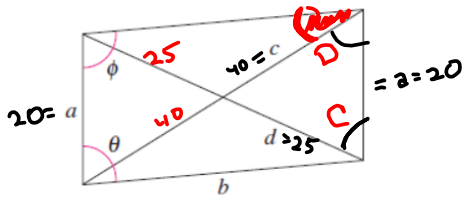


8. 0/3 points LaTrig10 3.2.029- [9882722]

Find the missing values by solving the parallelogram shown in the figure. (The lengths of the diagonals are given by c and d .) Round your answers to two decimal places.)

a b c d θ ϕ
 20 40 25
 26.69 62.83 117.17

READ!



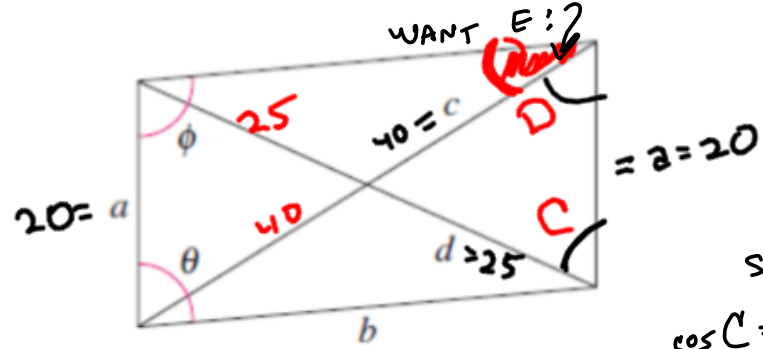
$$\Rightarrow \cos A = \frac{b^2 + c^2 - a^2}{2bc}$$

$$\cos D = \frac{20^2 + 40^2 - 25^2}{2(20)(40)} \quad \text{by re-labelling}$$

$$\approx \frac{400 + 1600 - 625}{1600} = \frac{2000 - 625}{1600} = \frac{1375}{1600}$$

$$\Rightarrow D = \cos^{-1}\left(\frac{1375}{1600}\right) \approx 30.75357981^\circ \approx D$$

1375
CO:

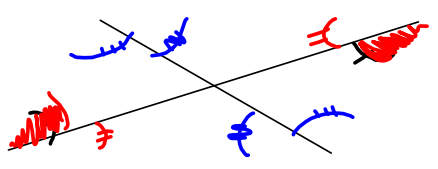


Solve for C:

$$\cos C = \frac{a^2 + b^2 - c^2}{2ab} = \frac{25^2 + 20^2 - 40^2}{2(20)(25)}$$

$$= \frac{625 + 400 - 1600}{1000}$$

$$= \frac{1025 - 1600}{1000} \quad ? \text{ NEGATIVE?}$$



```

25^2+20^2-40^2
Ans/1000      -575
cos^-1(Ans)  -0.575
              125.0996322
  
```

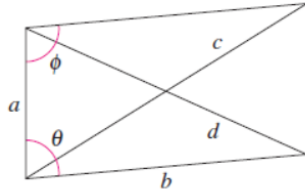
DOES NOT LOOK CORRECT

8. 0/3 points

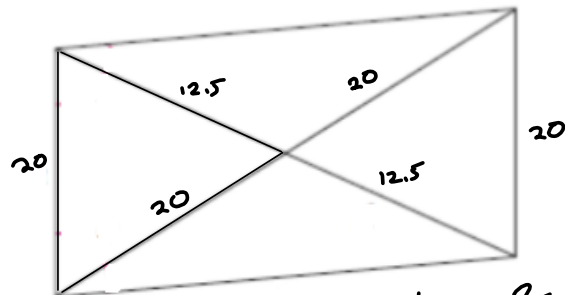
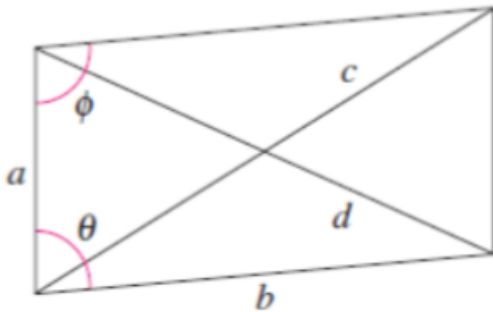
LarTrig10 3.2.029. [3882722]

Find the missing values by solving the parallelogram shown in the figure. (The lengths of the diagonals are given by c and d . Round your answers to two decimal places.)

