

## Math 241, Exam 2, Fall, 2022, Solutions

**You should KEEP this piece of paper.** Write everything on the **blank paper provided**. Return the problems **in order** (use as much paper as necessary), use **only one side** of each piece of paper. Number your pages and write your name on each page. Take a picture of your exam (for your records) just before you turn the exam in. I will e-mail your grade and my comments to you. I will keep your exam. **Fold your exam in half** before you turn it in.

The exam is worth 50 points. Each problem is worth 10 points. **Make your work coherent, complete, and correct.** Please  **CIRCLE** your answer. Please **CHECK** your answer whenever possible.

The solutions will be posted later today.

**No Calculators, Cell phones, computers, notes, etc.**

(1) **Find an equation for the plane through the points  $P_1 = (2, 4, 5)$ ,  $P_2 = (1, -2, 4)$ , and  $P_3 = (3, 2, 1)$ . Check your answer. Make sure it is correct.**

We calculate

$$\overrightarrow{P_2P_1} = \vec{i} + 6\vec{j} + \vec{k} \quad \text{and} \quad \overrightarrow{P_1P_3} = \vec{i} - 2\vec{j} - 4\vec{k};$$

thus

$$\begin{aligned} \overrightarrow{P_2P_1} \times \overrightarrow{P_1P_3} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 6 & 1 \\ 1 & -2 & -4 \end{vmatrix} = \begin{vmatrix} 6 & 1 \\ -2 & -4 \end{vmatrix} \vec{i} - \begin{vmatrix} 1 & 1 \\ 1 & -4 \end{vmatrix} \vec{j} - \begin{vmatrix} 1 & 6 \\ 1 & -2 \end{vmatrix} \vec{k} \\ &= -22\vec{i} + 5\vec{j} - 8\vec{k}. \end{aligned}$$

The plane through  $(2, 4, 5)$  perpendicular to  $-22\vec{i} + 5\vec{j} - 8\vec{k}$  is

$$-22(x - 2) + 5(y - 4) - 8(z - 5) = 0.$$

The above equation cleans up to become

$$\boxed{-22x + 5y - 8z = -64}.$$

**Check:**

Plug  $(2, 4, 5)$  into the proposed answer:

$$-22(2) + 5(4) - 8(5) = -64 \checkmark.$$

Plug  $(1, -2, 4)$  into the proposed answer:

$$-22(1) + 5(-2) - 8(4) = -64 \checkmark.$$

Plug  $(3, 2, 1)$  into the proposed answer:

$$-22(3) + 5(2) - 8(1) = -64 \checkmark.$$

(2) **Put**  $2x^2 - 4x + 3y^2 - 12y + 4z^2 + 8z + 2 = 0$  **in the form**

$$A(x - x_0)^2 + B(y - y_0)^2 + C(z - z_0)^2 = D,$$

**where**  $x_0, y_0, z_0, A, B, C$ , and  $D$  **are numbers.**

We re-write the original equation as

$$2(x^2 - 2x + \boxed{1}) + 3(y^2 - 4y + \boxed{4}) + 4(z^2 + 2z + \boxed{1}) = -2 + 2(\boxed{1}) + 3\boxed{4} + 4\boxed{1}.$$

$$2(x - 1)^2 + 3(y - 2)^2 + 4(z + 1)^2 = 16.$$

(3) **Name, describe, and graph the set of all points in three-space which satisfy**  $x^2 + y^2 - z^2 = 1$ .

When  $x = 0$  the equation is  $y^2 - z^2 = 1$  and the graph is a hyperbola which contains the point  $y = 1$  and  $z = 0$ .

When  $y = 0$  the equation is  $x^2 - z^2 = 1$  and the graph is a hyperbola which contains the point  $x = 1$  and  $z = 0$ .

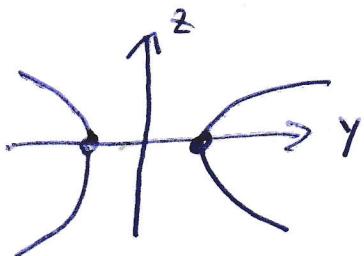
When  $z = 0$  the equation is  $x^2 + y^2 = 1$  and the graph is a circle.

The complete surface is a hyperboloid of one sheet. Draw the  $y^2 - z^2 = 1$  in the  $yz$ -plane, then rotate this plane about the z-axis.

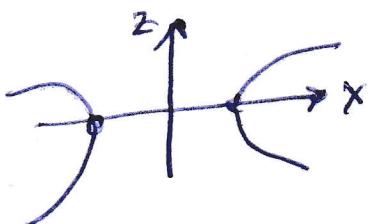
All four pictures appear on the next page.

