

PLANES V1.10

This program from the field of Vector Algebra treats some exercises concerning a plane in combination with a straight line or a point. It determines for:

plane-plane: - if parallel, the distance or the intersection line and intersection angle,

plane – straight line: if parallel, the distance, otherwise the intersection point and intersection angle,

plane – point: the distance

The plane accepts the input for a plane either in parameter form:

$$E: \mathbf{p} + \lambda * \mathbf{n} + \mu * \mathbf{m} \quad \text{(I)}$$

(\mathbf{p} : $\{p_x, p_y, p_z\}$: point in the plane, \mathbf{n} $\{n_x, n_y, n_z\}$ and \mathbf{m} $\{m_x, m_y, m_z\}$: vectors in the plane)

or in normal vector form:

$$E: \mathbf{n} * (\mathbf{x} - \mathbf{p}) = 0 \quad \text{(II)}$$

(\mathbf{n} $\{n_x, n_y, n_z\}$: normal or perpendicular vector, \mathbf{p} : $\{p_x, p_y, p_z\}$: point in the plane). While case (I) requires the input of \mathbf{p} , \mathbf{n} , and \mathbf{m} , vector \mathbf{m} in case (II) has to be entered as $\{0,0,0\}$, cf. example 1. If the equation of the plane is given in Cartesian coordinates as (III): $\mathbf{a} * \mathbf{x} + \mathbf{b} * \mathbf{y} + \mathbf{c} * \mathbf{z} = \mathbf{d}$, proceed as follows to transform it to (II): the coefficients \mathbf{a} , \mathbf{b} , \mathbf{c} are equivalent to $\{n_x, n_y, n_z\}$. Then set two values of \mathbf{p} in advance, e.g. p_x and p_y and calculate p_z by replacing x and y in (III):

($\mathbf{d} - (p_x * \mathbf{a} + p_y * \mathbf{b}) / \mathbf{c} = p_z$). The vector \mathbf{p} now is $\{p_x, p_y, p_z\}$.

A straight line is defined by the equation $\mathbf{r} + \lambda * \mathbf{a}$, where \mathbf{r} is the point vector $\{r_x, r_y, r_z\}$ and \mathbf{a} describes the direction vector $\{a_x, a_y, a_z\}$. So the entry here has to be made for $\{r_x, r_y, r_z\}$ and $\{a_x, a_y, a_z\}$.

The entry for a point P_0 has to be executed as $\{p_{0x}, p_{0y}, p_{0z}\}$. **Be sure to start each entry with a brace { (the }-brace may be omitted) and to enter a negative coordinate with the (-) - key !**

To run the program, press **prgm**, select **EXEC**, PLANES and press **enter**. Press **enter** again and follow the instructions for the following example.

EXAMPLE 1: Given are the planes **E1**: $x + 5*y - 3*z = -2$ and **E2**: $\{0,1,1\} + \lambda * \{-1/2,-1,1\} + \mu * \{-5/2,1,2\}$. Check their properties.

First change E1 to the P,n – form (II). Assume $P_{1x}=1$ and $P_{1y}=0$ and replace x and y in (III) by these quantities. You get $z=P_{1z} = (-2-(1*1+0*5))/(-3) = 1$. So the vector $\mathbf{p}_1 = \{1,0,1\}$, $\mathbf{n}_1 = \{1,5,-3\}$ and **E1** = $\{1,5,-3\} * (\mathbf{x} - \{1,0,1\}) = 0$. After you have started the program, the screen displays:

PLANE 1:

$$P1 + \lambda * \{N1\} + \mu * \{M1\}$$

OR IF $\{M1\} = \{0,0,0\}$:

$$N1 * (\mathbf{X} - P1) = 0$$

POINT VECTOR P1: Input: **{1,0,1 enter**

VECTOR N1: Input: **{1,5,-3 enter**

VECTOR M1: Input: **{0,0,0 enter**. Now the program prompts to enter the next figure:

SELECT

1: PLANE-PLANE

2: PLANE-LINE

3: PLANE-POINT

Press enter or **1** (default) and continue:

PLANE 2:

$$P2 + \lambda * \{N2\} + \mu * \{M2\}$$

OR IF $\{M2\} = \{0,0,0\}$:

$$N2 * (\mathbf{X} - P2) = 0$$

POINT VECTOR P2: Input: **{0,1,1 enter**

VECTOR N2: Input: **{-1/2,-1,1 enter**

VECTOR M2: Input: **{-5/2,1,2 enter**

The result is:

SECTION LINE: $R + \mu A$

R: $\{0, 5/13, 17/13\}$ (-----> stored in list \mathbf{LH})

A: $\{-39/2, 12, 27/2\}$ (-----> stored in list \mathbf{LQ})

α° : $86^\circ 46' 12.137''$ (Planes are not parallel !)

The equation of the straight line of intersection L_1 is : $\{0, 5/13, 17/13\} + \mu\{-39/2, 12, 27/2\} = \{-39/2*\mu, 5/13+12*\mu, 17/13+27/2*\mu\}$.

EXAMPLE 2:

Check the condition between plane **E1**: $p1=\{1,5,2\}$, $n1=\{2,1,3\}$ and line **G1**: $\{0,1,-1\} + \lambda\{-1,-4,2\}$.

Start the program and make the following inputs:

PLANE 1:

$P1 + \lambda\{N1\} + \mu\{M1\}$

OR IF $\{M1\}=\{0,0,0\}$:

$N1*(X-P1)=0$

POINT VECTOR P1: Input: **{1,5,2 enter}**

VECTOR N1: Input: **{2,1,3 enter}** . Now the program prompts to select figure 2:

VECTOR M1: Input: **{0,0,0 enter}**

SELECT

1: PLANE-PLANE

2: PLANE-LINE

3: PLANE-POINT

Press **2** and continue:

STRAIGHT LINE: $R + \lambda A$

POINT VECTOR R: Input: **{0,1,-1 enter}**

DIRECTION VECTOR A: Input: **{-1,-4,2 enter}**

Result:

PLANE AND LINE PARALLEL!

DISTANCE: 4.0089186

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