Distance Formula

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

e.g. Find the distance between (-1,3) and (3,5)

$$d = \sqrt{(5-3)^2 + (3+1)^2}$$
$$= \sqrt{2^2 + 4^2}$$
$$= \sqrt{20}$$

$$=\sqrt{20}$$

 $=2\sqrt{5}$ units

The distance formula is finding the length of the hypotenuse, using Pythagoras

$$M = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}\right)$$

e.g. Find the midpoint of (3,4) and (-2,1)

$$M = \left(\frac{3-2}{2}, \frac{4+1}{2}\right)$$
$$= \left(\frac{1}{2}, \frac{5}{2}\right)$$

The midpoint formula averages the x and y values

Using Euclidean Geometry with Cartesian Geometry

The ideas (theorems) from Euclidean Geometry are often used to solve problems in Cartesian Geometry. *Classifying Quadrilaterals*

Quadrilaterals can be classified according to the features they possess. As you branch down the quadrilateral family, the quadrilaterals become more specialised in their features.

Any property that you know about the quadrilaterals a particular shape has branched from can be used for that quadrilateral as well as the specific properties for that shape.

e.g. a rhombus has the properties of a rhombus, parallelogram, trapezium, kite and quadrilateral.





= and parallel, then shape is ||gram





Exercise 7A; 1ad, 2be, 4, 5, 7bc, 8, 9, 10, 12b, 14d, 15, 16ac, 17, 18