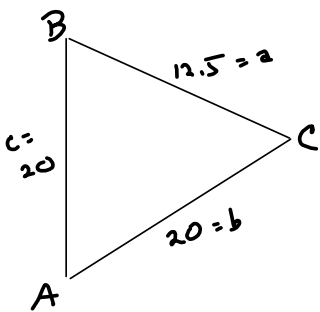
a b c d θ ϕ
 20 40 25 $^\circ$ $^\circ$



Josh Baud was helpful in class.



we have SSS for the triangles on right & left



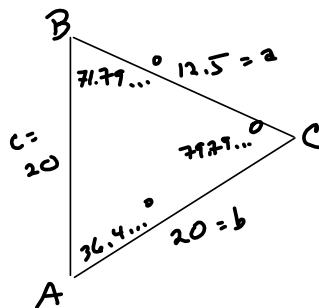
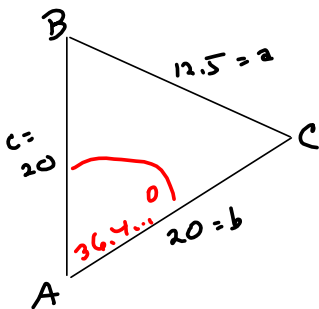
$$2^2 = b^2 + c^2 - 2bc \cos A$$

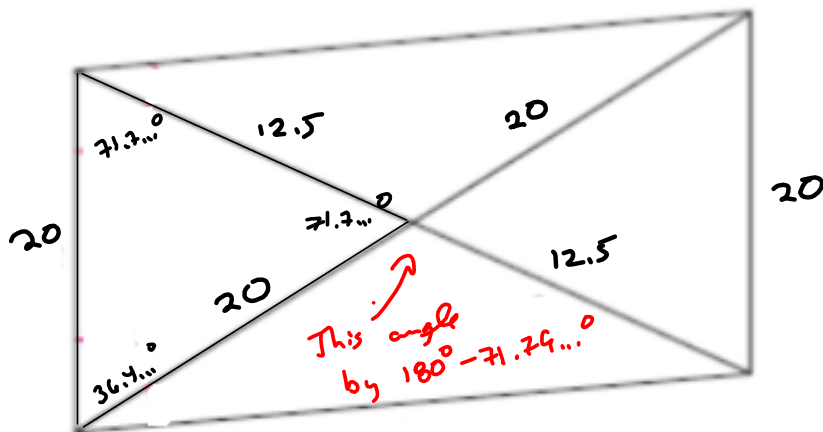
$$\cos A = \frac{b^2 + c^2 - a^2}{2bc} = \frac{20^2 + 20^2 - (12.5)^2}{2(20)(20)} \approx 0.8046875000$$

$$A \approx \arccos(0.8046875000) \approx 36.41991372^\circ \approx A$$

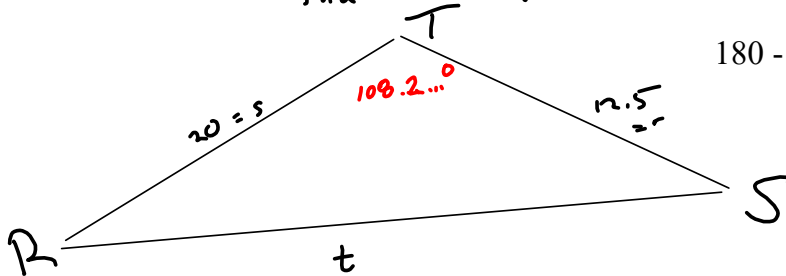
$$\cos B = \frac{a^2 + c^2 - b^2}{2ac} = \frac{12.5^2 + 20^2 - 20^2}{2(12.5)(20)} \approx 0.3125000000$$

