IB Math SL Unit 1 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

HW Day 2 3D Vector Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use the points A(2, 4, -6) and B (5, -3, 7) to answer the following questions.

1. Find the position vector.
2. Find the position vector

Use and to answer the following questions.

1. Find 4 + 3
2. Find
3. Find
4. Find the angle between and .

Find the value of *c* such that the given and will be perpendicular.

1. and .
2. and .

Find the value of *c* such that the given and will be parallel.

1. and .
2. If , find the vector such that and .

IB Math SL Unit 1 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

HW Day 2 3D Vector Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use the points A(2, 4, -6) and B (5, -3, 7) to answer the following questions.

1. Find the position vector.
2. Find the position vector

Use and to answer the following questions.

1. Find 4 + 3
2. Find
3. Find
4. Find the angle between and .

Find the value of *c* such that the given and will be perpendicular.

1. and .
2. and .

Find the value of *c* such that the given and will be parallel.

1. and .
2. If , find the vector such that and .