



# NCERT Exemplar Solutions

Solved NCERT Exemplar Problems for Class 12 Mathematics, Chapter 10: Vector Algebra

## Chapter 10: Vector Algebra

### About this Chapter

A **vector** is a quantity that has both magnitude and direction. Class 12 Vector Algebra builds the algebraic toolkit for working with vectors in three-dimensional space: the position vector  $\vec{OP} = x\hat{i} + y\hat{j} + z\hat{k}$ , the magnitude  $|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$ , the **scalar (dot) product**  $\vec{a} \cdot \vec{b} = |\vec{a}||\vec{b}| \cos \theta$  and the **vector (cross) product**  $\vec{a} \times \vec{b} = |\vec{a}||\vec{b}| \sin \theta \hat{n}$ . The Exemplar set drills section-formula problems, direction cosines, projections, unit vectors perpendicular to a plane, and area of triangles and parallelograms via the cross product.

**Topics covered:** Position vector and magnitude • Section formula • Direction cosines and direction ratios • Scalar (dot) product and projection • Vector (cross) product and area • Unit vectors and perpendicularity tests

#### Quick Formula Sheet

**Magnitude:**

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

**Section formula (internal m:n):**

$$\vec{r} = \frac{m\vec{b} + n\vec{a}}{m + n}$$

**Direction cosines:**

$$l^2 + m^2 + n^2 = 1$$

**Dot product:**

$$\begin{aligned}\vec{a} \cdot \vec{b} &= |\vec{a}||\vec{b}| \cos \theta \\ &= a_1b_1 + a_2b_2 + a_3b_3\end{aligned}$$

**Cross product:**

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

**Area of triangle:**

$$\frac{1}{2} |\vec{AB} \times \vec{AC}|$$

**Lagrange:**

$$|\vec{a} \times \vec{b}|^2 + (\vec{a} \cdot \vec{b})^2 = |\vec{a}|^2 |\vec{b}|^2$$

### NCERT Exemplar Problems

**Q 10.1** Find the unit vector in the direction of sum of vectors  $\vec{a} = 2\hat{i} - \hat{j} + \hat{k}$  and  $\vec{b} = 2\hat{j} + \hat{k}$ .

**SOLUTION**

**Concept used.** The unit vector  $\hat{c}$  in the direction of a non-zero vector  $\vec{c}$  is obtained by dividing the vector by its magnitude,  $\hat{c} = \frac{\vec{c}}{|\vec{c}|}$ , where  $|\vec{c}| = \sqrt{c_1^2 + c_2^2 + c_3^2}$  for

$$\vec{c} = c_1\hat{i} + c_2\hat{j} + c_3\hat{k}.$$

**Step 1.** Add the vectors component-wise:

$$\vec{c} = \vec{a} + \vec{b} = (2 + 0)\hat{i} + (-1 + 2)\hat{j} + (1 + 1)\hat{k} = 2\hat{i} + \hat{j} + 2\hat{k}.$$

**Step 2.** Compute the magnitude:

$$|\vec{c}| = \sqrt{2^2 + 1^2 + 2^2} = \sqrt{4 + 1 + 4} = \sqrt{9} = 3.$$

**Step 3.** Divide each component by the magnitude:

$$\hat{c} = \frac{\vec{c}}{|\vec{c}|} = \frac{1}{3}(2\hat{i} + \hat{j} + 2\hat{k}) = \frac{2}{3}\hat{i} + \frac{1}{3}\hat{j} + \frac{2}{3}\hat{k}.$$

**Final Answer:**  $\hat{c} = \frac{1}{3}(2\hat{i} + \hat{j} + 2\hat{k}).$

**EXPERT'S SOLUTION** : Aarav Sharma, M.Sc Mathematics, IIT Bombay

**Strategic angle.** Whenever an Exemplar question asks for "unit vector in the direction of sum/difference of two vectors", the routine is identical: add, compute magnitude, divide. The magnitude check  $|\hat{c}| = 1$  is a free self-test you should run mentally.

**Step 1.** Vector sum:  $\vec{c} = (2, -1, 1) + (0, 2, 1) = (2, 1, 2).$

**Step 2.** Magnitude:  $\sqrt{4 + 1 + 4} = \sqrt{9} = 3.$

**Step 3.** Unit vector:  $\hat{c} = \frac{1}{3}(2, 1, 2).$  Verify:

$$\sqrt{(2/3)^2 + (1/3)^2 + (2/3)^2} = \sqrt{4/9 + 1/9 + 4/9} = \sqrt{1} = 1 \checkmark.$$

**Why this matters.** The "divide by magnitude" pattern is the workhorse for direction cosines (where  $l, m, n$  are exactly the components of  $\hat{a}$ ).

**Final Answer:**  $\hat{c} = \frac{1}{3}(2\hat{i} + \hat{j} + 2\hat{k}).$

**Q 10.2** If  $\vec{a} = \hat{i} + \hat{j} + 2\hat{k}$  and  $\vec{b} = 2\hat{i} + \hat{j} - 2\hat{k}$ , find the unit vector in the direction of (i)  $6\vec{b}$ , (ii)  $2\vec{a} - \vec{b}$ .

## SOLUTION

**Concept used.** A non-zero scalar multiple  $\lambda\vec{v}$  has the same direction as  $\vec{v}$  when  $\lambda > 0$ . So the unit vector along  $6\vec{b}$  equals the unit vector along  $\vec{b}$ . For (ii) we compute the linear combination first, then normalise.

**Step 1. (i)** Unit vector along  $6\vec{b}$  is  $\hat{b}$ . Compute  $|\vec{b}| = \sqrt{2^2 + 1^2 + (-2)^2} = \sqrt{4 + 1 + 4} = 3$ .  
Hence

$$\hat{b} = \frac{\vec{b}}{|\vec{b}|} = \frac{1}{3}(2\hat{i} + \hat{j} - 2\hat{k}).$$

**Step 2. (ii)** Form  $2\vec{a} - \vec{b}$  component-wise:

$$2\vec{a} = 2\hat{i} + 2\hat{j} + 4\hat{k}, \quad 2\vec{a} - \vec{b} = (2 - 2)\hat{i} + (2 - 1)\hat{j} + (4 + 2)\hat{k} = \hat{j} + 6\hat{k}.$$

**Step 3. Magnitude:**  $|2\vec{a} - \vec{b}| = \sqrt{0 + 1 + 36} = \sqrt{37}$ . Hence

$$\widehat{2\vec{a} - \vec{b}} = \frac{1}{\sqrt{37}}(\hat{j} + 6\hat{k}).$$

**Final Answer:** (i)  $\hat{b} = \frac{1}{3}(2\hat{i} + \hat{j} - 2\hat{k})$ . (ii)  $\frac{1}{\sqrt{37}}(\hat{j} + 6\hat{k})$ .

## EXPERT'S SOLUTION : Sneha Iyer, M.Sc Mathematics, ISI Kolkata

**Strategic angle.** Spot the shortcut: scaling a vector by a positive scalar never changes its unit vector. Part (i) reduces to "find  $\hat{b}$ ", saving the multiplication-by-6 step.

**Step 1. (i)**  $|\vec{b}| = \sqrt{9} = 3$ , so  $\hat{b} = \frac{1}{3}(2, 1, -2)$ .

**Step 2. (ii)**  $2\vec{a} - \vec{b} = (0, 1, 6)$ , magnitude  $\sqrt{37}$ .

**Step 3.** Unit vector  $\frac{1}{\sqrt{37}}(0, 1, 6)$ .

**Why this matters.** Recognising sign and scale rules of  $\lambda\vec{v}$  before computing trims arithmetic and reduces 1-mark slips in CBSE 2-mark questions.

**Final Answer:** (i)  $\frac{1}{3}(2\hat{i} + \hat{j} - 2\hat{k})$ , (ii)  $\frac{1}{\sqrt{37}}(\hat{j} + 6\hat{k})$ .

**Q 10.3** Find a unit vector in the direction of  $\vec{PQ}$ , where  $P$  and  $Q$  have coordinates  $(5, 0, 8)$  and  $(3, 3, 2)$ , respectively.

## SOLUTION

**Concept used.** For points  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$ , the vector from  $P$  to  $Q$  has components  $\vec{PQ} = (x_2 - x_1)\hat{i} + (y_2 - y_1)\hat{j} + (z_2 - z_1)\hat{k}$ . Normalise by dividing by its magnitude.

**Step 1.** Component-wise:  $\vec{PQ} = (3 - 5)\hat{i} + (3 - 0)\hat{j} + (2 - 8)\hat{k} = -2\hat{i} + 3\hat{j} - 6\hat{k}$ .

**Step 2.** Magnitude:  $|\vec{PQ}| = \sqrt{(-2)^2 + 3^2 + (-6)^2} = \sqrt{4 + 9 + 36} = \sqrt{49} = 7$ .

**Step 3.** Unit vector:  $\widehat{PQ} = \frac{1}{7}(-2\hat{i} + 3\hat{j} - 6\hat{k})$ .

**Final Answer:**  $\widehat{PQ} = \frac{1}{7}(-2\hat{i} + 3\hat{j} - 6\hat{k})$ .

## EXPERT'S SOLUTION : Karan Mehta, M.Tech CS, IIT Madras

**Strategic angle.** A clean Pythagorean triple  $\{2, 3, 6, 7\}$  ( $4 + 9 + 36 = 49$ ) makes the magnitude pop out instantly. Memorise such triples for board questions.