Problem 3

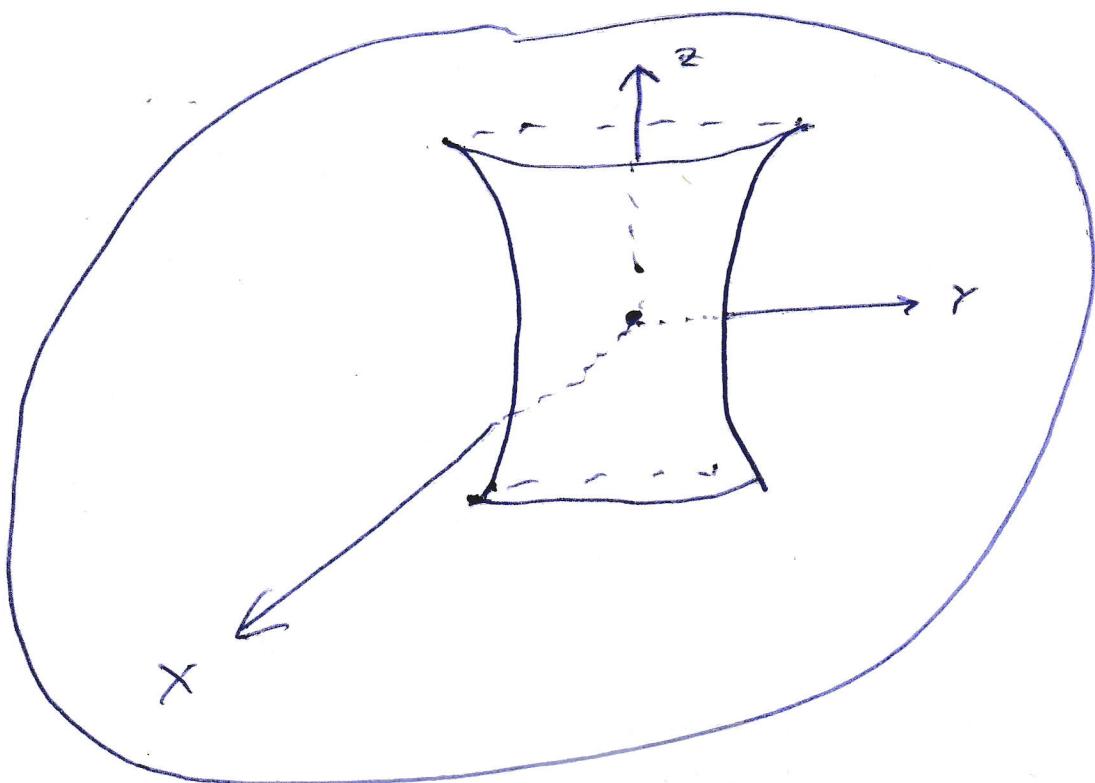
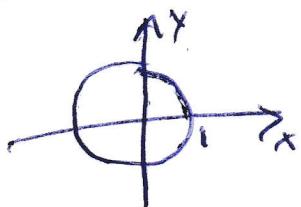
When  $x=0$



When  $y=0$



When  ~~$z=0$~~   $=0$



hyperboloid of one sheet.

(4) An object travels on the  $xy$ -plane. The position vector,  $\vec{r}(t)$ , of the object satisfies

$$\begin{aligned}\vec{r}''(t) &= 8e^{2t}\vec{i} + e^t\vec{j} \\ \vec{r}'(t) &= 4e^{2t}\vec{i} + e^t\vec{j} \\ \vec{r}'(0) &= 4\vec{i} + \vec{j} \\ \vec{r}(0) &= 2\vec{i} + \vec{j}.\end{aligned}$$

What is the  $x$ -coordinate of the object when the  $y$ -coordinate is 3?

Integrate  $\vec{r}''(t)$  to learn  $\vec{r}'(t) = 4e^{2t}\vec{i} + e^t\vec{j} + \vec{c}_1$ , for some constant vector  $\vec{c}_1$ . Plug in  $t = 0$  to learn that

$$4\vec{i} + \vec{j} = \vec{r}'(0) = 4e^0\vec{i} + e^0\vec{j} + \vec{c}_1 = 4\vec{i} + \vec{j} + \vec{c}_1.$$

Thus,  $\vec{c}_1 = 0$  and  $\vec{r}'(t) = 4e^{2t}\vec{i} + e^t\vec{j}$ . Integrate again to learn that

$$\vec{r}(t) = 2e^{2t}\vec{i} + e^t\vec{j} + \vec{c}_2$$

for some constant vector  $\vec{c}_2$ . Plug in  $t = 0$  to learn that

$$2\vec{i} + \vec{j} = \vec{r}(0) = 2e^0\vec{i} + e^0\vec{j} + \vec{c}_2 = 2\vec{i} + \vec{j} + \vec{c}_2.$$

Thus,  $\vec{c}_2 = 0$  and  $\vec{r}(t) = 2e^{2t}\vec{i} + e^t\vec{j}$ .

The  $y$ -coordinate of the object is 3 when  $e^t = 3$ . The  $x$ -coordinate of the object is always  $2e^{2t} = 2(e^t)^2$ . When  $e^t = 3$ , the  $x$ -coordinate of the object is

$$2(3^2).$$

(5) Let  $f(x, y) = \sqrt{x \cos(2xy) + 3x^2y^3}$ . Find  $\frac{\partial f}{\partial x}$ .

We calculate that  $\frac{\partial f}{\partial x}$  is equal to

$$\frac{-2xy \sin(2xy) + \cos(2xy) + 6xy^3}{2\sqrt{x \cos(2xy) + 3x^2y^3}}.$$