

$$\textcircled{1} (x^2 + 4x + 4) - 4 + (y^2 - 8y + 16) - 16 + (z^2 + 6z + 9) - 9 = 7,$$

$$(x+2)^2 - 4 + (y-4)^2 - 16 + (z+3)^2 - 9 = 7$$

$$(x+2)^2 + (y-4)^2 + (z+3)^2 = 36 = 6^2$$

This corresponds to a sphere of radius 6 centered at $(-2, 4, -3)$.

② A non-unit vector in that direction is:

$$\vec{v} = \langle -1, -2, -3 \rangle - \langle 1, 2, -1 \rangle = \langle -2, -4, -2 \rangle.$$

$$\|\vec{v}\| = \sqrt{(-2)^2 + (-4)^2 + (-2)^2} = \sqrt{4 + 16 + 4} = \sqrt{24} = 2\sqrt{6}.$$

A corresponding unit vector is thus:

$$\vec{u} = \frac{1}{2\sqrt{6}} \langle -2, -4, -2 \rangle = \left\langle \frac{-1}{\sqrt{6}}, \frac{-2}{\sqrt{6}}, \frac{-1}{\sqrt{6}} \right\rangle$$

$$\textcircled{3} \vec{B} = \frac{1}{\|\vec{b}\|} \vec{b} = \frac{1}{\sqrt{2}} \langle -1, 0, 1 \rangle = \left\langle \frac{-1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle = \vec{c}$$

$$\vec{v} = (\vec{u} \cdot \vec{c}) \vec{c} = \left(\left\langle \frac{1}{\sqrt{2}}, 2, 3 \right\rangle \cdot \left\langle \frac{-1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle \right) \left\langle \frac{-1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle$$

$$= \sqrt{2} \left\langle \frac{-1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle = \langle -1, 0, 1 \rangle = \vec{v}$$

$$\vec{w} = \vec{u} - \vec{v} = \left\langle \frac{1}{\sqrt{2}}, 2, 3 \right\rangle - \langle -1, 0, 1 \rangle = \langle 2, 2, 2 \rangle = \vec{w}$$

$$\textcircled{4} \vec{r}(t) = \langle 1, 2, 3 \rangle + t(\langle 4, 5, 6 \rangle - \langle 1, 2, 3 \rangle), \text{ i.e.}$$

$$\boxed{\vec{r}(t) = \langle 1, 2, 3 \rangle + t \langle 3, 3, 3 \rangle}.$$

Alternatively, $\vec{r}(t) = t \langle 4, 5, 6 \rangle + (1-t) \langle 1, 2, 3 \rangle$

⑤ Vectors parallel to the plane are $\vec{v} = \langle 1, 0, 1 \rangle - \langle 0, 0, 0 \rangle = \langle 1, 0, 1 \rangle$

and $\vec{w} = \langle 1, 2, 0 \rangle - \langle 0, 0, 0 \rangle = \langle 1, 2, 0 \rangle$. A normal to the plane is thus:

$$\vec{n} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 0 & 1 \\ 1 & 2 & 0 \end{vmatrix} = \vec{i} \begin{vmatrix} 0 & 1 \\ 2 & 0 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 1 \\ 1 & 0 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & 0 \\ 1 & 2 \end{vmatrix}$$

$$= -2\vec{i} + \vec{j} + 2\vec{k} = \langle -2, 1, 2 \rangle, \text{ so an equation}$$

for the plane is $\langle -2, 1, 2 \rangle \cdot (x-0, y-0, z-0) = 0,$

that is, $\boxed{-2x + y + 2z = 0}.$

(6) $\rho^2 = x^2 + y^2 + z^2 = \frac{1}{2} + \frac{1}{2} + 1 = 2$, so $\rho = \sqrt{2}$.

$r = \sqrt{x^2 + y^2}$, and $\tan \varphi = \frac{r}{z} = \frac{1}{-1} = -1$,

so $\varphi = \frac{\pi}{2} + \frac{\pi}{4} = \frac{3\pi}{4}$. $\tan(\theta) = \frac{y}{x} = 1 \Rightarrow \theta = \frac{\pi}{4}$.

The spherical coordinates are thus:

$(\rho, \theta, \varphi) = (\sqrt{2}, \frac{\pi}{4}, \frac{3\pi}{4})$

