\cos t, 0, 5+2\sin t \rangle$$

$$\vec{v}(t) = \vec{r}'(t) = \langle -2\sin t, 0, 2\cos t \rangle$$

$$\Rightarrow \boxed{\vec{v}(0) = \langle 0, 0, 2 \rangle}$$

$$\boxed{\text{speed} = |\vec{r}'(0)| = 2 \text{ at } t=0}$$

$$\Rightarrow \vec{a}(t) = \vec{r}''(t) = \langle -2\cos t, 0, -2\sin t \rangle$$

$$\Rightarrow \boxed{\vec{a}(0) = \langle -2, 0, 0 \rangle}$$

(b)  $u = t - \frac{5\pi}{3} \Rightarrow$  when  $t = \frac{5\pi}{3}$ ,  $u = 0$

$$\vec{v}(t = \frac{5\pi}{3}) = \langle -2\sin(\frac{5\pi}{3}), 0, 2\cos(\frac{5\pi}{3}) \rangle$$

$$\Rightarrow \vec{v}(u=0) = \langle \sqrt{3}, 0, 1 \rangle \quad \underline{\text{Initial Velocity}}$$

$$\vec{r}(u=0) = \langle 2\cos(\frac{5\pi}{3}), 0, 5+2\sin(\frac{5\pi}{3}) \rangle$$

$$= \langle 1, 0, 5-\sqrt{3} \rangle \quad \underline{\text{Initial Position}}$$

$$\Rightarrow \vec{a}(u) = \langle 0, 0, -9.8 \rangle$$

$$\Rightarrow \vec{v}(u) = \langle c_1, c_2, -9.8u + c_3 \rangle$$

$$\Rightarrow \vec{v}(u=0) = \langle c_1, c_2, c_3 \rangle = \langle \sqrt{3}, 0, 1 \rangle$$

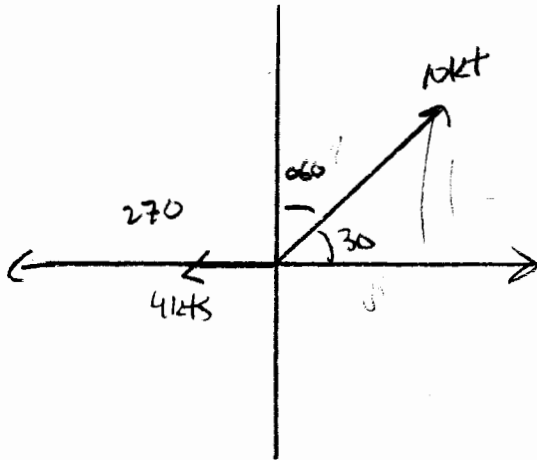
$$\therefore \vec{v}(u) = \langle \sqrt{3}, 0, 1 - 9.8u \rangle$$

$$\Rightarrow \vec{r}(u) = \int \vec{v}(u) du = \langle \sqrt{3}u + C_1, C_2, u - 4.9u^2 + C_3 \rangle$$

$$\Rightarrow \vec{r}(u) = \langle C_1, C_2, C_3 \rangle = \langle 1, 0, 5 - \sqrt{3} \rangle$$

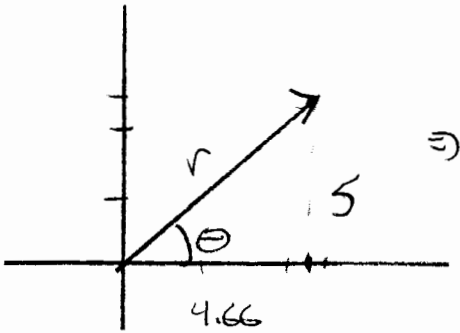
$$\Rightarrow \boxed{\vec{r}(u) = \langle \sqrt{3}u + 1, 0, u - 4.9u^2 + (5 - \sqrt{3}) \rangle}$$

28)



$$\text{ship vector} = \left\langle 10 \frac{\sqrt{3}}{2}, 10 \left(\frac{1}{2}\right) \right\rangle$$
$$\text{wind vector} = \langle -4, 0 \rangle$$

$$\Rightarrow \text{true vector} = \langle 5\sqrt{3} - 4, 5 + 0 \rangle$$
$$= \langle 4.66, 5 \rangle$$



$$r = \left( 5^2 + 4.66^2 \right)^{1/2} = 6.84 \text{ kts}$$

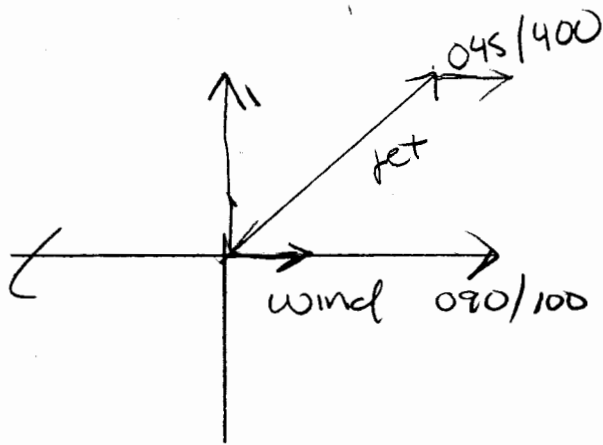
$$\theta = \tan^{-1} \left( \frac{5}{4.66} \right) = 47^\circ$$

$$\Rightarrow \text{cse} = 90 - \theta = 53^\circ$$

∴ 6.84 kts at 53°



29)



$$\begin{aligned} \text{jet} &= \langle 400 \cos 45^\circ, 400 \sin 45^\circ \rangle \text{ knots} \\ &= \langle 200\sqrt{2}, 200\sqrt{2} \rangle \text{ knots} \end{aligned}$$

$$\text{wind} = \langle 100, 0 \rangle$$

$$\begin{aligned} \Rightarrow \text{true} &= \text{jet} + \text{wind} = \langle 200\sqrt{2} + 100, 200\sqrt{2} \rangle \\ &\approx \langle 382.8, 282.8 \rangle \end{aligned}$$

$$\Rightarrow \text{true speed} = (382.8^2 + 282.8^2)^{1/2} \approx 476$$

$$\Rightarrow \text{true cse} = \tan^{-1} \left( \frac{282.8}{382.8} \right) \approx 36.5^\circ$$

$$\therefore \boxed{036.5 / 476 \text{ kts}}$$