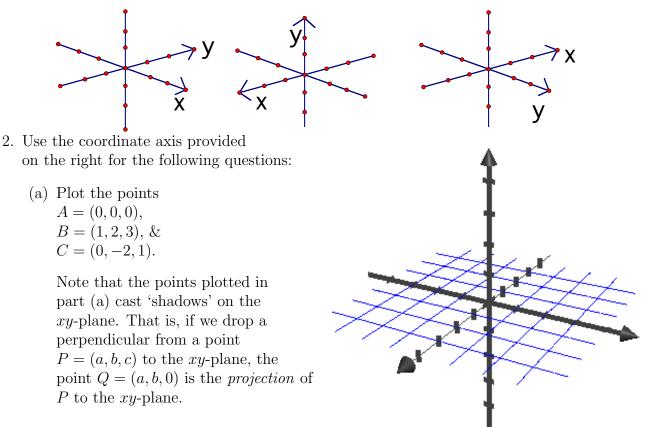
Three-Dimensions

1. For each of the following set of axis below, identify the positive z-axis:



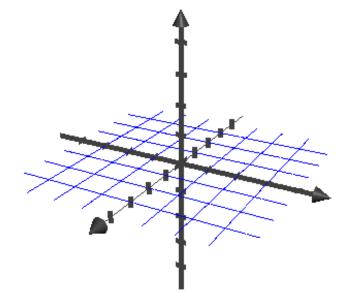
- (b) Find the xy-plane projections for each of the three points you plotted in part (a). Graph the projections and explain why I described these projections as 'shadows'.
- (c) Find the yz-plane projections of the three points you plotted in part (a).
- (d) Find the distance between the point (0, 0, 0) and (0, -2, 1).
- (e) Find the distance between the point (0, 0, 0) and (1, 2, 3).
- (f) Consider the point P = (a, b, c), find the distance between (0, 0, 0) and P. Justify yourself.

Things to do with vectors...

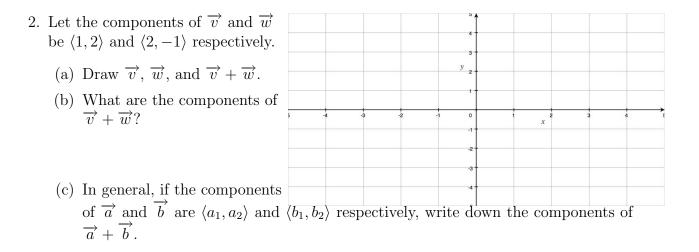
- 1. Let A(0,0,0), B(1,2,3), & C(0,-2,1).
 - (a) Plot the vectors $\overrightarrow{AB}, \overrightarrow{AC}, \& \overrightarrow{AB} + \overrightarrow{AC}.$

Notation: vectors \overrightarrow{v} who's initial point is at the origin with their terminal point (a, b, c) have what Stewart calls components, $\langle a, b, c \rangle$.

(b) Write the components of \overrightarrow{AB} & \overrightarrow{AC} .



- (c) If a vector doesn't have an initial point at the origin, we can move (translate) the vector so that its initial point is at the origin. Find the components of \overrightarrow{BA} and \overrightarrow{BC} .
- (d) In general, write down the components of the vector \overrightarrow{XY} if $X(x_1, y_1, z_1)$ and $Y(x_2, y_2, z_2)$.



(d) In general, if the components of \overrightarrow{a} are $\langle a_1, a_2 \rangle$, find $|\overrightarrow{a}|$.