**Step 1.**  $\Delta x = -2, \Delta y = 3, \Delta z = -6$ .

**Step 2.**  $|\vec{PQ}| = 7$  (triple).

**Step 3.**  $\widehat{PQ} = \frac{1}{7}(-2, 3, -6)$ .

**Why this matters.** The triples  $(2, 3, 6, 7)$ ,  $(1, 2, 2, 3)$ ,  $(3, 4, 12, 13)$  recur in JEE Main and CBSE; recognising them shaves seconds.

**Final Answer:**  $\frac{1}{7}(-2\hat{i} + 3\hat{j} - 6\hat{k})$ .

**Q 10.4** If  $\vec{a}$  and  $\vec{b}$  are the position vectors of  $A$  and  $B$ , respectively, find the position vector of a point  $C$  in  $BA$  produced such that  $BC = 1.5 BA$ .

## SOLUTION

**Concept used.** If  $C$  lies on the line  $BA$  produced (beyond  $A$ ) with  $BC = 1.5 BA$ , then  $\vec{BC} = 1.5 \vec{BA}$ . Use this directly to find  $\vec{OC}$ .

**Step 1.** Direction vector:  $\vec{BA} = \vec{a} - \vec{b}$  (from  $B$  to  $A$ ).

**Step 2.** Since  $C$  is on  $BA$  produced with  $BC = 1.5 BA$ :

$$\vec{BC} = 1.5 \vec{BA} = 1.5(\vec{a} - \vec{b}).$$

**Step 3.** Hence  $\vec{OC} = \vec{OB} + \vec{BC} = \vec{b} + 1.5(\vec{a} - \vec{b}) = 1.5\vec{a} - 0.5\vec{b} = \frac{3\vec{a} - \vec{b}}{2}$ .

$$\text{Final Answer: } \vec{OC} = \frac{3\vec{a} - \vec{b}}{2}.$$

**EXPERT'S SOLUTION** : Pranav Kumar, Ph.D Mathematics, IIT Delhi

**Strategic angle.** Frame as section formula:  $C$  divides  $BA$  externally in ratio  $3 : 1$  (since  $BC : CA = 3 : 1$  with sign convention), giving  $\vec{OC} = \frac{3\vec{a} - \vec{b}}{2}$ .

**Step 1.**  $BC = 1.5 BA \Rightarrow C$  lies beyond  $A$  on the same line.

**Step 2.** External ratio  $m : n = 3 : 1$ .

**Step 3.** Apply  $\vec{OC} = \frac{m\vec{a} - n\vec{b}}{m - n} = \frac{3\vec{a} - \vec{b}}{2}$ .

**Why this matters.** CBSE often disguises section formula as "produced to" language; learn to translate  $BC = k BA$  into a ratio.

$$\text{Final Answer: } \vec{OC} = \frac{3\vec{a} - \vec{b}}{2}.$$

**Q 10.5** Using vectors, find the value of  $k$  such that the points  $(k, -10, 3)$ ,  $(1, -1, 3)$  and  $(3, 5, 3)$  are collinear.

### SOLUTION

**Concept used.** Three points  $A, B, C$  are collinear iff the vectors  $\vec{AB}$  and  $\vec{AC}$  are parallel, i.e.  $\vec{AB} = \lambda \vec{AC}$  for some scalar  $\lambda$ . Equating components gives a system that pins down both  $\lambda$  and any unknown coordinate.

**Step 1.** Let  $A = (k, -10, 3)$ ,  $B = (1, -1, 3)$ ,  $C = (3, 5, 3)$ . Then

$$\vec{AB} = (1 - k, 9, 0), \quad \vec{AC} = (3 - k, 15, 0).$$

**Step 2.** For  $\vec{AB} \parallel \vec{AC}$ , the non-zero components are proportional:

$$\frac{1 - k}{3 - k} = \frac{9}{15} = \frac{3}{5}.$$

**Step 3.** Cross-multiply:  $5(1 - k) = 3(3 - k) \Rightarrow 5 - 5k = 9 - 3k \Rightarrow -2k = 4 \Rightarrow k = -2$ .

$$\text{Final Answer: } k = -2.$$

**EXPERT'S SOLUTION** : Aanya Patel, M.Sc Applied Mathematics, IIT Kanpur

**Strategic angle.** Alternative test: collinear iff  $\vec{AB} \times \vec{AC} = \vec{0}$ . Since the  $z$ -components match, both vectors lie in the plane  $z = 3$  and the cross product is along  $\hat{k}$  only.

**Step 1.** Components:  $\vec{AB} = (1 - k, 9, 0)$ ,  $\vec{AC} = (3 - k, 15, 0)$ .

**Step 2.** Cross product  $\hat{k}$ -component:

$$(1 - k)(15) - 9(3 - k) = 15 - 15k - 27 + 9k = -12 - 6k.$$

**Step 3.** Set equal to zero:  $-12 - 6k = 0 \Rightarrow k = -2$ .

**Why this matters.** Two valid collinearity tests; pick the one that gives one equation, not three.

**Final Answer:**  $k = -2$ .

**Q 10.6** A vector  $\vec{r}$  is inclined at equal angles to the three axes. If the magnitude of  $\vec{r}$  is  $2\sqrt{3}$  units, find  $\vec{r}$ .

**SOLUTION**

**Concept used.** If  $\vec{r}$  makes equal angles  $\alpha$  with all three axes, then  $l = m = n = \cos \alpha$ . The identity  $l^2 + m^2 + n^2 = 1$  pins down  $l$ . Then  $\vec{r} = |\vec{r}|(l\hat{i} + m\hat{j} + n\hat{k})$ .

**Step 1.** Set  $l = m = n = t$ . The identity gives  $3t^2 = 1 \Rightarrow t = \pm \frac{1}{\sqrt{3}}$ .

**Step 2.** Hence  $\vec{r} = |\vec{r}|(t\hat{i} + t\hat{j} + t\hat{k}) = 2\sqrt{3} \cdot \pm \frac{1}{\sqrt{3}}(\hat{i} + \hat{j} + \hat{k}) = \pm 2(\hat{i} + \hat{j} + \hat{k})$ .

**Final Answer:**  $\vec{r} = \pm 2(\hat{i} + \hat{j} + \hat{k})$ .

**EXPERT'S SOLUTION** : Riya Singh, B.Tech CSE, IIT Roorkee

**Strategic angle.** "Equal angles to the axes" is shorthand for direction cosines  $(t, t, t)$ . The plus-or-minus sign is intentional: the question does not specify which octant, so both  $\vec{r} = 2(\hat{i} + \hat{j} + \hat{k})$  and  $\vec{r} = -2(\hat{i} + \hat{j} + \hat{k})$  are valid.

**Step 1.**  $l = m = n \Rightarrow 3l^2 = 1 \Rightarrow l = \pm 1/\sqrt{3}$ .

**Step 2.** Scale by  $|\vec{r}| = 2\sqrt{3}$ : components become  $\pm 2$  each.

**Why this matters.** Direction cosines come in  $\pm$  pairs; always report both unless the question fixes an octant.

**Final Answer:**  $\vec{r} = \pm 2(\hat{i} + \hat{j} + \hat{k})$ .

**Q 10.7** A vector  $\vec{r}$  has magnitude 14 and direction ratios 2, 3, -6. Find the direction cosines and components of  $\vec{r}$ , given that  $\vec{r}$  makes an acute angle with the  $x$ -axis.

### SOLUTION

**Concept used.** Direction cosines  $(l, m, n)$  are direction ratios normalised:

$$l = \frac{a}{\sqrt{a^2 + b^2 + c^2}}, \text{ similar for } m, n. \text{ Acute angle with the } x\text{-axis means } l = \cos \alpha > 0.$$

**Step 1.** Compute the normaliser:  $\sqrt{2^2 + 3^2 + (-6)^2} = \sqrt{4 + 9 + 36} = \sqrt{49} = 7$ .

**Step 2.** Direction cosines:  $l = \frac{2}{7} > 0$  (acute, accept),  $m = \frac{3}{7}$ ,  $n = \frac{-6}{7}$ .

**Step 3.** Components:  $\vec{r} = |\vec{r}|(l\hat{i} + m\hat{j} + n\hat{k}) = 14 \cdot (\frac{2}{7}\hat{i} + \frac{3}{7}\hat{j} - \frac{6}{7}\hat{k}) = 4\hat{i} + 6\hat{j} - 12\hat{k}$ .

**Final Answer:** Direction cosines =  $(\frac{2}{7}, \frac{3}{7}, -\frac{6}{7})$ ;  $\vec{r} = 4\hat{i} + 6\hat{j} - 12\hat{k}$ .

### EXPERT'S SOLUTION : Aditya Verma, Ph.D Pure Mathematics, IISc Bangalore

**Strategic angle.** The condition "acute angle with  $x$ -axis" excludes the negated solution. Verify by checking  $l > 0$  at the end.

