1. Let $\vec{p} = \langle 2, k, 0 \rangle$ and $\vec{q} = \langle -2, 1, 1 \rangle$.

(a) [3 points] Find k such that $\vec{p} \cdot \vec{q} = -4$.

$$\vec{p} \cdot \vec{q} = -4$$

 $\langle 2, k, 0 \rangle \cdot \langle -2, 1, 1 \rangle = -4$
 $-4 + k = -4$
 $k = 0$

(b) [3 points] Find $\vec{p} \times \vec{q}$ (you may plug in your answer from (a) for t).

$$\vec{p} \times \vec{q} = \begin{vmatrix} i & j & k \\ 2 & 0 & 0 \\ -2 & 1 & 1 \end{vmatrix} = i(0) - j(2-0) + k(2-0) = i(0) - j(2-0) + k(2-0)$$

THERE IS A QUESTION ON THE BACK.

2. [4 points] Find the p	int of intersection between $x + y + z = 0$ and the
line:	

	$\frac{x-1}{2} = \frac{y-2}{-1} = \frac{z-3}{-2}$		
get x, z in terms of y:	$\frac{x-1}{2} = \frac{y-2}{-1} \\ 1-x = 2y-4$	$\frac{y-2}{-1} = \frac{z-3}{-2} + -2y = 3-z$	
	5-2y = x	2y-1 = Z	
plug into plane:	5-2y + y + y+4 y		
use y to find x,z:	5-2(-4) = X 5+8 = X 13 = X	2(-4)-4 = Z -8-4 = Z -9 = Z	

so the point of intersection is (13,-4,-9).

note that this is just one way to solve this problem.