Locus

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The collection of all points whose location is determined by some stated law.

e.g. (i) Find the locus of the point which is always 4 units from the origin



$$\sqrt{(x-0)^2 + (y-0)^2} = 4$$

$$x^2 + y^2 = 16$$

(ii) A point moves so that it is always 5 units away from the y axis



(iii) A point moves so that it is always 3 units away from the line y = x + 1



(iv) A point moves so that its distance from the *x* axis is always 5 times as great as its distance from the *y* axis.

 $\begin{array}{c} (0,y) & d & P(x,y) \\ \hline 5d & \sqrt{(x-x)^2 + (y-0)^2} = 5\sqrt{(x-0)^2 + (y-y)^2} \\ \hline y^2 = 25x^2 \\ \hline y = \pm 5x \end{array}$

(v) A point moves so that its distance from (1,2) is the same as its distance from (5,-4).



$$y+1 = \frac{2}{3}(x-3)$$

3y+3=2x-6
2x-3y-9=0

OR $\sqrt{(x-1)^{2} + (y-2)^{2}} = \sqrt{(x-5)^{2} + (y+4)^{2}}$ $x^{2} - 2x + 1 + y^{2} - 4y + 4 = x^{2} - 10x + 25 + y^{2} + 8y + 16$ 8x - 12y - 36 = 0 2x - 3y - 9 = 0

Exercise 9A; 1aceg, 3a, 4, 6, 8, 10, 11, 13, 14