**Step 1.** Normaliser 7.

**Step 2.**  $(l, m, n) = (2/7, 3/7, -6/7)$ .

**Step 3.**  $\vec{r} = 14(l, m, n) = (4, 6, -12)$ .

**Why this matters.** A negated solution  $(l, m, n) = (-2/7, -3/7, 6/7)$  would also normalise correctly but fails the acute-angle test.

**Final Answer:**  $(l, m, n) = (2/7, 3/7, -6/7)$ ;  $\vec{r} = 4\hat{i} + 6\hat{j} - 12\hat{k}$ .

**Q 10.8** Find a vector of magnitude 6, which is perpendicular to both the vectors  $2\hat{i} - \hat{j} + 2\hat{k}$  and  $4\hat{i} - \hat{j} + 3\hat{k}$ .

### SOLUTION

**Concept used.** The cross product  $\vec{a} \times \vec{b}$  is perpendicular to both  $\vec{a}$  and  $\vec{b}$ . To obtain a vector of magnitude 6 in that direction, scale the unit vector  $\frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$  by 6.

**Step 1.** Cross product via  $3 \times 3$  determinant:

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & -1 & 2 \\ 4 & -1 & 3 \end{vmatrix}.$$

Expanding along row 1:

$$\vec{a} \times \vec{b} = \hat{i}[(-1)(3) - (2)(-1)] - \hat{j}[(2)(3) - (2)(4)] + \hat{k}[(2)(-1) - (-1)(4)].$$

Compute each minor:  $\hat{i}[-3 + 2] = -\hat{i}$ ;  $-\hat{j}[6 - 8] = 2\hat{j}$ ;  $\hat{k}[-2 + 4] = 2\hat{k}$ . Hence

$$\vec{a} \times \vec{b} = -\hat{i} + 2\hat{j} + 2\hat{k}.$$

**Step 2.** Magnitude:  $\sqrt{(-1)^2 + 2^2 + 2^2} = \sqrt{1 + 4 + 4} = \sqrt{9} = 3$ .

**Step 3.** Required vector:  $\pm \frac{6}{3}(-\hat{i} + 2\hat{j} + 2\hat{k}) = \pm 2(-\hat{i} + 2\hat{j} + 2\hat{k}) = \pm(-2\hat{i} + 4\hat{j} + 4\hat{k})$ .

**Final Answer:**  $\pm(-2\hat{i} + 4\hat{j} + 4\hat{k})$ .

**EXPERT'S SOLUTION** : Vivaan Reddy, M.Sc Mathematics, IIT Bombay

**Strategic angle.** The  $\pm$  sign captures the two perpendicular directions (right-hand and left-hand). CBSE usually accepts both unless a right-handed frame is specified.

**Step 1.** Determinant expansion gives  $(-1, 2, 2)$ .

**Step 2.** Magnitude = 3 (a Pythagorean triple 1, 2, 2, 3).

**Step 3.** Scale by  $6/3 = 2$ .

**Why this matters.** The "magnitude  $k$  vector perpendicular to both" template is the 5-mark CBSE staple. The two-step recipe is rock solid.

**Final Answer:**  $\pm(-2\hat{i} + 4\hat{j} + 4\hat{k})$ .

**Q 10.9** Find the angle between the vectors  $2\hat{i} - \hat{j} + \hat{k}$  and  $3\hat{i} + 4\hat{j} - \hat{k}$ .

**SOLUTION**

**Concept used.** The angle  $\theta$  between two non-zero vectors satisfies  $\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}$ , with  $\theta \in [0, \pi]$ .

**Step 1.** Dot product:  $\vec{a} \cdot \vec{b} = (2)(3) + (-1)(4) + (1)(-1) = 6 - 4 - 1 = 1$ .

**Step 2.** Magnitudes:  $|\vec{a}| = \sqrt{4 + 1 + 1} = \sqrt{6}$ ,  $|\vec{b}| = \sqrt{9 + 16 + 1} = \sqrt{26}$ .

**Step 3.** Apply:  $\cos \theta = \frac{1}{\sqrt{6} \cdot \sqrt{26}} = \frac{1}{\sqrt{156}} = \frac{1}{2\sqrt{39}}$ .

**Step 4.** Hence  $\theta = \cos^{-1}\left(\frac{1}{2\sqrt{39}}\right)$ .

**Final Answer:**  $\theta = \cos^{-1}\left(\frac{1}{2\sqrt{39}}\right) \approx 85.4^\circ$ .

**EXPERT'S SOLUTION** : Tara Joshi, M.Sc Mathematics, IIT Bombay

**Strategic angle.** The dot product = 1 is small relative to  $|\vec{a}||\vec{b}| = \sqrt{156} \approx 12.5$ , so  $\cos \theta \approx 0.08$ , meaning  $\theta$  is close to but slightly less than  $90^\circ$ .

**Step 1.**  $\vec{a} \cdot \vec{b} = 1$ .

**Step 2.**  $|\vec{a}||\vec{b}| = \sqrt{6}\sqrt{26} = \sqrt{156} = 2\sqrt{39}$ .

**Step 3.**  $\cos \theta = 1/(2\sqrt{39})$ , so  $\theta = \cos^{-1}(1/(2\sqrt{39}))$ .

**Why this matters.** Estimating  $\cos \theta$  magnitude before computing helps catch arithmetic slips.

**Final Answer:**  $\theta = \cos^{-1}\left(\frac{1}{2\sqrt{39}}\right)$ .

**Q 10.10** If  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$ , show that  $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$ . Interpret the result geometrically.

### SOLUTION

**Concept used.** The cross product is distributive over addition and anti-commutative:

$$\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w} \text{ and } \vec{u} \times \vec{u} = \vec{0}.$$

**Step 1.** From  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$  we have  $\vec{c} = -\vec{a} - \vec{b}$ .

**Step 2.** Cross both sides of  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$  with  $\vec{a}$  on the right:

$$\vec{a} \times \vec{a} + \vec{b} \times \vec{a} + \vec{c} \times \vec{a} = \vec{0} \Rightarrow \vec{b} \times \vec{a} = -\vec{c} \times \vec{a} \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a}.$$

**Step 3.** Cross with  $\vec{b}$  on the right:

$$\vec{a} \times \vec{b} + \vec{b} \times \vec{b} + \vec{c} \times \vec{b} = \vec{0} \Rightarrow \vec{c} \times \vec{b} = -\vec{a} \times \vec{b} \Rightarrow \vec{b} \times \vec{c} = \vec{a} \times \vec{b}.$$

**Step 4.** Combining:  $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$ . **Geometric meaning:** if  $\vec{a}, \vec{b}, \vec{c}$  are sides of a triangle taken in order ( $\vec{a} + \vec{b} + \vec{c} = \vec{0}$ ), then twice the area of the triangle

equals  $|\vec{a} \times \vec{b}| = |\vec{b} \times \vec{c}| = |\vec{c} \times \vec{a}|$ , i.e. all three pairwise cross products have equal magnitude and direction.

**Final Answer:**  $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$ ; geometrically, equal pairwise cross products =  $2(\text{area of } \triangle)$ .

**EXPERT'S SOLUTION** : Krishna Nair, Ph.D Mathematics, IIT Delhi

**Strategic angle.** The condition  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$  is the closure condition for a triangle's side vectors. Geometric interpretation comes for free once you see that.

**Step 1.** Cross with  $\vec{a}$ ,  $\vec{b}$  in turn; use anti-commutativity to swap signs.

**Step 2.** Each pairwise cross product gives  $\pm 2(\text{area}) \hat{n}$  in the plane normal direction.

**Why this matters.** This identity proves the law of sines via cross-product magnitudes.

**Final Answer:** All three equal; magnitude =  $2(\text{area of triangle})$ .

**Q 10.11** Find the sine of the angle between the vectors  $\vec{a} = 3\hat{i} + \hat{j} + 2\hat{k}$  and  $\vec{b} = 2\hat{i} - 2\hat{j} + 4\hat{k}$ .

**SOLUTION**

**Concept used.**  $\sin \theta = \frac{|\vec{a} \times \vec{b}|}{|\vec{a}||\vec{b}|}$ , where  $\theta \in [0, \pi]$  and  $\sin \theta \geq 0$  throughout.

**Step 1.** Cross product determinant:

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & 1 & 2 \\ 2 & -2 & 4 \end{vmatrix} = \hat{i}(4 + 4) - \hat{j}(12 - 4) + \hat{k}(-6 - 2) = 8\hat{i} - 8\hat{j} - 8\hat{k}.$$

**Step 2.**  $|\vec{a} \times \vec{b}| = \sqrt{64 + 64 + 64} = 8\sqrt{3}$ .

**Step 3.** Magnitudes:  $|\vec{a}| = \sqrt{9 + 1 + 4} = \sqrt{14}$ ,  $|\vec{b}| = \sqrt{4 + 4 + 16} = \sqrt{24} = 2\sqrt{6}$ . Product =  $\sqrt{14} \cdot 2\sqrt{6} = 2\sqrt{84} = 4\sqrt{21}$ .

**Step 4.** Hence  $\sin \theta = \frac{8\sqrt{3}}{4\sqrt{21}} = \frac{2\sqrt{3}}{\sqrt{21}} = \frac{2}{\sqrt{7}} = \frac{2\sqrt{7}}{7}$ .

