Part I: Geometry \& Vectors (You are not responsible for pages marked with an x.)
1 Coordinate Systems
a Rectangular Coordinates - 2D, 3D and nD 1 2 3x
b Distance Formula - 2D, 3D and nD 1 2 3x
c Polar Coordinates - 2D 12
d Cylindrical and Spherical Coordinates - 3D and nD 1 2 3x
2 Functions of Several Variables (postpone until exam 2)
a Formulas 12
b Graphs 12
c Level Sets and Contour Plots 142
d Maxima, Minima, and Saddle Points 1423
3 Vectors
$\begin{array}{llllllll}\text { a Definition, Magnitude and Direction } & 1 & 2 & 3 & 4\end{array}$
b Vector Addition 1 3x
c Scalar Multiplication 1 2x
d Linear Combinations and ijk Notation 1
e Applications 12
4 Dot Product
a Definition 1 2x 3
b Angles 1
c Projection 12
d Application - Work 1
5 Cross Product

| a Determinants | 1 | 2 | 3 (no proofs) |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| b Cross Product and Triple Product Definitions | 1 | 2 | $3(o n l y ~ T h m ~ 8) ~ 4$ |  |  |  |

c Area 1
d Volume 1 2x
e Application - Balancing Torques 1x
6 Lines and Planes
$\begin{array}{lllllll}\text { a Lines -- Parametric Equations } & 1 & 2 x & & \\ \text { b Lines -- Non-Parametric Equations } & 1 & 2 x & 3 x\end{array}$
c Distance From a Point to a Line 1 2x
d Parallel, Intersecting, and Skew Lines 1x 2
e Planes -- Parametric Equations 1 2x
f Planes -- Non-Parametric Equations 1
$g$ Distance From a Point to a Plane 1
h Parallel and Intersecting Planes 1
i Parallel and Intersecting Lines and Planes 1 (only Example 1)
j Review of Lines and Planes 1
7 Curves and Surfaces
a Preview of Curves and Surfaces 1
b Curves in $\mathrm{R}^{\wedge} 2$ 2 (briefly) 3 (briefly)
c Curves in $\mathrm{R}^{\wedge} 31$
d Surfaces in $R^{\wedge} 3 \quad 1 \quad 2$ (only summary) 3 (only summary)
8 Properties of Curves
a Vector Functions, Position, Velocity and Plots 12
b Limits and Derivatives of Vector Functions 1 (briefly) 2 (briefly)
c Velocity, Acceleration, and Jerk 1
d Arc Length, Arc Length Parameter, and Speed 1 2(briefly) 3
e Tangent, Normal, and Binormal Vectors 1
f Curvature and Torsion 12
$g$ Tangential and Normal Acceleration 1
h Summary: Circle, Helix, Twisted Cubic 1 2x 3x 4x 5x
i Frenet Frames 1x
Tutorial
9 Line Integrals
a Arc Length 1
b Line Integrals of Scalars 1
c Applications: Mass, Center of Mass, Centroid, and Average Value 12
d Line Integrals of Vectors 1
e Applications: Work, Flow and Circulation 12