$$\arccos(0.3125000000) \approx 71.79004314^\circ \approx B = C$$





That will give us

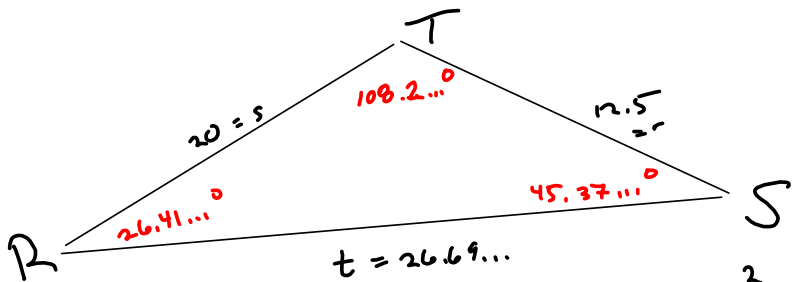


$$180 - 71.79004314 = 108.2099569$$

$$t^2 = r^2 + s^2 - 2rs \cos T$$

$$= 12.5^2 + 20^2 - 2(12.5)(20) \cos(108.2 \dots^\circ) \approx 712.5000006$$

$$\Rightarrow t \approx (712.5 \dots)^{\frac{1}{2}} \approx \boxed{26.69269564 \approx t}$$

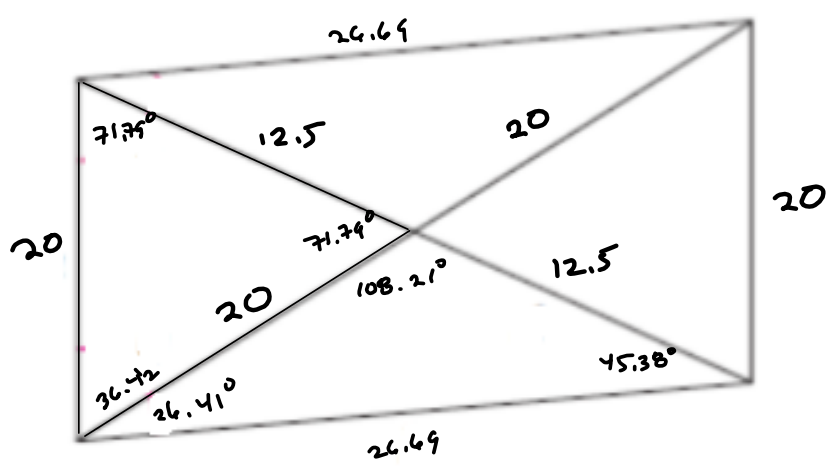


$$\cos R = \frac{s^2 + t^2 - r^2}{2st} = \frac{20^2 + 26.69...^2 - 12.5^2}{2(20)(26.69...)} \approx 0.8956101817$$

$$\Rightarrow R \approx \arccos(0.8956101817) \approx \boxed{26.41308642^\circ \approx R}$$

$$S = 180^\circ - R - T = 180^\circ - 26.4...^\circ - 108.2...^\circ$$

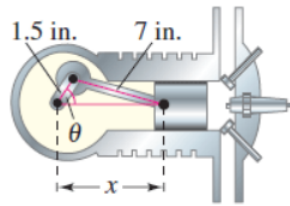
$$\approx 45.3769567^\circ$$



12. 0/4 points

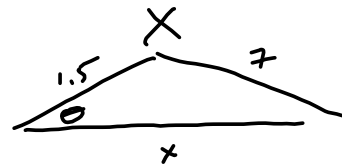
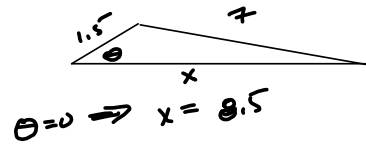
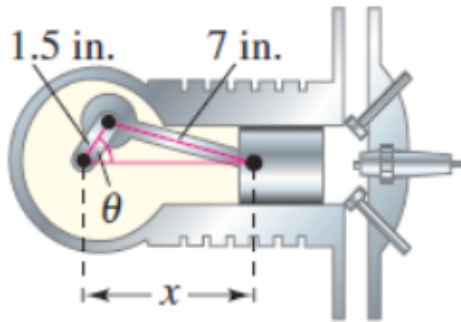
LarTrig10 3.2.056. [3882859]

An engine has a seven-inch connecting rod fastened to a crank (see figure).