**Final Answer:**  $\sin \theta = \frac{2\sqrt{7}}{7}$ .

**EXPERT'S SOLUTION** : Diya Kapoor, M.Sc Mathematics, ISI Kolkata

**Strategic angle.** When the answer is asked for  $\sin \theta$ , use the cross form directly. It saves an inverse-cosine identity step.

**Step 1.** Cross product =  $(8, -8, -8)$ , magnitude  $8\sqrt{3}$ .

**Step 2.** Magnitudes  $\sqrt{14}, 2\sqrt{6}$ .

**Step 3.**  $\sin \theta = 8\sqrt{3}/(4\sqrt{21}) = 2\sqrt{3}/\sqrt{21} = 2/\sqrt{7}$ .

**Why this matters.** Rationalising  $2/\sqrt{7}$  to  $2\sqrt{7}/7$  is expected in the final answer.

**Final Answer:**  $\sin \theta = \frac{2\sqrt{7}}{7}$ .

**Q 10.12** If  $A, B, C, D$  are the points with position vectors  $\hat{i} + \hat{j} - \hat{k}, 2\hat{i} - \hat{j} + 3\hat{k}, 2\hat{i} - 3\hat{k}, 3\hat{i} - 2\hat{j} + \hat{k}$ , respectively, find the projection of  $\vec{AB}$  along  $\vec{CD}$ .

**SOLUTION**

**Concept used.** The scalar projection of  $\vec{u}$  along  $\vec{v}$  is  $\text{proj}_{\vec{v}}\vec{u} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|}$ .

**Step 1.**  $\vec{AB} = \vec{B} - \vec{A} = (2 - 1)\hat{i} + (-1 - 1)\hat{j} + (3 + 1)\hat{k} = \hat{i} - 2\hat{j} + 4\hat{k}$ .

**Step 2.**  $\vec{CD} = \vec{D} - \vec{C} = (3 - 2)\hat{i} + (-2 - 0)\hat{j} + (1 + 3)\hat{k} = \hat{i} - 2\hat{j} + 4\hat{k}$ .

**Step 3.** Notice  $\vec{AB} = \vec{CD}$ . Hence projection of  $\vec{AB}$  on  $\vec{CD}$  equals  $|\vec{CD}|$ :

$$|\vec{CD}| = \sqrt{1 + 4 + 16} = \sqrt{21}.$$

**Step 4.** Projection:

$$\frac{\vec{AB} \cdot \vec{CD}}{|\vec{CD}|} = \frac{(1)(1) + (-2)(-2) + (4)(4)}{\sqrt{21}} = \frac{1 + 4 + 16}{\sqrt{21}} = \frac{21}{\sqrt{21}} = \sqrt{21}.$$

**Final Answer:** Projection =  $\sqrt{21}$ .

**EXPERT'S SOLUTION** : Ishita Bhat, M.Sc Applied Mathematics, IIT Kanpur

**Strategic angle.** When  $\vec{u} = \vec{v}$ , the projection collapses to  $|\vec{v}|$ . Catching this early saves the dot-product computation.

**Step 1.** Both  $\vec{AB}$  and  $\vec{CD}$  equal  $(1, -2, 4)$ .

**Step 2.** Projection =  $|\vec{CD}| = \sqrt{21}$ .

**Why this matters.** Coordinate questions sometimes set up parallel/equal vectors

deliberately to test pattern recognition.

**Final Answer:**  $\sqrt{21}$ .

**Q 10.13** Using vectors, find the area of the triangle  $ABC$  with vertices  $A(1, 2, 3)$ ,  $B(2, -1, 4)$  and  $C(4, 5, -1)$ .

### SOLUTION

**Concept used.** Area of triangle with vertices  $A, B, C$  is  $\frac{1}{2}|\vec{AB} \times \vec{AC}|$ .

**Step 1.** Side vectors from  $A$ :

$$\vec{AB} = (2-1, -1-2, 4-3) = (1, -3, 1), \quad \vec{AC} = (4-1, 5-2, -1-3) = (3, 3, -4).$$

**Step 2.** Cross product:

$$\vec{AB} \times \vec{AC} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & -3 & 1 \\ 3 & 3 & -4 \end{vmatrix} = \hat{i}(12 - 3) - \hat{j}(-4 - 3) + \hat{k}(3 + 9) = 9\hat{i} + 7\hat{j} + 12\hat{k}.$$

**Step 3.** Magnitude:  $\sqrt{81 + 49 + 144} = \sqrt{274}$ .

**Step 4.** Area:  $\frac{1}{2}\sqrt{274}$  square units.

**Final Answer:** Area =  $\frac{1}{2}\sqrt{274}$  sq. units.

**EXPERT'S SOLUTION** : *Yash Desai, B.Tech CSE, IIT Roorkee*

**Strategic angle.** The cross product magnitude equals the area of the parallelogram on  $\vec{AB}, \vec{AC}$ ; halve for the triangle.

**Step 1.**  $\vec{AB} = (1, -3, 1), \vec{AC} = (3, 3, -4)$ .

**Step 2.**  $\vec{AB} \times \vec{AC} = (9, 7, 12)$ .

**Step 3.**  $\sqrt{81 + 49 + 144} = \sqrt{274}$ , half =  $\frac{\sqrt{274}}{2}$ .

**Why this matters.** Choosing  $A$  as the pivot keeps the arithmetic compact. Any vertex works.

**Final Answer:**  $\frac{\sqrt{274}}{2}$  sq. units.

**Q 10.14** Using vectors, prove that the parallelograms on the same base and between the same parallels are equal in area.

### SOLUTION

**Concept used.** Area of a parallelogram with adjacent-side vectors  $\vec{a}$  and  $\vec{b}$  equals  $|\vec{a} \times \vec{b}|$ . Vectors between the same parallels differ only by a vector along the base, so their cross product with the base vector is unchanged.

**Step 1.** Let two parallelograms share base  $\vec{AB} = \vec{a}$  and lie between the same pair of parallel lines. Let one parallelogram have adjacent side  $\vec{b}$  and the other have adjacent side  $\vec{b}'$ .

**Step 2.** Since both other sides terminate on the same parallel line as  $\vec{b}$ , the vectors  $\vec{b}$  and  $\vec{b}'$  differ by a vector along the base:  $\vec{b}' = \vec{b} + t\vec{a}$  for some scalar  $t$ .

**Step 3.** Area of second parallelogram:

$$|\vec{a} \times \vec{b}'| = |\vec{a} \times (\vec{b} + t\vec{a})| = |\vec{a} \times \vec{b} + t(\vec{a} \times \vec{a})| = |\vec{a} \times \vec{b} + \vec{0}| = |\vec{a} \times \vec{b}|.$$

Hence both parallelograms have area  $|\vec{a} \times \vec{b}|$ .

**Final Answer:**  $\text{Area}_1 = \text{Area}_2 = |\vec{a} \times \vec{b}|$ .

### EXPERT'S SOLUTION : Meera Banerjee, M.Sc Mathematics, IIT Bombay

**Strategic angle.** The key algebraic move is  $\vec{a} \times \vec{a} = \vec{0}$ , which makes the  $t\vec{a}$  contribution vanish.

**Step 1.** Base  $\vec{a}$ , second sides  $\vec{b}, \vec{b}'$  with  $\vec{b}' - \vec{b} \parallel \vec{a}$ .

**Step 2.**  $\vec{a} \times \vec{b}' = \vec{a} \times \vec{b}$  because  $\vec{a} \times (t\vec{a}) = \vec{0}$ .

**Step 3.** Areas equal.

**Why this matters.** The classical Euclidean theorem reduces to one line in vector form.

**Final Answer:** Both areas =  $|\vec{a} \times \vec{b}|$ .

**Q 10.15** Prove that in any triangle  $ABC$ ,  $\cos A = \frac{b^2 + c^2 - a^2}{2bc}$ , where  $a, b, c$  are the magnitudes of the sides opposite to vertices  $A, B, C$ , respectively.

## SOLUTION

**Concept used.** Use the closure condition for the triangle's side vectors and the algebraic identity  $|\vec{v}|^2 = \vec{v} \cdot \vec{v}$ . The angle between two side vectors emerging from a vertex appears via the dot product.

**Step 1.** Let the sides be vectors  $\vec{BC} = \vec{a}$ ,  $\vec{CA} = \vec{b}$ ,  $\vec{AB} = \vec{c}$ . Taken in order,  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$ , so  $\vec{a} = -(\vec{b} + \vec{c})$ .

**Step 2.** Square magnitudes:  $|\vec{a}|^2 = |\vec{b} + \vec{c}|^2 = |\vec{b}|^2 + 2\vec{b} \cdot \vec{c} + |\vec{c}|^2$ .

**Step 3.** Hence  $a^2 = b^2 + c^2 + 2\vec{b} \cdot \vec{c}$ , so  $\vec{b} \cdot \vec{c} = \frac{a^2 - b^2 - c^2}{2}$ .

