Vector Algebra and Geometry

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1. Remember: Recall and apply the fundamental concepts of vector algebra and geometry such as vector addition, subtraction, and scalar multiplication.
2. Understand: Explain the concepts of scalar and vector triple product in vectors and their geometric interpretations.
3. Apply: Utilize vector algebra to find the n-product of three vectors and solve problems related to vector operations.
4. Analyze: Analyze and calculate the angle between two straight lines in two-dimensional geometry using vector techniques.
5. Evaluate: Assess and solve second-degree equations involving vectors in the context of two-dimensional geometry.
6. Create: Develop and apply three-dimensional geometry concepts to find the equation of a conicoid given three non-collinear points.
7. Understand: Explain the properties and characteristics of a right circular cone and cylinder in three-dimensional space.
8. Apply: Use vector algebra and geometry to derive equations for the right circular cone and cylinder and solve related problems.