(a) Use the Law of Cosines to write an equation giving the relationship between x and θ .

$$x^2 - 3x \cos(\theta) - 46.75 = 0$$



~~$$x^2 = 1.5^2 + 7^2 - 2(1.5)(7) \cos \theta$$~~

~~$$x = 2.25 + 49 - 21 \cos \theta$$~~

~~$$x = 51.25 - 21 \cos \theta$$~~

~~$$x + 21 \cos \theta = 51.25$$~~

Nope!

$$7^2 = x^2 + 1.5^2 - (2x)(1.5) \cos \theta$$

$$x^2 + 2.25 - 49 - 3x \cos \theta = 0$$

$$x^2 - (3 \cos \theta)x - 46.75 \stackrel{SET}{=} 0$$

$$x^2 + (3 \cos \theta)x - 46.75 = 0$$

$$a = 1, b = 3 \cos \theta, c = -46.75$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \quad \text{iff} \quad ax^2 + bx + c = 0$$

$$x = \frac{-3 \cos \theta \pm \sqrt{9 \cos^2 \theta + 4(46.75)}}{2}$$

$$x = \frac{-3 \cos \theta + \sqrt{9 \cos^2 \theta + 4(46.75)}}{2}$$

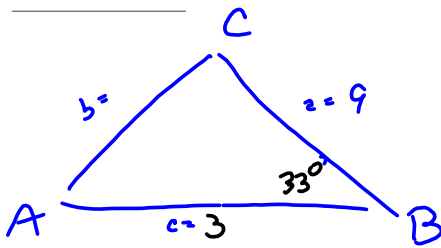
9. 0/4 points

Determine whether the Law of Sines or the Law of Cosines is needed to solve the triangle.

$a = 9, c = 3, B = 33^\circ$

Solve (if possible) the triangle. If two solutions exist, find both. Round your answers to two decimal places, enter IMPOSSIBLE in each corresponding answer blank.

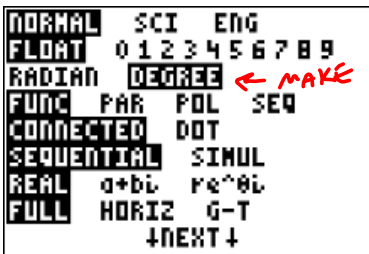
A = 114.06° 23.94° 6.59°



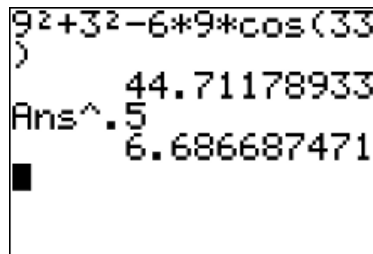
$$b^2 = a^2 + c^2 - 2ac \cos B$$

$$= 9^2 + 3^2 - 2(9)(3) \cos(33^\circ)$$

$$= 36 + 9 - 54 \cos 33^\circ$$

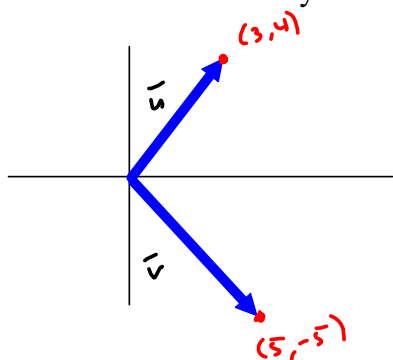


← MAKE SURE!



A vector is a directed line segment emanating from the origin.

We denote a vector by entering the coordinates of its endpoints in angle brackets.



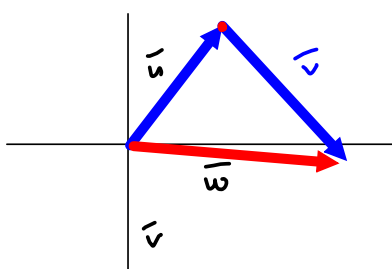
$$\vec{u} = \langle 3, 4 \rangle$$

$$\vec{v} = \langle 5, -5 \rangle$$

Vector Sums:

