BONUS QUIZ 7 Linear Systems Name: _____ Date: _____ Friday March 24 Ron Buckmire **Topic:** Determinants The idea behind this quiz is to provide you with an opportunity to illustrate your understanding of

Reality Check:

determinants.

EXPECTED SCORE :	/10	ACTUAL SCORE :	/10

Instructions:

- 0. Please look for a hint on this quiz posted to faculty.oxy.edu/ron/math/214/06/
- 1. Once you open the quiz, you have 30 minutes to complete, please record your start time and end time at the top of this sheet.
- 2. You may use the book or any of your class notes. You must work alone.
- 3. If you use your own paper, please staple it to the quiz before coming to class. If you don't have a stapler, buy one. UNSTAPLED QUIZZES WILL NOT BE GRADED.
- 4. After completing the quiz, sign the pledge below stating on your honor that you have adhered to these rules.
- 5. Your solutions must have enough details such that an impartial observer can read your work and determine HOW you came up with your solution.
- 6. Relax and enjoy...
- 7. This quiz is due on Monday March 27, in class. NO LATE QUIZZES WILL BE AC-CEPTED.

Pledge: I,	, pledge my honor as a human being and Occidental student,
that I have followed all the rules above	to the letter and in spirit.

1. Suppose that $det(A) = \begin{vmatrix} a & b & c \\ d & e & f \\ q & h & i \end{vmatrix} = -3.$

Find the following determinants, and briefly explain your reasoning. Note you do not have to do any calculations, just give the value of the determinant and the reason(s) for how you know what the value of each determinant is.

- **a.** (2 points). $\begin{vmatrix} g & h & i \\ a & b & c \\ d & e & f \end{vmatrix} =$
- **b.** (2 points). $\begin{vmatrix} a & d & g \\ b & e & h \\ c & f & i \end{vmatrix} =$
- **c.** (2 points). $\begin{vmatrix} 2a & 2b & 2c \\ 2d & 2e & 2f \\ 2a & 2h & 2i \end{vmatrix} =$
- **d.** (2 points). $\begin{vmatrix} a & b & c \\ 0 & e bd/a & f cd/a \\ 0 & h ba/a & i ca/a \end{vmatrix} =$
- **e.** (2 points). det $\left(\begin{bmatrix} a & b & c \\ d & e & f \\ q & h & i \end{bmatrix} \begin{bmatrix} a & b & c \\ d & e & f \\ q & h & i \end{bmatrix} \right) =$