## Cartesian coordinates ( $\mathrm{x}, \mathrm{y}, \mathrm{x}$ )

The planes determined by the coordinate axes are
the $x y$-plane, whos equation is $z=0$ (rectangular coordinate system)
the $y z$-plane, whos equation is $y=0$
the $x z$-plane, whose equation is $x=0$
They all meet at the origin, $(0,0,0)$
Distance and Spheres in Space
$\mathrm{P}_{1}=\left(\mathrm{X}_{1}, \mathrm{Y}_{1}, \mathrm{Z}_{1}\right), \mathrm{P}_{2}=\left(\mathrm{X}_{2}, \mathrm{Y}_{2}, \mathrm{Z} 2\right)$
$\sqrt{ }\left[\left(X_{2}-X_{1}\right)^{2}+\left(Y_{2}-Y_{1}\right)^{2}+\left(Z_{2}-Z_{1}\right)^{2}\right]$

## Vectors

Force points in the direction in which vectors the force acts and its length is a measure of the force's strength

| Velocity | points in the direction of |
| :--- | :--- |
| vector | motion and its length is the <br> speed of the moving object |
| Vectors | represented by line segment <br>  |
|  | AB has initial point $A$ and |

terminal point $B$ and its length is denoted by $|A B|$
component $\mathrm{v}=<\mathrm{v} 1$, v2>
form in 2D
component $\mathrm{v}=<\mathrm{v} 1, \mathrm{v} 2, \mathrm{v} 3>$
form in 3D
Two vectors equal if and only if their standard position
vectors are identical.


## By Cami Madera

(mariacami748)

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