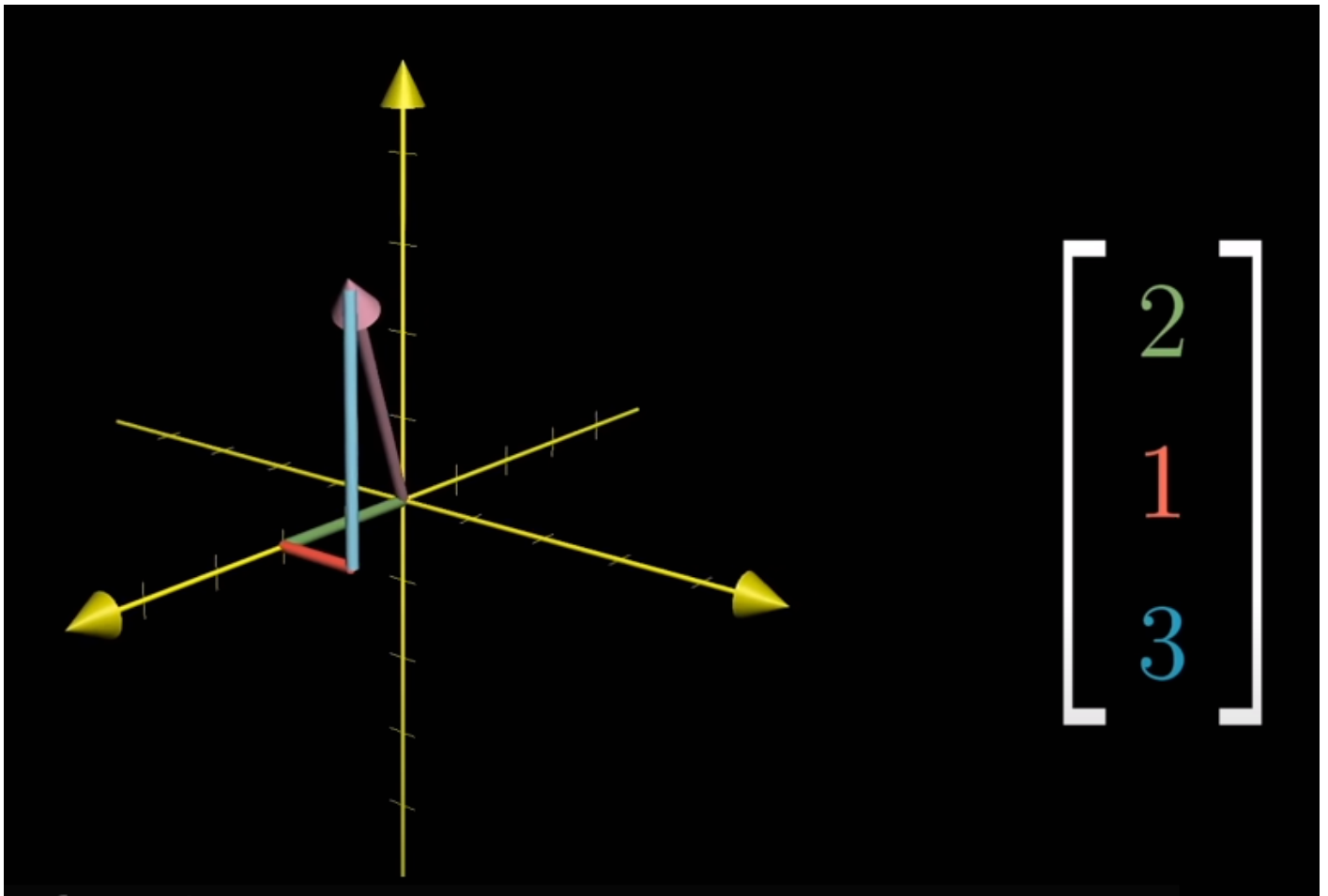


3D Cartesian Coordinate System

3D Cartesian Coordinate System

Properties:



- **x-axis** is the horizontal axis
- **y-axis** is the vertical axis
- **z-axis** is axis perpendicular to the x-y plane, pointing outward or inward.
 - Look into left hand and right hand rule
- The point of intersection of the axes is called the Origin, denoted as (0,0,0).
- A point in the plane is represented by an ordered pair (x, y, z)
- A vector in space is represented in above image, where the tail sits on the Origin extends to the arrow tip

Revision #4

Created 5 February 2024 03:46:26 by victor

Updated 9 February 2024 07:21:00 by victor