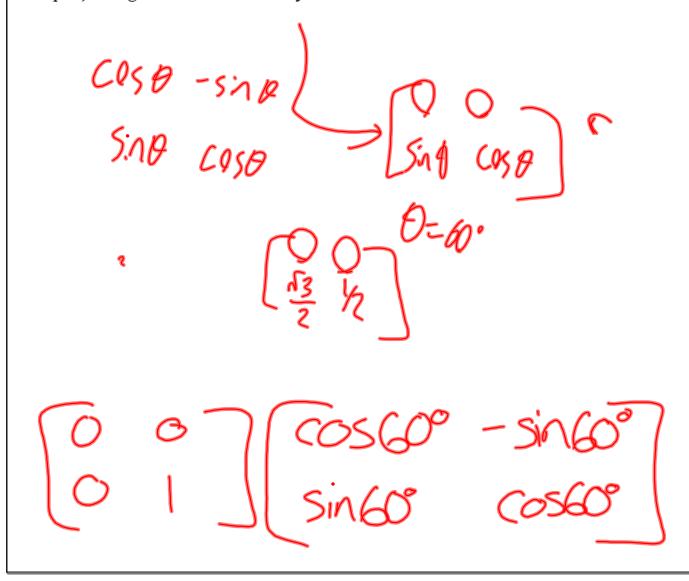
1. What matrix has the effect of rotating every vector through 60° and then projecting the result onto the *y*-axis?



2. What matrix represents projection onto the *y*-axis followed by reflection over the *x*-axis?

Projection: Reflection:
$$\begin{bmatrix}
0 & 0 \\
0 & 1
\end{bmatrix}$$

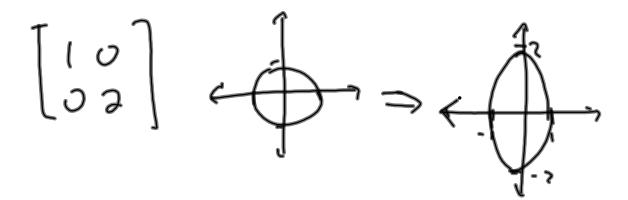
$$\begin{bmatrix}
1 & 0 \\
0 & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 \\
0 & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 \\
0 & -1
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 \\
0 & -1
\end{bmatrix}$$

3. What matrix produces a stretching in the y-direction by a factor of 2? Then, Draw the circle $x^2 + y^2 = 1$ and its result from multiplication by the matrix from the previous part.



- 4. State the matrix for the given transformation and its result.
 - a. (1, 2) after rotation by 30°
 - b. (3, -2) after reflection over y = 2x

 α .)

$$\begin{bmatrix}
\cos 3\alpha & -\sin 3\alpha \\
\sin 3\alpha & \cos 3\alpha
\end{bmatrix}
\begin{bmatrix}
1 \\
2
\end{bmatrix} =$$

Cos 30-25in 30

\$\sin 30 \tau 200530

 $O = tan^{-1}$

3cos 2 (tan-1(2)) -2sin2(tan-1(2)) 3sin2(tan-1(2))+2cos2(tan-1(2))

- 5. What 3 by 3 matrices represent the transformations that
 - a. project every vector onto the *x-y* plane?
 - b. reflect every vector through the *x-y* plane?
 - c. rotate the x-y plane through 90°, leaving the z-axis alone?

a)
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$
 $\times \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} x \\ y \\ 0 \end{bmatrix}$
b) $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
c) $\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$
c) $\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

6. Suppose a linear T transforms (1, 1) to (2, 2) and (2, 0) to (0, 0). Find T(v) when (a) v = (2,2). (b) v = (3,1). (c) v = (-1,1). (d) v = (a, b).

- 7. (a) What matrix transforms (1, 0) into (1, 5) and transforms (0,1) to (2, 2)?
 - (b) What matrix transforms (1, 5) to (1,0) and (2, 2) to (0,1)?
 - (c) Why does no matrix transform (1, 5) to (1,0) and (2, 10) to (0,1)?