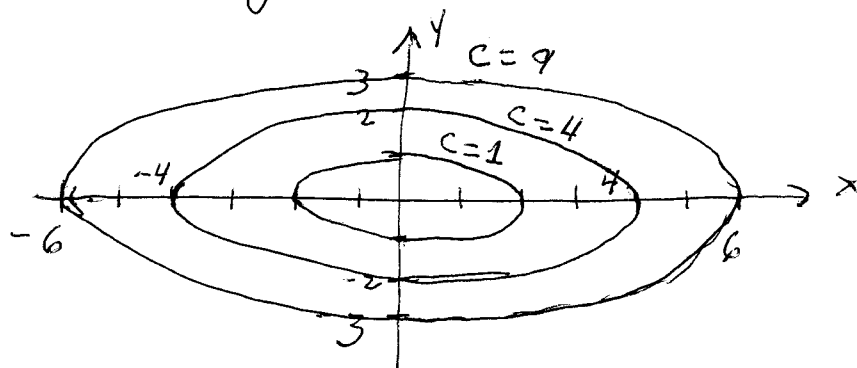


①



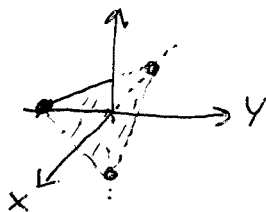
② We compute first a normal vector: Direction vectors can be $(0, -1, 0) - (-1, 0, 0) = (1, -1, 0)$ and $(0, 0, -1) - (-1, 0, 0) = (1, 0, -1)$.

A normal vector to the plane is thus:

$$\begin{aligned} \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -1 & 0 \\ 1 & 0 & -1 \end{vmatrix} &= \vec{i} \begin{vmatrix} -1 & 0 \\ 0 & -1 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 0 \\ 1 & -1 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & -1 \\ 1 & 0 \end{vmatrix} \\ &= \vec{i} + \vec{j} + \vec{k} = (1, 1, 1). \end{aligned}$$

An equation for the plane is thus:

$$(1, 1, 1) \cdot [(x, y, z) - (-1, 0, 0)] = 0, \text{ that is,} \\ x + 1 + y + z = 0, \text{ or } \boxed{x + y + z = -1}.$$



③ A vector perpendicular to the plane is obtained from the coefficients:

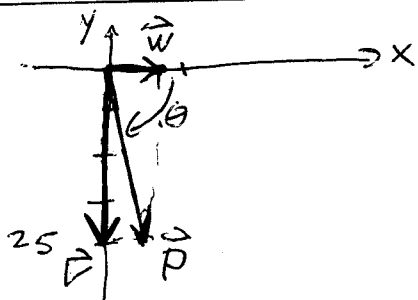
$$\boxed{\vec{n} = (1, -2, 3)}.$$

(4) For $(x, y) \neq (0, 0)$, $f(x, y) = \frac{(x+y)^3}{(x+y)^2} = x+y \rightarrow 0$
as $(x, y) \rightarrow (0, 0)$.

Therefore, $\lim_{(x, y) \rightarrow (0, 0)} \frac{x^3 + 3x^2y + 3xy^2 + y^3}{x^2 + 2xy + y^2} = \boxed{0}$

(5)

(a)



The boat's path is given
by $\vec{p} = \vec{v} + \vec{w}$.

(b) $\vec{p} = (0, -25) + (4, 0) = (4, -25)$,

so $\|\vec{p}\| = \sqrt{25^2 + 4^2} \approx \boxed{25.32 \text{ km/hr}}$

(c) $\theta = \text{atan}\left(\frac{-25}{4}\right) = \text{atan}(-6.25) \approx -1.412 \text{ radians}$,
 $\approx \boxed{-81^\circ}$