

**GOVT HR SEC SCHOOL**  
THAZHUTHALI  
VILLUPURAM DISTRICT

**10<sup>TH</sup> STANDARD**

**DEFINITIONS AND FORMULAE**

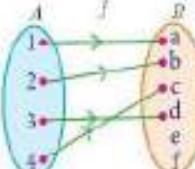
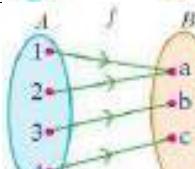
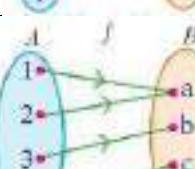
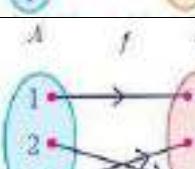
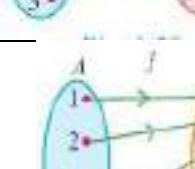
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# 1.RELATIONS AND FUNCTIONS

SL.NO	DEFINITIONS		
1	<b>Cartesian Product</b>	If A and B are two non-empty sets, then the set of all ordered pairs $(a, b)$ such that $a \in A, b \in B$ is called the Cartesian Product of A and B and is denoted by $A \times B$ . Thus $A \times B = \{(a, b)   a \in A, b \in B\}$	
2	<b>Relations</b>	Let A and B be any two non empty sets. A relation R from A to B is a subset of $A \times B$ satisfying some specified conditions. That is $R \subseteq A \times B$ .	
3	<b>Null Relation</b>	A relation which contains no elements is called a 'Null relation'	
4	<b>Functions</b>	A relation $f$ between two non empty sets X and Y is called a function from X to Y, if for every $x \in X$ there exists only one $y \in Y$ such that $(x, y) \in f$ .	
5	<b>Composition of function</b>	Let $f: A \rightarrow B$ and $g: B \rightarrow C$ be two function .Then the composition of $f$ and $g$ denoted by $g \circ f$ is defined as the function $g \circ f(x) = g(f(x))$ for all $x \in A$	
6	<b>Vertical Line Test</b>	A curve drawn in a graph represents a function , if every vertical line intersects the curve in at most one point	
7	<b>Horizontal Line Test</b>	A function represented in a graph is one-one , if every horizontal line intersects the curve in at most one point.	
8	<b>Representation of Function</b>	1. Set of ordered pairs diagram 3. Arrow	2.Table form 4. Graph
9	If $n(A) = p$ and $n(B) = q$ , then $n(A \times B) = pq$		
10	If $n(A) = p$ , $n(B) = q$ , then the <b>total number of relation</b> that exist between A and B is $2^{pq}$		
11	If $n(A) = p$ , $n(B) = q$ , then the <b>total number of functions</b> that exist between A and B is $q^p$		

## TYPES OF FUNCTIONS

	TYPES	DEFINITION	EXAMPLES
1	<b>One – One Function ( injection )</b>	A function $f: A \rightarrow B$ is called one-one function if distinct elements of A have distinct images in B.	
2	<b>Many – one Function</b>	A function $f: A \rightarrow B$ is called many - one function if two or more elements of A have same image in B.	
3	<b>Onto Function ( surjection )</b>	A function $f: A \rightarrow B$ is said to be an onto function if every element in B has a pre-image in A. ( <b>Range of <math>f</math> = co-domain</b> )	
4	<b>One-one and Onto Function ( Bijection )</b>	If a function $f: A \rightarrow B$ is both one-one and onto , then $f$ is called a bijection from A to B.	
5	<b>Into Function</b>	A function $f: A \rightarrow B$ is called an into function if there exists at least one element in B which is not the image of any element of A. ( <b>Range of <math>f</math> is a proper subset of co-domain</b> )	

6	<b>Constant Function</b>	A function $f:A \rightarrow B$ is called a constant function if every element of A has the same image in B. That is $f(x) = c, \forall x \in A$ <b>(Range of <math>f</math> is a singleton set)</b>	
7	<b>Identity Function</b>	Let A be a non-empty set. Then the function $f:A \rightarrow A$ is called an identity function of A if maps each element of A into itself. That is $f(x) = x, \forall x \in A$ .	
8	<b>Real valued Function</b>	A function $f:A \rightarrow B$ is called a real valued function if the range of $f$ is a subset of the set of all real numbers R. That is $f(A) \subseteq R$	
9	<b>Linear Function</b>	A function $f:R \rightarrow R$ defined by $f(x) = mx + c$ is called a linear function.	
10	<b>Quadratic Function</b>	A function $f:R \rightarrow R$ defined by $f(x) = ax^2 + bx + c$ is called a quadratic function.	
11	<b>Cubic Function</b>	A function $f:R \rightarrow R$ defined by $f(x) = ax^3 + bx^2 + cx + d$ is called a cubic function.	
12	<b>Reciprocal Function</b>	A function $f:R - \{0\} \rightarrow R$ defined by $f(x) = \frac{1}{x}$ is called a reciprocal function.	