**Step 4.** At vertex  $A$ , the vectors  $\vec{AB} = \vec{c}$  and  $\vec{AC} = -\vec{b}$  make angle  $A$  between them, so

$$\vec{c} \cdot (-\vec{b}) = |\vec{c}| \cdot |\vec{b}| \cos A \Rightarrow -\vec{b} \cdot \vec{c} = bc \cos A.$$

**Step 5.** Substitute from step 3:  $-\frac{a^2 - b^2 - c^2}{2} = bc \cos A \Rightarrow \cos A = \frac{b^2 + c^2 - a^2}{2bc}$ .

**Final Answer:**  $\cos A = \frac{b^2 + c^2 - a^2}{2bc}$  (Cosine Rule).

## ♥ Why this matters

The vector proof of the cosine rule generalises immediately to higher dimensions and to oblique frames. The same identity  $|\vec{b} + \vec{c}|^2 = |\vec{b}|^2 + 2\vec{b} \cdot \vec{c} + |\vec{c}|^2$  powers many CBSE derivations.

## EXPERT'S SOLUTION : Rohit Gupta, Ph.D Pure Mathematics, IISc Bangalore

**Strategic angle.** The choice of side directions matters:  $\vec{AB}, \vec{AC}$  both emerge from  $A$ , giving angle  $A$  between them directly; but the "in order" closure uses  $\vec{BC}, \vec{CA}, \vec{AB}$ , so a sign flip  $\vec{AC} = -\vec{CA} = -\vec{b}$  is needed.

**Step 1.** Closure  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$ .

**Step 2.** Square:  $a^2 = b^2 + c^2 + 2\vec{b} \cdot \vec{c}$ .

**Step 3.** Sign flip at  $A$ :  $\cos A = -\vec{b} \cdot \vec{c}/(bc)$ .

**Step 4.** Solve simultaneously.

**Why this matters.** CBSE 5-mark proofs reward neat sign tracking.

**Final Answer:**  $\cos A = \frac{b^2 + c^2 - a^2}{2bc}$ .

**Q 10.16** If  $\vec{a}, \vec{b}, \vec{c}$  determine the vertices of a triangle, show that  $\frac{1}{2}[\vec{b} \times \vec{c} + \vec{c} \times \vec{a} + \vec{a} \times \vec{b}]$  gives the vector area of the triangle. Hence deduce the condition that the three points  $\vec{a}, \vec{b}, \vec{c}$  are collinear. Also find the unit vector normal to the plane of the triangle.

**SOLUTION**

**Concept used.** The vector area of a triangle with vertices having position vectors  $\vec{a}, \vec{b}, \vec{c}$  is  $\frac{1}{2} \vec{AB} \times \vec{AC}$ . Expand this and rearrange.

**Step 1.** Side vectors:  $\vec{AB} = \vec{b} - \vec{a}$ ,  $\vec{AC} = \vec{c} - \vec{a}$ .

**Step 2.** Vector area:  $\frac{1}{2}(\vec{b} - \vec{a}) \times (\vec{c} - \vec{a})$ . Expand using distributivity:

$$= \frac{1}{2}[\vec{b} \times \vec{c} - \vec{b} \times \vec{a} - \vec{a} \times \vec{c} + \vec{a} \times \vec{a}].$$

Using  $\vec{a} \times \vec{a} = \vec{0}$  and  $\vec{b} \times \vec{a} = -\vec{a} \times \vec{b}$ ,  $\vec{a} \times \vec{c} = -\vec{c} \times \vec{a}$ :

$$= \frac{1}{2}[\vec{b} \times \vec{c} + \vec{a} \times \vec{b} + \vec{c} \times \vec{a}].$$

**Step 3. Collinearity:** Three points are collinear iff the triangle's vector area is  $\vec{0}$ , i.e.

$$\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a} = \vec{0}.$$

**Step 4. Unit normal:** The unit normal to the plane of the triangle is

$$\hat{n} = \frac{\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}}{|\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}|}.$$

**Final Answer:** Vector area =  $\frac{1}{2}(\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a})$ ; collinearity  $\Leftrightarrow$  sum =  $\vec{0}$ ;  $\hat{n}$  as above.

**EXPERT'S SOLUTION** : Ankit Verma, Ph.D Mathematics, IIT Delhi

**Strategic angle.** The symmetric form  $\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}$  is cyclically symmetric in  $\vec{a}, \vec{b}, \vec{c}$ , so the choice of pivot vertex doesn't matter.

**Step 1.** Expand  $\frac{1}{2}(\vec{b} - \vec{a}) \times (\vec{c} - \vec{a})$ .

**Step 2.** Use  $\vec{u} \times \vec{u} = \vec{0}$  and anti-commutativity.

**Step 3.** Collinearity: vector area =  $\vec{0}$ .

**Step 4.** Unit normal: divide vector area by its magnitude.

**Why this matters.** The symmetric form appears in 3D geometry questions on plane equations.

**Final Answer:** All three claims as in main solution.

**Q 10.17** Show that area of the parallelogram whose diagonals are given by  $\vec{a}$  and  $\vec{b}$  is  $\frac{|\vec{a} \times \vec{b}|}{2}$ . Also find the area of the parallelogram whose diagonals are  $2\hat{i} - \hat{j} + \hat{k}$  and  $\hat{i} + 3\hat{j} - \hat{k}$ .

### SOLUTION

**Concept used.** If  $\vec{d}_1, \vec{d}_2$  are the diagonal vectors of a parallelogram with adjacent sides  $\vec{p}, \vec{q}$ , then  $\vec{d}_1 \times \vec{d}_2 = 2(\vec{p} \times \vec{q})$ , and area =  $|\vec{p} \times \vec{q}| = \frac{|\vec{d}_1 \times \vec{d}_2|}{2}$ .

**Step 1. Proof.** Let sides be  $\vec{p}, \vec{q}$ . Diagonals:  $\vec{d}_1 = \vec{p} + \vec{q}$ ,  $\vec{d}_2 = \vec{q} - \vec{p}$ . Cross:

$$\vec{d}_1 \times \vec{d}_2 = (\vec{p} + \vec{q}) \times (\vec{q} - \vec{p}) = \vec{p} \times \vec{q} - \vec{p} \times \vec{p} + \vec{q} \times \vec{q} - \vec{q} \times \vec{p} = \vec{p} \times \vec{q} + \vec{p} \times \vec{q} = 2(\vec{p} \times \vec{q}).$$

$$\text{Hence } |\vec{p} \times \vec{q}| = \frac{1}{2} |\vec{d}_1 \times \vec{d}_2| = \text{Area.}$$

**Step 2. Numerical:**

$$\vec{d}_1 \times \vec{d}_2 = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & -1 & 1 \\ 1 & 3 & -1 \end{vmatrix} = \hat{i}(1 - 3) - \hat{j}(-2 - 1) + \hat{k}(6 + 1) = -2\hat{i} + 3\hat{j} + 7\hat{k}.$$

**Step 3.** Magnitude:  $\sqrt{4 + 9 + 49} = \sqrt{62}$ . Area =  $\frac{1}{2}\sqrt{62}$ .

**Final Answer:** Area formula  $\frac{1}{2}|\vec{d}_1 \times \vec{d}_2|$ ; numerical area =  $\frac{\sqrt{62}}{2}$ .

**EXPERT'S SOLUTION** : Siddharth Pillai, M.Sc Mathematics, ISI Kolkata

**Strategic angle.** Diagonals are easier to compute from coordinates than adjacent sides; this formula short-circuits the longer two-side method.

**Step 1.** Algebraic identity:  $\vec{d}_1 \times \vec{d}_2 = 2(\vec{p} \times \vec{q})$ .

**Step 2.** Numerical:  $\vec{d}_1 \times \vec{d}_2 = (-2, 3, 7)$ ,  $|\cdot| = \sqrt{62}$ .

**Step 3.** Area =  $\sqrt{62}/2$ .

**Why this matters.** Recognise the "diagonal-based area" formula as a CBSE shortcut.

**Final Answer:**  $\frac{\sqrt{62}}{2}$  sq. units.

**Q 10.18** If  $\vec{a} = \hat{i} + \hat{j} + \hat{k}$  and  $\vec{b} = \hat{j} - \hat{k}$ , find a vector  $\vec{c}$  such that  $\vec{a} \times \vec{c} = \vec{b}$  and  $\vec{a} \cdot \vec{c} = 3$ .

### SOLUTION

**Concept used.** The system  $\vec{a} \times \vec{c} = \vec{b}$ ,  $\vec{a} \cdot \vec{c} = 3$  has a unique solution when  $\vec{a} \cdot \vec{b} = 0$  (a consistency condition). Use the identity  $\vec{a} \times (\vec{a} \times \vec{c}) = (\vec{a} \cdot \vec{c})\vec{a} - (\vec{a} \cdot \vec{a})\vec{c}$ .

**Step 1.** Check consistency:  $\vec{a} \cdot \vec{b} = (1)(0) + (1)(1) + (1)(-1) = 0$ . ✓

**Step 2.** Cross  $\vec{a}$  with  $\vec{a} \times \vec{c} = \vec{b}$  from the left:

$$\vec{a} \times (\vec{a} \times \vec{c}) = \vec{a} \times \vec{b}.$$

Using the triple-cross identity:  $(\vec{a} \cdot \vec{c})\vec{a} - (\vec{a} \cdot \vec{a})\vec{c} = \vec{a} \times \vec{b}$ .

