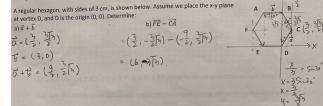
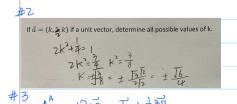
1. A regular hexagon, with sides of 3 cm, is shown below. Assume we place the x-y plane at vertex D, and D is the origin (0, 0). Determine: a) $\vec{a} + \vec{b}$ b) $\overrightarrow{FE} - \overrightarrow{CA}$



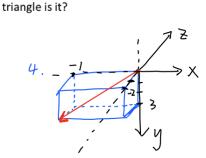
2. If $\vec{a} = (k, \frac{1}{2}, k)$ is a unit vector, determine all possible values of k.



3. In triangle ABC, a median is drawn from vertex A to the midpoint of BC, which is labelled D. If $\overrightarrow{AB} = \vec{a}$ and $\overrightarrow{AC} = \vec{a}$ \vec{c} , prove that $\overrightarrow{AD} = \frac{1}{2}\vec{a} + \frac{1}{2}\vec{c}$.



- 4. a) Draw a diagram on the appropriate coordinate system for the following vector: $\overrightarrow{OM} = (-1, 3, -2)$.
 - b) Determine the angles between vector \overrightarrow{OM} and x-, y-, and z-axis.
- Determine whether $\vec{r}=(16,11,-24)$ can be written as a linear combination of $\vec{p}=(-2,3,4)$ and $\vec{q} = (4,1,-6)$. Explain the significance of your result.
- 6. Prove that if or not the points A (3,0,4), B (1,2,5), and C (2,1,3) can construct a triangle? If yes, what kind of



The angle between DM and x-axis:
$$2$$

The angle between DM and x-axis: 2
 $y - axis: \beta$
 $z - cxis: \gamma$
 $z = cos^{-1} \frac{1}{Jil} = 105.5^{\circ}$
 $z = cos^{-1} \frac{3}{Jil} = 36.7^{\circ}$
 $z = cos^{-1} \frac{3}{Jil} = 10.7^{\circ}$

$$2 = \cos^{-1} \frac{-1}{\int_{1}^{1} 4} = 105.5^{\circ}$$
 $\beta = \cos^{-1} \frac{3}{\int_{1}^{1} 4} = 36.7^{\circ}$
 $\gamma = \cos^{-1} \frac{-2}{\int_{1}^{1} 4} = 10.3^{\circ}$

5. find
$$\vec{v} = \lambda \vec{p} + u\vec{q}$$

 $(16,11,-74) = \lambda (-213,4) + u(4,1,-6)$
 $\begin{cases} 16 = -2\lambda + 4u & 0 \\ 11 = 2\lambda + u & 2 \\ -w = 4\lambda - 6u & 3 \end{cases}$

From D and (2): 11= 3

$$\begin{array}{c} \lambda = 2 \\ \lambda = 2 \\ \text{Check it with (3)} : -14 \neq 4(2) - 6(3) \\ -14 \neq 8 - 18 \\ -14 \neq -10 \end{array}$$

reaming a plane (or not linear dependent) on no such & and is exh

6. prove mether A, B, C are co-linear by doing AB = \BC, if there is no such \ exist, then calculate [AB], [BC], [CA]