Quiz 3

## Quiz 3

Name:

Section and/or TA: \_\_\_\_\_

Answer all questions in a clear and concise manner. Unsupported answers will receive *no credit*.

- 1. (2 points) Consider the points *A*(2,1,0), *B*(-3,1,1), and *C*(2,0,1).
  - (a) (1 point) Find a normal vector for the plane through *A*, *B*, and *C*.

**Solution:** First calculate two vectors in the plane:  $\overrightarrow{AB} = \langle -5, 0, 1 \rangle$  and  $\overrightarrow{AC} = \langle 0, -1, 1 \rangle$ . A normal vector to the plane is  $\overrightarrow{AB} \times \overrightarrow{AC}$ .  $\overrightarrow{AB} \times \overrightarrow{AC} = \begin{vmatrix} 0 & 1 \\ -1 & 1 \end{vmatrix} \begin{vmatrix} \vec{i} - \begin{vmatrix} -5 & 1 \\ 0 & 1 \end{vmatrix} \begin{vmatrix} \vec{j} + \begin{vmatrix} -5 & 0 \\ 0 & -1 \end{vmatrix} \begin{vmatrix} \vec{k} \end{vmatrix}$  $= \vec{i} + 5\vec{j} + 5\vec{k}$ 

 $=\langle 1,5,5\rangle$ 

(b) (1 point) Write down an equation for the plane through *A*, *B*, and *C*.

**Solution:** Using the normal vector from part (a) the plane has equation x + 5y + 5z = d

Evaluating at point A:

(2) + 5(1) + 5(0) = d

so d = 7, which gives the plane equation as

$$x + 5y + 5z = 7.$$

2. (3 points) Consider the equation of a quadric surface:

$$y^2 + z^2 - x = 1.$$

Sketch traces for the surface corresponding to the values x = 0, y = 0, and z = 0. Be sure to label the axes in your sketch.

x=0