**Step 3.**  $\vec{a} \cdot \vec{a} = 3$ ,  $\vec{a} \cdot \vec{c} = 3$ . So  $3\vec{a} - 3\vec{c} = \vec{a} \times \vec{b} \Rightarrow \vec{c} = \vec{a} - \frac{1}{3}(\vec{a} \times \vec{b})$ .

**Step 4.** Compute  $\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 1 \\ 0 & 1 & -1 \end{vmatrix} = \hat{i}(-1-1) - \hat{j}(-1-0) + \hat{k}(1-0) = -2\hat{i} + \hat{j} + \hat{k}$ .

**Step 5.** Hence  $\vec{c} = (\hat{i} + \hat{j} + \hat{k}) - \frac{1}{3}(-2\hat{i} + \hat{j} + \hat{k}) = \frac{5}{3}\hat{i} + \frac{2}{3}\hat{j} + \frac{2}{3}\hat{k}$ .

**Step 6.** Verify:  $\vec{a} \cdot \vec{c} = \frac{5}{3} + \frac{2}{3} + \frac{2}{3} = \frac{9}{3} = 3$ . ✓

**Final Answer:**  $\vec{c} = \frac{1}{3}(5\hat{i} + 2\hat{j} + 2\hat{k})$ .

### ✗ Common Mistake

A common slip is to assume  $\vec{c}$  is a scalar multiple of  $\vec{b}$ . It is not. The dot-product constraint adds a component along  $\vec{a}$ .

### EXPERT'S SOLUTION : Neha Rao, M.Sc Mathematics, IIT Bombay

**Strategic angle.** The triple cross identity  $\vec{a} \times (\vec{a} \times \vec{c}) = (\vec{a} \cdot \vec{c})\vec{a} - |\vec{a}|^2\vec{c}$  converts a vector equation into a scalar-multiple equation for  $\vec{c}$ .

**Step 1.** Verify  $\vec{a} \cdot \vec{b} = 0$ .

**Step 2.**  $\vec{c} = \vec{a} - \frac{1}{3}\vec{a} \times \vec{b}$ .

**Step 3.**  $\vec{a} \times \vec{b} = (-2, 1, 1)$ , hence  $\vec{c} = (5/3, 2/3, 2/3)$ .

**Why this matters.** JEE Main 2024 carried a near-identical "vector equation" question; the triple-cross identity is the standard tool.

**Final Answer:**  $\vec{c} = \frac{1}{3}(5\hat{i} + 2\hat{j} + 2\hat{k})$ .

- Q 10.19** The vector in the direction of the vector  $\hat{i} - 2\hat{j} + 2\hat{k}$  that has magnitude 9 is:
- (A)  $\hat{i} - 2\hat{j} + 2\hat{k}$   
 (B)  $\frac{\hat{i} - 2\hat{j} + 2\hat{k}}{3}$   
 (C)  $3(\hat{i} - 2\hat{j} + 2\hat{k})$   
 (D)  $9(\hat{i} - 2\hat{j} + 2\hat{k})$ .

**SOLUTION**

**Correct option: (C)**  $3(\hat{i} - 2\hat{j} + 2\hat{k})$ .

**Concept used.** A vector of magnitude  $M$  along  $\vec{v}$  is  $M\hat{v} = M\frac{\vec{v}}{|\vec{v}|}$ .

**Step 1.**  $|\vec{v}| = \sqrt{1 + 4 + 4} = 3$ .

**Step 2.** Required vector =  $9 \cdot \frac{1}{3}(\hat{i} - 2\hat{j} + 2\hat{k}) = 3(\hat{i} - 2\hat{j} + 2\hat{k})$ .

**Final Answer:** Option (C):  $3(\hat{i} - 2\hat{j} + 2\hat{k})$ .

- Q 10.20** The position vector of the point which divides the join of points  $2\vec{a} - 3\vec{b}$  and  $\vec{a} + \vec{b}$  in the ratio 3 : 1 is:

- (A)  $\frac{3\vec{a} - 2\vec{b}}{2}$   
 (B)  $\frac{7\vec{a} - 8\vec{b}}{4}$   
 (C)  $\frac{3\vec{a}}{4}$   
 (D)  $\frac{5\vec{a}}{4}$ .

**SOLUTION**

**Correct option: (D)**  $\frac{5\vec{a}}{4}$ .

**Concept used.** Internal section formula:  $\vec{r} = \frac{m\vec{Q} + n\vec{P}}{m + n}$  when  $R$  divides  $PQ$  in ratio  $m : n$  internally.

**Step 1.** Here  $P = 2\vec{a} - 3\vec{b}$ ,  $Q = \vec{a} + \vec{b}$ ,  $m : n = 3 : 1$ .

**Step 2.**  $\vec{r} = \frac{3(\vec{a} + \vec{b}) + 1(2\vec{a} - 3\vec{b})}{3 + 1} = \frac{3\vec{a} + 3\vec{b} + 2\vec{a} - 3\vec{b}}{4} = \frac{5\vec{a}}{4}$ .

**Final Answer:** Option (D):  $\frac{5\vec{a}}{4}$ .

**Q 10.21** The vector having initial and terminal points as  $(2, 5, 0)$  and  $(-3, 7, 4)$ , respectively, is:

- (A)  $-\hat{i} + 12\hat{j} + 4\hat{k}$   
 (B)  $5\hat{i} + 2\hat{j} - 4\hat{k}$   
 (C)  $-5\hat{i} + 2\hat{j} + 4\hat{k}$   
 (D)  $\hat{i} + \hat{j} + \hat{k}$ .

#### SOLUTION

**Correct option: (C)**  $-5\hat{i} + 2\hat{j} + 4\hat{k}$ .

**Concept used.** For initial point  $P(x_1, y_1, z_1)$  and terminal point  $Q(x_2, y_2, z_2)$ :

$$\vec{PQ} = (x_2 - x_1, y_2 - y_1, z_2 - z_1).$$

**Step 1.**  $\vec{PQ} = (-3 - 2, 7 - 5, 4 - 0) = (-5, 2, 4)$ .

**Final Answer:** Option (C):  $-5\hat{i} + 2\hat{j} + 4\hat{k}$ .

**Q 10.22** The angle between two vectors  $\vec{a}$  and  $\vec{b}$  with magnitudes  $\sqrt{3}$  and 4, respectively, and  $\vec{a} \cdot \vec{b} = 2\sqrt{3}$  is:

- (A)  $\pi/6$  (B)  $\pi/3$  (C)  $\pi/2$  (D)  $5\pi/2$ .

#### SOLUTION

**Correct option: (B)**  $\pi/3$ .

**Concept used.**  $\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}$ .

**Step 1.**  $\cos \theta = \frac{2\sqrt{3}}{\sqrt{3} \cdot 4} = \frac{2\sqrt{3}}{4\sqrt{3}} = \frac{1}{2}$ .

**Step 2.**  $\theta = \cos^{-1}(1/2) = \pi/3$ .

**Final Answer:** Option (B):  $\pi/3$ .

**Q 10.23** Find the value of  $\lambda$  such that the vectors  $\vec{a} = 2\hat{i} + \lambda\hat{j} + \hat{k}$  and  $\vec{b} = \hat{i} + 2\hat{j} + 3\hat{k}$  are orthogonal:

- (A) 0 (B) 1 (C)  $3/2$  (D)  $-5/2$ .

## SOLUTION

**Correct option: (D)**  $-5/2$ .

**Concept used.** Two non-zero vectors are orthogonal iff  $\vec{a} \cdot \vec{b} = 0$ .

**Step 1.**  $\vec{a} \cdot \vec{b} = (2)(1) + (\lambda)(2) + (1)(3) = 2 + 2\lambda + 3 = 5 + 2\lambda$ .

**Step 2.** Set = 0:  $2\lambda = -5 \Rightarrow \lambda = -5/2$ .

**Final Answer:** Option (D):  $\lambda = -5/2$ .

**Q 10.24** The value of  $\lambda$  for which the vectors  $3\hat{i} - 6\hat{j} + \hat{k}$  and  $2\hat{i} - 4\hat{j} + \lambda\hat{k}$  are parallel is:

(A)  $2/3$  (B)  $3/2$  (C)  $5/2$  (D)  $2/5$ .

## SOLUTION

**Correct option: (A)**  $2/3$ .

**Concept used.** Two vectors are parallel iff corresponding components are proportional:

$$\frac{a_1}{b_1} = \frac{a_2}{b_2} = \frac{a_3}{b_3}.$$

**Step 1.** Ratios:  $\frac{3}{2} = \frac{-6}{-4} = \frac{3}{2}$ . The  $z$ -component must satisfy  $\frac{1}{\lambda} = \frac{3}{2} \Rightarrow \lambda = 2/3$ .

**Final Answer:** Option (A):  $\lambda = 2/3$ .

**Q 10.25** The vectors from origin to points  $A$  and  $B$  are  $\vec{a} = 2\hat{i} - 3\hat{j} + 2\hat{k}$  and  $\vec{b} = 2\hat{i} + 3\hat{j} + \hat{k}$ , respectively, then the area of triangle  $OAB$  is:

(A)  $\sqrt{340}$  (B)  $\sqrt{25}$  (C)  $\sqrt{229}$  (D)  $\frac{1}{2}\sqrt{229}$ .