## 2. NUMBERS AND SEQUENCES

1	<b>Euclid's Divisions Lemma</b>	Let a and b ( $a > b$ ) be any two positive integers. Then there exist unique integers q and r such that $a = bq + r, 0 \leq r < b$
2	<b>Fundamental theorem of Arithmetic</b>	Every composite number can be written uniquely as the product of power of primes is called Fundamental Theorem of Arithmetic.
3	<b>Congruence Modulo</b>	If $b - a = kn$ for some integer k. Then it can be written as $a \equiv b \pmod{n}$ . Here n is a called modulus. In other words $a \equiv b \pmod{n}$ means $a - b$ divisible by n.
4	<b>Sequences</b>	A real valued sequence is a function defined on the set of natural numbers and taking real values.
5	<b>Arithmetic Progression</b>	Let a and d be real numbers. Then the numbers of the form a, a+d, a+2d, a+3d, a+4d,..... is said to be Arithmetic Progression denoted by A.P. The number 'a' is called the first term and 'd' is called the common difference.
6	<b>Geometric Progression</b>	A Geometric Progression is a sequence in which each term is obtained by multiplying a fixed non-zero number to be preceding term except the first term. The fixed term is called common ratio. The common ratio is usually denoted by r.

7	<b>Series</b>	The sum of the terms of a sequence is called series.
8	<b>Arithmetic series</b>	A series whose terms are in Arithmetic Progression is called Arithmetic series.
9	<b>Geometric Series</b>	A series whose terms are in Geometric Progression is called Geometric series.

## FORMULAE

1	Euclid's Division Lemma	$a = bq + r$ , $0 \leq r < b$
<b>ARITHMETIC PROGRESSION ( A.P )</b>		
2	General Form an A.P	$a, a+d, a+2d, a+3d, \dots$
3	Common Difference	$d = t_2 - t_1$
4	General term or $n^{\text{th}}$ term of an A.P	$t_n = a + (n-1)d$
5	Number of terms of an A.P	$n = \left( \frac{l-a}{d} \right) + 1$
6.	Three consecutive terms of an A.P	$a-d, a, a+d$
7	Four consecutive terms of an A.P	$a-3d, a-d, a+d, a+3d$
8	Condition for three numbers ( $a, b, c$ ) to be in A.P	$2b = a + c$
9	Sum of $n$ terms of an A.P	$S_n = \frac{n}{2} [ 2a + (n-1)d ]$ $S_n = \frac{n}{2} [ a + l ]$

## GEOMETRIC PROGRESSION ( G.P )

10	General Form of G.P	$a, ar, ar^2, ar^3, \dots$
11	Common Ratio	$r = \frac{t_2}{t_1}$
12	General term or $n^{\text{th}}$ term of a G.P	$t_n = ar^{n-1}$
13	Three consecutive terms of a G.P	$\frac{a}{r}, a, ar$
14	Four consecutive term of a G.P	$\frac{a}{r^3}, \frac{a}{r}, ar, ar^3$
15	Condition for three numbers ( $a, b, c$ ) to be in G.P	$b^2 = ac$
16	Sum of $n$ terms of a G.P	$t_n = \frac{a(r^n-1)}{r-1}, r > 1$ $t_n = \frac{a(1-r^n)}{1-r}, r < 1$ $t_n = na, n = 1$
17	Sum to infinite terms of a G.P	$S_\infty = \frac{a}{1-r}, -1 < r < 1$

## SPECIAL SERIES

18	Sum of first $n$ natural numbers	$\sum n = \frac{n(n+1)}{2}$
19	Sum of squares of first $n$ natural numbers	$\sum n^2 = \frac{n(n+1)(2n+1)}{6}$
20	Sum of cubes of first $n$ natural numbers	$\sum n^3 = \left[ \frac{n(n+1)}{2} \right]^2$
21	Sum of first $n$ odd natural numbers	$\sum (2n-1) = n^2$
22	Sum of first $n$ odd natural numbers ( last term $l$ is given )	$1 + 2 + 3 + \dots + l = \left( \frac{l+1}{2} \right)^2$
23	Sum of first $n$ even natural numbers	$\sum 2n = n(n+1)$
24	Sum of natural numbers from $p$ to $q$	$\sum_{k=p}^q k = \frac{(q+p)(q-p+1)}{2}$

### 3.ALGEBRA

1	Simultaneous linear equation in three variables	General form of a linear equation in three variable is $ax + by + cz + d = 0$
		A linear equation in three variables represents a plane.
		A system of equation can have unique solution (or) infinitely many solution (or) no solution
		The system of equation has <b>no solution</b> if any step comes as <b>0=1</b> while solving.
2	Excluded Value	The system of equation has infinitely <b>many solution</b> if any step comes as <b>0=0</b> while solving.

