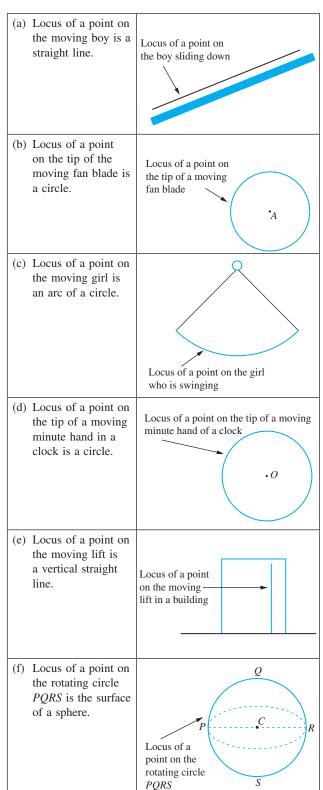
Fully-Worked Solutions

CHAPTER

Loci in Two Dimensions

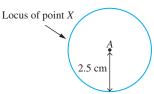


- 1 (a) Locus of point P is an arc of a circle.
 - (b) Locus of point Q is a circle.
 - (c) Locus of point K is a vertical straight line.
 - (d) Locus of point A is an arc of a circle.
 - (e) Locus of point R is a horizontal straight line.

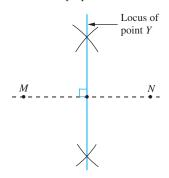


UPSKILL 8.2A

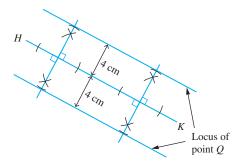
1 Locus of the point X is a circle with radius 2.5 cm and centre at



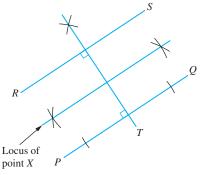
2 Locus of point Y is the perpendicular bisector of MN.



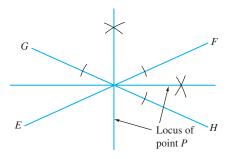
3 The locus of point Q is a pair of parallel lines to the line HK.

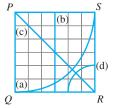


4 The locus of point *X* is the straight line that lies in the middle and parallel to lines PQ and RS.

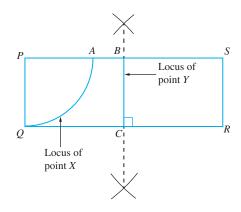


5 The locus of point P is the angle bisector of the angle formed by the intersecting straight lines EF and GH.

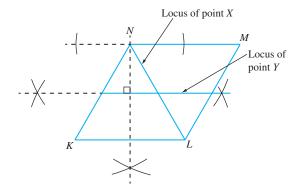




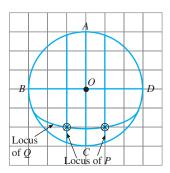
- (a) Locus of W is the arc QS of a circle with radius PQ and centre P.
- (b) Locus of X is the perpendicular bisector of QR.
- (c) Locus of Y is PR, the perpendicular bisector of QS.
- (d) Locus of Z is the arc of a circle with radius 2 units and centre at R
- 7 (a) Locus of point *X* is the arc *QA* of a circle with radius *PQ* and centre at *P*.
 - (b) Locus of point Y is BC, the perpendicular bisector of QR.



- **8** (a) The locus of point *X* is *NL*, the angle bisector of the lines *KN* and *NM*.
 - (b) The locus of point *Y* is the straight line that lies in the middle and parallel to lines *KL* and *NM*.

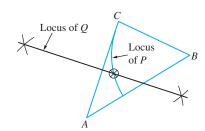


9



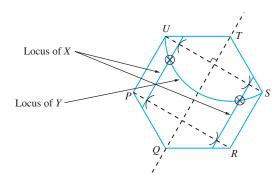
- (a) Locus of *P* is a pair of parallel lines to the line *AC*. Each of the parallel lines is 1 unit from *AC*.
- (b) Locus of Q is the arc of a circle with radius 5 units and centre at A
- (c) The location of the intersection points of the two loci are marked using the symbol '⊗'.

10



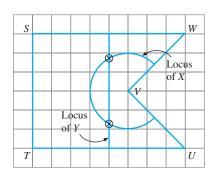
- (a) Locus of the point P is the arc of a circle with radius BC and centre at B.
- (b) Locus of point Q is the perpendicular bisector of AC.
- (c) The location of the intersection point of the two loci is marked using the symbol '⊗'.