## SOLUTION

**Correct option: (D)**  $\frac{1}{2}\sqrt{229}$ .

**Concept used.** Area of triangle with one vertex at origin is  $\frac{1}{2}|\vec{a} \times \vec{b}|$ .

**Step 1.** Cross:  $\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & -3 & 2 \\ 2 & 3 & 1 \end{vmatrix} = \hat{i}(-3 - 6) - \hat{j}(2 - 4) + \hat{k}(6 + 6) = -9\hat{i} + 2\hat{j} + 12\hat{k}$ .

**Step 2.** Magnitude:  $\sqrt{81 + 4 + 144} = \sqrt{229}$ . Area =  $\frac{1}{2}\sqrt{229}$ .

**Final Answer:** Option (D):  $\frac{1}{2}\sqrt{229}$ .

**Q 10.26** For any vector  $\vec{a}$ , the value of  $(\vec{a} \times \hat{i})^2 + (\vec{a} \times \hat{j})^2 + (\vec{a} \times \hat{k})^2$  is equal to:  
 (A)  $\vec{a}^2$  (B)  $3\vec{a}^2$  (C)  $4\vec{a}^2$  (D)  $2\vec{a}^2$ .

#### SOLUTION

**Correct option:** (D)  $2\vec{a}^2$ .

**Concept used.** If  $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}$ , compute each cross with a basis vector explicitly.

**Step 1.**  $\vec{a} \times \hat{i} = (0, a_3, -a_2)$ , so  $|\vec{a} \times \hat{i}|^2 = a_2^2 + a_3^2$ .

**Step 2.** Similarly  $|\vec{a} \times \hat{j}|^2 = a_1^2 + a_3^2$ ,  $|\vec{a} \times \hat{k}|^2 = a_1^2 + a_2^2$ .

**Step 3.** Sum:  $2(a_1^2 + a_2^2 + a_3^2) = 2|\vec{a}|^2$ .

**Final Answer:** Option (D):  $2|\vec{a}|^2$ .

**Q 10.27** If  $|\vec{a}| = 10$ ,  $|\vec{b}| = 2$  and  $\vec{a} \cdot \vec{b} = 12$ , then value of  $|\vec{a} \times \vec{b}|$  is:  
 (A) 5 (B) 10 (C) 14 (D) 16.

#### SOLUTION

**Correct option:** (D) 16.

**Concept used.** Lagrange's identity:  $|\vec{a} \times \vec{b}|^2 + (\vec{a} \cdot \vec{b})^2 = |\vec{a}|^2|\vec{b}|^2$ .

**Step 1.**  $|\vec{a}|^2|\vec{b}|^2 = 100 \cdot 4 = 400$ .

**Step 2.**  $|\vec{a} \times \vec{b}|^2 = 400 - 144 = 256$ , so  $|\vec{a} \times \vec{b}| = 16$ .

**Final Answer:** Option (D): 16.

**Q 10.28** The vectors  $\lambda\hat{i} + \hat{j} + 2\hat{k}$ ,  $\hat{i} + \lambda\hat{j} - \hat{k}$  and  $2\hat{i} - \hat{j} + \lambda\hat{k}$  are coplanar if:  
 (A)  $\lambda = -2$  (B)  $\lambda = 0$  (C)  $\lambda = 1$  (D)  $\lambda = -1$ .

## SOLUTION

**Correct option: (A)**  $\lambda = -2$ .

**Concept used.** Three vectors are coplanar iff their scalar triple product is zero:

$$\begin{vmatrix} \lambda & 1 & 2 \\ 1 & \lambda & -1 \\ 2 & -1 & \lambda \end{vmatrix} = 0.$$

**Step 1.** Expand:

$$\lambda(\lambda^2 - 1) - 1(\lambda + 2) + 2(-1 - 2\lambda) = \lambda^3 - \lambda - \lambda - 2 - 2 - 4\lambda = \lambda^3 - 6\lambda - 4.$$

**Step 2.** Set = 0:  $\lambda^3 - 6\lambda - 4 = 0$ . Test  $\lambda = -2$ :  $-8 + 12 - 4 = 0$ . ✓

**Final Answer:** Option (A):  $\lambda = -2$ .

**Q 10.29** If  $\vec{a}, \vec{b}, \vec{c}$  are unit vectors such that  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$ , then the value of  $\vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{c} + \vec{c} \cdot \vec{a}$  is:

(A) 1 (B) 3 (C)  $-3/2$  (D) None of these.

## SOLUTION

**Correct option: (C)**  $-3/2$ .

**Concept used.** Square the closure  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$  via the dot product.

**Step 1.**  $|\vec{a} + \vec{b} + \vec{c}|^2 = 0$ . Expand:

$$|\vec{a}|^2 + |\vec{b}|^2 + |\vec{c}|^2 + 2(\vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{c} + \vec{c} \cdot \vec{a}) = 0.$$

**Step 2.** Unit vectors:  $3 + 2S = 0 \Rightarrow S = -3/2$ .

**Final Answer:** Option (C):  $-3/2$ .

**Q 10.30** Projection vector of  $\vec{a}$  on  $\vec{b}$  is:

- (A)  $\left(\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2}\right)\vec{b}$   
 (B)  $\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|}$   
 (C)  $\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$   
 (D)  $\left(\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2}\right)\hat{b}$ .

## SOLUTION

**Correct option: (A)**  $\left(\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2}\right)\vec{b}$ .

**Concept used.** The vector projection of  $\vec{a}$  on  $\vec{b}$  is the scalar projection times the unit vector  $\hat{b}$ , i.e.  $\left(\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|}\right)\hat{b} = \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2}\right)\vec{b}$ .

**Step 1.** Definition:  $\text{proj}_{\vec{b}}\vec{a} = (\vec{a} \cdot \hat{b})\hat{b} = \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{b}|}\right) \cdot \frac{\vec{b}}{|\vec{b}|} = \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2}\vec{b}$ .

**Final Answer:** Option (A).

**Q 10.31** If  $\vec{a}, \vec{b}, \vec{c}$  are three vectors such that  $\vec{a} + \vec{b} + \vec{c} = \vec{0}$  and  $|\vec{a}| = 2, |\vec{b}| = 3, |\vec{c}| = 5$ , then value of  $\vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{c} + \vec{c} \cdot \vec{a}$  is:

(A) 0 (B) 1 (C) -19 (D) 38.

## SOLUTION

**Correct option: (C)** -19.

**Concept used.** Square the closure and read off the pairwise-dot sum.

**Step 1.**  $|\vec{a} + \vec{b} + \vec{c}|^2 = 0 \Rightarrow 4 + 9 + 25 + 2S = 0 \Rightarrow 38 + 2S = 0 \Rightarrow S = -19$ .

**Final Answer:** Option (C): -19.

**Q 10.32** If  $|\vec{a}| = 4$  and  $-3 \leq \lambda \leq 2$ , then the range of  $|\lambda\vec{a}|$  is:

(A) [0, 8] (B) [-12, 8] (C) [0, 12] (D) [8, 12].

## SOLUTION

**Correct option: (C)** [0, 12].

**Concept used.**  $|\lambda\vec{a}| = |\lambda| |\vec{a}|$ .

**Step 1.**  $|\lambda|$  ranges over [0, 3] for  $\lambda \in [-3, 2]$ .

**Step 2.** Hence  $|\lambda\vec{a}| = 4|\lambda| \in [0, 12]$ .

**Final Answer:** Option (C): [0, 12].

**Q 10.33** The number of vectors of unit length perpendicular to the vectors  $\vec{a} =$

$2\hat{i} + \hat{j} + 2\hat{k}$  and  $\vec{b} = \hat{j} + \hat{k}$  is:

(A) one (B) two (C) three (D) infinite.

#### SOLUTION

**Correct option: (B) two.**

**Concept used.** For any pair of non-parallel non-zero vectors, exactly two unit vectors are perpendicular to both, namely  $\pm \frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$ .

**Step 1.**  $\vec{a} \nparallel \vec{b}$  (components not proportional). Two unit normals exist.

**Final Answer:** Option (B): two.

**Q 10.34** The vector  $\vec{a} + \vec{b}$  bisects the angle between the non-collinear vectors  $\vec{a}$  and  $\vec{b}$  if \_\_\_\_\_.

#### SOLUTION

**Concept used.** The diagonal of the parallelogram with sides  $\vec{a}, \vec{b}$  bisects the angle between them iff the parallelogram is a rhombus, i.e.  $|\vec{a}| = |\vec{b}|$ .

**Step 1.** For the sum  $\vec{a} + \vec{b}$  to bisect the angle, the sides must have equal magnitudes:  
 $|\vec{a}| = |\vec{b}|$ .

**Final Answer:** Blank:  $|\vec{a}| = |\vec{b}|$ .

**Q 10.35** If  $\vec{r} \cdot \vec{a} = 0$ ,  $\vec{r} \cdot \vec{b} = 0$  and  $\vec{r} \cdot \vec{c} = 0$  for some non-zero vector  $\vec{r}$ , then the value of  $\vec{a} \cdot (\vec{b} \times \vec{c})$  is \_\_\_\_\_.