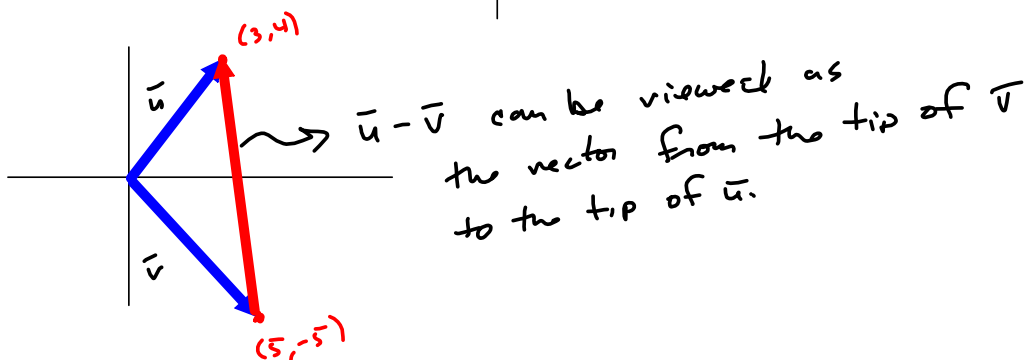
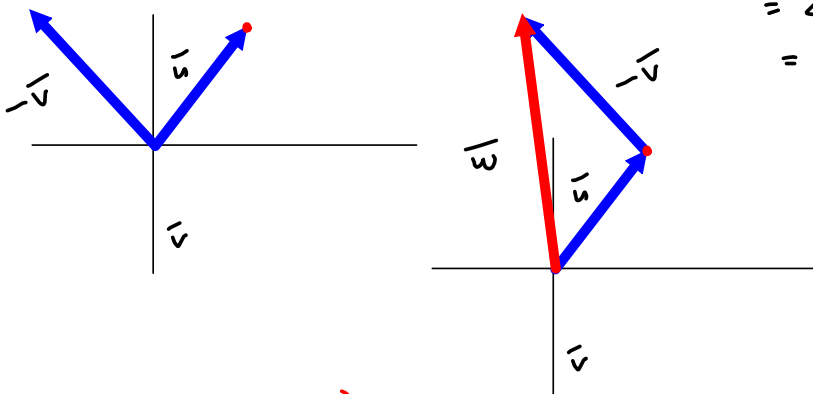
$$\vec{u} + \vec{v} = \langle 3+5, 4-5 \rangle = \langle 8, -1 \rangle$$

NOSE TO TAIL.



$\vec{w} = \langle 8, -1 \rangle$ is the "resultant"

$$\begin{aligned}\vec{u} - \vec{v} &= \vec{u} + (-\vec{v}) = \vec{w} = \langle 3, 4 \rangle - \langle 5, -5 \rangle \\ &= \langle 3, 4 \rangle + \langle -5, 5 \rangle \\ &= \langle -2, 9 \rangle\end{aligned}$$



Scalar multiples : $a=5, \vec{u} = \langle 7, -4 \rangle$, then

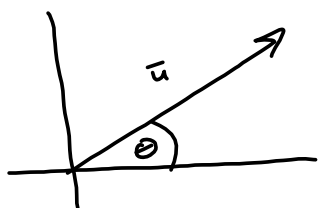
$$\begin{aligned}a\vec{u} &= 5\langle 7, -4 \rangle = \langle 5(7), 5(-4) \rangle \\ &= \langle 35, -20 \rangle\end{aligned}$$

$\|\vec{u}\|$ is the length of $\vec{u} = \langle u_1, u_2 \rangle$

$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2}$$

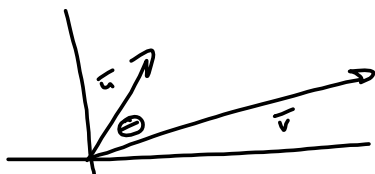
$$\|\vec{u}\| \quad \|\langle 5, 6 \rangle\| = \sqrt{5^2 + 6^2} = \sqrt{25 + 36} = 61 = \|\vec{u}\|$$

Direction angle θ is the angle a vector makes with the positive x-axis

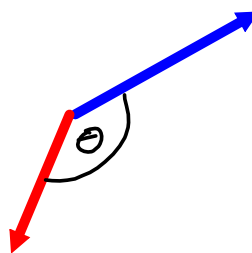


I'm pretty sure $0^\circ \leq \theta < 360^\circ$
($0 \leq \theta < 2\pi$)

If θ is Angle Between vectors: $0^\circ \leq \theta < 180^\circ$
($0 \leq \theta < \pi$)



Fact: $0^\circ \leq \theta < 180^\circ \rightarrow$
 $\arccos(\cos(\theta))$ will
always give θ . You don't
have to interpret the
calculator result.



32. + 0/2 points

Lar

Find the component form of \mathbf{v} given its magnitude and the angle it makes with the positive x-axis.

