10.4 General equation of a straight line and its transformation in standard forms

General form of equation of a line is ax + by + c = 0, its

- (1) **Slope intercept form:** $y = -\frac{a}{b}x \frac{c}{b}$, slope $m = -\frac{a}{b}$ and intercept on y-axis is, $c = -\frac{c}{b}$.
- (2) **Intercept form**: $\frac{x}{-c/a} + \frac{y}{-c/b} = 1$, x intercept is $= \left(-\frac{c}{a}\right)$ and y intercept is $= \left(-\frac{c}{b}\right)$.
- (3) **Normal form :** To change the general form of a line into normal form, first take c to right hand side and make it positive, then divide the whole equation by $\sqrt{a^2 + b^2}$ like

$$-\frac{ax}{\sqrt{a^2 + b^2}} - \frac{by}{\sqrt{a^2 + b^2}} = \frac{c}{\sqrt{a^2 + b^2}},$$
where $\cos r = -\frac{a}{\sqrt{a^2 + b^2}}, \sin r = -\frac{b}{\sqrt{a^2 + b^2}}, p = \frac{c}{\sqrt{a^2 + b^2}}$

Point of intersection of two lines

Point of intersection of two lines $a_1x + b_1y + c_1 = 0$ and $a_2x + b_2y + c_2 = 0$ is given by

$$(x',y') = \left(\frac{b_1c_2 - b_2c_1}{a_1b_2 - a_2b_1}, \frac{c_1a_2 - c_2a_1}{a_1b_2 - a_2b_1}\right) = \left(\begin{vmatrix}b_1 & b_2\\c_1 & c_2\\a_1 & a_2\\b_1 & b_2\end{vmatrix}, \frac{\begin{vmatrix}c_1 & c_2\\a_1 & a_2\\b_1 & b_2\end{vmatrix}}{\begin{vmatrix}a_1 & a_2\\b_1 & b_2\end{vmatrix}}\right)$$