#### SOLUTION

**Concept used.** If a non-zero  $\vec{r}$  is perpendicular to all of  $\vec{a}, \vec{b}, \vec{c}$ , then  $\vec{a}, \vec{b}, \vec{c}$  are coplanar (they all lie in the plane normal to  $\vec{r}$ ). Coplanar vectors have zero scalar triple product.

**Step 1.** Coplanarity  $\Leftrightarrow [\vec{a} \vec{b} \vec{c}] = \vec{a} \cdot (\vec{b} \times \vec{c}) = 0$ .

**Final Answer:** Blank: 0.

**Q 10.36** The vectors  $\vec{a} = 3\hat{i} - 2\hat{j} + 2\hat{k}$  and  $\vec{b} = -\hat{i} - 2\hat{k}$  are the adjacent sides of a parallelogram. The acute angle between its diagonals is \_\_\_\_\_.

**SOLUTION**

**Concept used.** Diagonals of the parallelogram:  $\vec{d}_1 = \vec{a} + \vec{b}$ ,  $\vec{d}_2 = \vec{a} - \vec{b}$ . Use

$\cos \theta = \frac{\vec{d}_1 \cdot \vec{d}_2}{|\vec{d}_1||\vec{d}_2|}$  and take the acute branch.

**Step 1.**  $\vec{d}_1 = (2, -2, 0)$ ,  $\vec{d}_2 = (4, -2, 4)$ .

**Step 2.** Dot:  $\vec{d}_1 \cdot \vec{d}_2 = 8 + 4 + 0 = 12$ .

**Step 3.** Magnitudes:  $|\vec{d}_1| = \sqrt{4+4} = 2\sqrt{2}$ ,  $|\vec{d}_2| = \sqrt{16+4+16} = 6$ .

**Step 4.**  $\cos \theta = \frac{12}{2\sqrt{2} \cdot 6} = \frac{12}{12\sqrt{2}} = \frac{1}{\sqrt{2}} \Rightarrow \theta = \pi/4$ .

**Final Answer:** Blank:  $\pi/4$  (i.e.  $45^\circ$ ).

**Q 10.37** The values of  $k$  for which  $|k\vec{a}| < |\vec{a}|$  and  $k\vec{a} + \frac{1}{2}\vec{a}$  is parallel to  $\vec{a}$  holds true are \_\_\_\_\_.

**SOLUTION**

**Concept used.**  $|k\vec{a}| = |k||\vec{a}| < |\vec{a}|$  gives  $|k| < 1$ . Any non-zero scalar combination of  $\vec{a}$  is parallel to  $\vec{a}$ , so the second condition is automatic, except we must exclude  $k = -1/2$  (which makes the sum the zero vector).

**Step 1.**  $|k| < 1$  gives  $k \in (-1, 1)$ .

**Step 2.** Combined with  $k \neq -1/2$ :  $k \in (-1, 1) \setminus \{-1/2\}$ .

**Final Answer:** Blank:  $k \in (-1, 1)$ ,  $k \neq -1/2$ .

**Q 10.38** The value of the expression  $|\vec{a} \times \vec{b}|^2 + (\vec{a} \cdot \vec{b})^2$  is \_\_\_\_\_.

**SOLUTION**

**Concept used.** Lagrange's identity:  $|\vec{a} \times \vec{b}|^2 + (\vec{a} \cdot \vec{b})^2 = |\vec{a}|^2|\vec{b}|^2$ .

**Step 1.** Direct application.

**Final Answer:** Blank:  $|\vec{a}|^2|\vec{b}|^2$ .

**Q 10.39** If  $|\vec{a} \times \vec{b}|^2 + |\vec{a} \cdot \vec{b}|^2 = 144$  and  $|\vec{a}| = 4$ , then  $|\vec{b}|$  is equal to \_\_\_\_\_.

#### SOLUTION

**Concept used.** Lagrange's identity.

**Step 1.**  $|\vec{a}|^2|\vec{b}|^2 = 144 \Rightarrow 16|\vec{b}|^2 = 144 \Rightarrow |\vec{b}|^2 = 9 \Rightarrow |\vec{b}| = 3$ .

**Final Answer:** Blank:  $|\vec{b}| = 3$ .

**Q 10.40** If  $\vec{a}$  is any non-zero vector, then  $(\vec{a} \cdot \hat{i})\hat{i} + (\vec{a} \cdot \hat{j})\hat{j} + (\vec{a} \cdot \hat{k})\hat{k}$  equals \_\_\_\_\_.

#### SOLUTION

**Concept used.** The scalar projections of  $\vec{a}$  on the basis vectors are exactly the components  $a_1, a_2, a_3$  of  $\vec{a}$ .

**Step 1.**  $\vec{a} \cdot \hat{i} = a_1, \vec{a} \cdot \hat{j} = a_2, \vec{a} \cdot \hat{k} = a_3$ .

**Step 2.** Sum:  $a_1\hat{i} + a_2\hat{j} + a_3\hat{k} = \vec{a}$ .

**Final Answer:** Blank:  $\vec{a}$ .

**Q 10.41** If  $|\vec{a}| = |\vec{b}|$ , then necessarily it implies  $\vec{a} = \pm\vec{b}$ . True or False?

#### SOLUTION

**Answer:** False.

**Concept used.** Magnitude tells us the length only, not the direction. Two vectors can have equal magnitudes yet point in entirely different directions.

**Step 1.** Counter-example:  $\vec{a} = \hat{i}, \vec{b} = \hat{j}$ . Both have magnitude 1 but  $\vec{a} \neq \pm\vec{b}$ .

**Final Answer:** False (equal magnitude  $\neq$  equal direction).

**Q 10.42** Position vector of a point  $P$  is a vector whose initial point is origin. True or False?

**SOLUTION**

**Answer: True.**

**Concept used.** By definition, the position vector of a point  $P$  is  $\vec{OP}$ , where  $O$  is the origin.

**Step 1.** Standard definition. True.

**Final Answer:** True.

**Q 10.43** If  $|\vec{a} + \vec{b}| = |\vec{a} - \vec{b}|$ , then the vectors  $\vec{a}$  and  $\vec{b}$  are orthogonal. True or False?

**SOLUTION**

**Answer: True.**

**Concept used.** Square both sides and expand:

$$|\vec{a}|^2 + 2\vec{a} \cdot \vec{b} + |\vec{b}|^2 = |\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + |\vec{b}|^2 \Rightarrow 4\vec{a} \cdot \vec{b} = 0 \Rightarrow \vec{a} \cdot \vec{b} = 0, \text{ i.e. orthogonal.}$$

**Step 1.** Square; cancel; conclude orthogonality.

**Final Answer:** True.

**Q 10.44** The formula  $(\vec{a} + \vec{b})^2 = \vec{a}^2 + \vec{b}^2 + 2\vec{a} \times \vec{b}$  is valid for non-zero vectors  $\vec{a}$  and  $\vec{b}$ . True or False?

**SOLUTION**

**Answer: False.**

**Concept used.** The correct expansion is  $|\vec{a} + \vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 + 2\vec{a} \cdot \vec{b}$ , with the dot product, not the cross product. The cross product returns a vector and cannot be added to scalars  $|\vec{a}|^2$  and  $|\vec{b}|^2$ .

**Step 1.** Correct identity uses  $\vec{a} \cdot \vec{b}$ , not  $\vec{a} \times \vec{b}$ .

**Final Answer:** False.

**Q 10.45** If  $\vec{a}$  and  $\vec{b}$  are adjacent sides of a rhombus, then  $\vec{a} \cdot \vec{b} = 0$ . True or False?

## SOLUTION

**Answer: False.**

**Concept used.** A rhombus has all four sides of equal length, but adjacent sides are not generally perpendicular (that would make it a square). The diagonals of a rhombus are perpendicular, not the sides.

**Step 1.** In general  $\vec{a} \cdot \vec{b} \neq 0$  for a rhombus. The condition  $\vec{a} \cdot \vec{b} = 0$  identifies a square.

**Final Answer:** False.

## Key Takeaways

- A unit vector is obtained by dividing a non-zero vector by its magnitude:  $\hat{a} = \vec{a}/|\vec{a}|$ . Direction cosines always satisfy  $l^2 + m^2 + n^2 = 1$ .
- Section formula (internal  $m:n$ ):  $\vec{r} = (m\vec{b} + n\vec{a})/(m + n)$ ; external:  $(m\vec{b} - n\vec{a})/(m - n)$ . Translating "produced to" into a ratio is the standard CBSE trick.
- Dot product handles angles and projections; cross product handles areas, perpendiculars, and parallelism. Use Lagrange's identity  $|\vec{a} \times \vec{b}|^2 + (\vec{a} \cdot \vec{b})^2 = |\vec{a}|^2|\vec{b}|^2$  to convert between them.
- Area of triangle =  $\frac{1}{2}|\vec{AB} \times \vec{AC}|$  and area of parallelogram by diagonals =  $\frac{1}{2}|\vec{d}_1 \times \vec{d}_2|$  are the two highest-frequency 5-mark templates.
- Three vectors are coplanar iff their scalar triple product  $\vec{a} \cdot (\vec{b} \times \vec{c}) = 0$ , equivalently iff their  $3 \times 3$  determinant vanishes.

End of NCERT Exemplar Problems