11



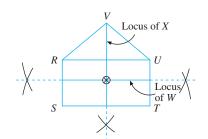
- (a) Locus of *X* is a pair of parallel lines to the line *QT*. Each of the parallel lines is 1 cm from *QT*.
- (b) Locus of Y is the arc of a circle with radius TU and centre at T.
- (c) The location of the intersection points of the two loci are marked using the symbol '⊗'.

12



- (a) Locus of X is the arc of a circle with radius 2 cm and centre
- (b) Locus of Y is the perpendicular bisector of TU.
- (c) The location of the intersection points of the two loci are marked using the symbol ' \otimes '.

13

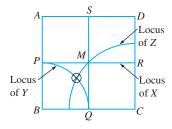


- (a) Locus of W is a straight line that lies in the middle and is parallel to RU and ST.
- (b) Locus of X is the angle bisector between the lines VR and VU.
- (c) The location of the intersection point of the two loci is marked using the symbol '\omega'.
- **14** (a) *SQ*

(b) Q S Locus of X

- (i) Locus of X is the arc PS of a circle with radius 5 units and centre at A.
- (ii) Locus of Y is the angle bisector AC between the lines BC and CD.
- (iii) The location of the intersection point of the two loci is marked using the symbol '⊗'

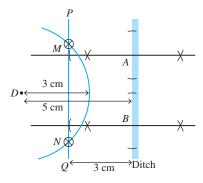
15



- (a) Locus of X is the straight line PR that lies in the middle and is parallel to AD and BC.
- (b) Locus of Y is the arc PQ of a circle with radius 4 cm and centre at B.
- (c) Locus of Z is the arc of a circle with radius CM and centre
- (d) The location of the intersection point of the loci of Y and Z is marked using the symbol '⊗'.

UPSKILL 8.2B

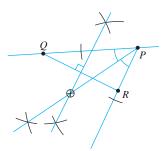
1



Scale = 1 cm : 5 m

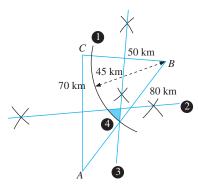
- $\therefore 15 \text{ m} \rightarrow 3 \text{ cm} \text{ and } 25 \text{ m} \rightarrow 5 \text{ cm}$
- 1. Construct the line PQ which is parallel and 3 cm from the
- 2. Construct an arc of a circle with radius 3 cm and centre at D.
- 3. The possible locations of the mango trees are the intersection points of the two loci which are marked using the symbol '⊗'.

2



- 1. Construct the angle bisector between the lines PQ and PR.
- Construct the perpendicular bisector of QR.
- The location of the treasure is the intersection point of the two loci which is marked using the symbol 'S'.

3



Using a scale of 1 cm to represent 10 km,

- 1. Construct an arc with centre B and radius 4.5 cm to cut the sides AB and BC.
- Construct the perpendicular bisector of the line AC.
- 3. Construct the perpendicular bisector of the line BC.
- 4. The possible region for the park is the shaded region enclosed by the arc in step 1, the perpendicular bisector in step 2 and the perpendicular bisector in step 3.

Summative Practice 8

Section A

1 D 2 D 5 C 9 D 7 C 8 C 6 A

Section B

- - E
- **2** (a) *GH*

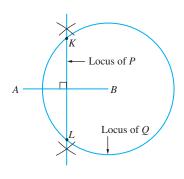
(c) JK

(b) *BF*

- (d) EF and BC
- 3 (a) True
- (c) False
- (b) True
- (d) True

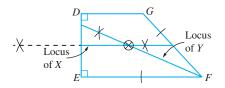
Section C

1 (a)



- (i) Locus of P is the perpendicular bisector of AB.
- (ii) Locus of Q is a circle with radius 3 cm and centre at B.
- (iii) The intersection points of the two loci are marked using the letters K and L.

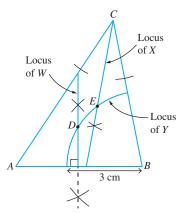
(b)



(i) Locus of X is the perpendicular bisector of DE.

- (ii) Locus of Y is the angle bisector between the lines EF and FG.
- (iii) The location of the intersection point of the two loci is marked using the symbol '⊗'.
- 2 (a) (i) X is a point such that it moves at equal distance from A and N.
 - (ii) Y is a point such that it is equidistant from lines AB and AC.

(b)



- (i) Locus of W is the perpendicular bisector of AB.
- (ii) Locus of X is the angle bisector between the lines AC and BC.
- (iii) Locus of Y is the arc of a circle with radius 3 cm and centre at B.
- (iv) The intersection point of the loci W and Y is marked with the letter D.
- (v) The intersection point of the loci X and Y is marked with the letter E.