Magnitude
 $\|\mathbf{v}\| = 3$

Angle
 \mathbf{v} in the direction $\mathbf{i} + 5\mathbf{j} \Rightarrow \mathbf{i} + 5\mathbf{j}$

$\mathbf{v} =$

$\left\langle \frac{3}{\sqrt{26}}, \frac{15}{\sqrt{26}} \right\rangle$

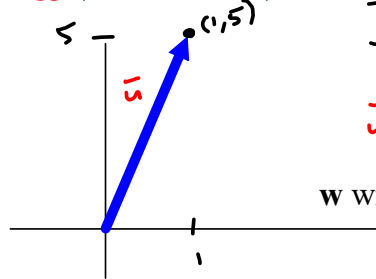
$\mathbf{i} = \langle 1, 0 \rangle$

canonical
 Vectors for
 \mathbb{R}^2

$\mathbf{j} = \langle 0, 1 \rangle$

$\mathbf{w} = \langle 5, 6 \rangle = 5\langle 1, 0 \rangle + 6\langle 0, 1 \rangle$
 $= 5\mathbf{i} + 6\mathbf{j}$

\mathbf{w} written as a linear combination of \mathbf{i} and \mathbf{j}



Want a vector of length 3 that's parallel to $\langle 1, 5 \rangle$
 1st unit vector in direction of \mathbf{v}
 2nd multiply that by 3!

$$\mathbf{u} = \langle 1, 5 \rangle$$

$$\|\mathbf{u}\| = \sqrt{1^2 + 5^2} = \sqrt{26}$$

$$\text{Let } \mathbf{v} = 3 \left(\frac{1}{\sqrt{26}} \langle 1, 5 \rangle \right)$$

unit vector in
 direction of $\langle 1, 5 \rangle$

Dot Product: $\vec{u} = \langle u_1, u_2 \rangle$, $\vec{v} = \langle v_1, v_2 \rangle \Rightarrow$

$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2$$

$$\vec{u} = \langle 3, 4 \rangle, \vec{v} = \langle -11, 7 \rangle$$

$$\Rightarrow \vec{u} \cdot \vec{v} = (3)(-11) + (4)(7) = -33 + 28 = -5 = \vec{u} \cdot \vec{v}$$

If \vec{u} is perpendicular to \vec{v} , then

$\vec{u} \cdot \vec{v} = 0$ & conversely. ↘ orthogonal

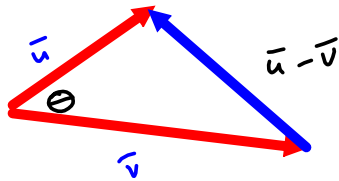
$$\vec{u} \perp \vec{v} \text{ iff } \vec{u} \cdot \vec{v} = 0$$

↔

NOTE: $\vec{u} \cdot \vec{u} = u_1^2 + u_2^2$

$$\Rightarrow \sqrt{\vec{u} \cdot \vec{u}} = \sqrt{u_1^2 + u_2^2} = \|\vec{u}\|^2$$

FACT : $\cos \Theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$



Recall Law of cosines

$$\cos \Theta = \frac{\|\vec{u}\|^2 + \|\vec{v}\|^2 - \|\vec{u} - \vec{v}\|^2}{2\|\vec{u}\|\|\vec{v}\|} \quad \text{w.t.s.} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|\|\vec{v}\|}$$

$$= \frac{\vec{u} \cdot \vec{u} + \vec{v} \cdot \vec{v} - (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v})}{2\|\vec{u}\|\|\vec{v}\|}$$

$$= \frac{\vec{u} \cdot \vec{u} + \vec{v} \cdot \vec{v} - (\vec{u} \cdot \vec{u} - 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v})}{\text{same}}$$

$$= \frac{\vec{u} \cdot \vec{u} + \vec{v} \cdot \vec{v} - \vec{u} \cdot \vec{u} + 2\vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{v}}{\text{same}} = \frac{2\vec{u} \cdot \vec{v}}{2\|\vec{u}\|\|\vec{v}\|} = \boxed{\frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|\|\vec{v}\|} = \cos \Theta}$$

$(\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v})$
Distributive Law!

$$= \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v}$$

$$= \vec{u} \cdot \vec{u} - 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v}$$

$$\downarrow \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$