

APPLICATIONS TO GEOMETRY

Many geometrical problems can be easily done using the language of vectors. Unlike the 2-dimensional or 3-dimensional co-ordinate geometry that uses two and three real numbers to specify a point, the vectors has the advantage that position of a point can be expressed in terms of a single vector, which has in it implicit the desired number of components. So we get the full-coordinate in one stroke rather than x, y or z-coordinate all one by one.

Again in a problem like this, one has the liberty to choose one's reference frame to suit one's purpose and this can result in much simplification.