### FORMULAE

3	Relationship between LCM and GCD		$f(x) \times g(x) = LCM \times GCD$
4	General Form of Quadratic Equation		$x^2 - (\text{Sum of roots})x + \text{Product of roots} = 0$
			$x^2 - (\alpha + \beta)x + \alpha\beta = 0$
5	Formula for finding Roots (Solution) of a Quadratic Equation		$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
6	If $\alpha$ and $\beta$ are the roots of a quadratic equation $ax^2 + bx + c = 0$ , then	Sum of roots	$\alpha + \beta = \frac{-b}{a} = \frac{-\text{coefficient of } x}{\text{coefficient of } x^2}$
		Product of roots	$\alpha\beta = \frac{c}{a} = \frac{\text{constant term}}{\text{coefficient of } x^2}$
7	$\text{Time} = \frac{\text{Distance}}{\text{Speed}}$	$\text{Speed} = \frac{\text{Distance}}{\text{Time}}$	Distance = Speed X Time

### NATURE OF ROOTS OF A QUADRATIC EQUATION

Values of Discriminant $\Delta = b^2 - 4ac$		Nature of roots
8	$\Delta > 0$	Real and unequal roots
9	$\Delta = 0$	Real and Equal roots
10	$\Delta < 0$	No real roots

### SOME RESULTS INVOLVING $\alpha$ and $\beta$

### ALGEBRAIC IDENTITIES

11	$\alpha - \beta = \sqrt{(\alpha + \beta)^2 - 4\alpha\beta}$	19	$(a + b)^2 = a^2 + b^2 + 2ab$
12	$\alpha^2 + \beta^2 = (\alpha + \beta)^2 - 2\alpha\beta$	20	$(a - b)^2 = a^2 + b^2 - 2ab$
13	$\alpha^2 - \beta^2 = (\alpha + \beta)(\sqrt{(\alpha + \beta)^2 - 4\alpha\beta})$	21	$(a + b)(a - b) = a^2 - b^2$
14	$\alpha^3 + \beta^3 = (\alpha + \beta)^3 - 3\alpha\beta(\alpha + \beta)$	22	$(a + b + c)^2 = a^2 + b^2 + c^2 + 2ab + 2bc + 2ca$
15	$\alpha^3 - \beta^3 = (\alpha - \beta)^3 + 3\alpha\beta(\alpha - \beta)$	23	$(a + b)^3 = a^3 + 3a^2b + 3ab^2 + b^3$
16	$\alpha^4 + \beta^4 = (\alpha^2 + \beta^2)^2 - 2(\alpha\beta)^2$	24	$(a - b)^3 = a^3 - 3a^2b + 3ab^2 - b^3$
17	$\alpha^4 - \beta^4 = (\alpha + \beta)(\alpha - \beta)(\alpha^2 + \beta^2)$	25	$a^3 + b^3 = (a + b)(a^2 - ab + b^2)$
18	$(\alpha + \beta)^2 - (\alpha - \beta)^2 = 4\alpha\beta$	26	$a^3 - b^3 = (a - b)(a^2 + ab + b^2)$

### MATRICES

1	Matrices	A matrix is a rectangular array of elements arranged in row and columns.	
2	If a matrix A has <b>m</b> rows and <b>n</b> columns	Order of matrix	<b>m × n</b>
3		Total number of elements	<b>mn</b>

### TYPES OF MATRICES

	TYPES	DESCRIPTION	EXAMPLE
4	Row Matrix (Row vector)	A matrix is said to be row matrix if it has <b>only one row</b> and any number of columns	$A = \begin{pmatrix} 1 & 3 & 5 \end{pmatrix}$
5	Column Matrix (Column vector)	A matrix is said to be column matrix if it has <b>only one column</b> and any number of rows	$B = \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}$
6	Square Matrix	A matrix in which the <b>number of rows and number of columns are equal</b> is said to be a square matrix.	$C = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$

7	Diagonal Matrix	A square matrix in which <b>all the elements above and below the leading diagonal are zero</b> is called diagonal matrix	$D = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 6 & 0 \\ 0 & 0 & 9 \end{pmatrix}$
8	Scalar Matrix	A diagonal matrix in which <b>all the leading diagonal elements are equal</b> is called a scalar matrix	$E = \begin{pmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{pmatrix}$
9	Identity Matrix ( $I_n$ ) (Unit Matrix)	A square matrix in which elements in the <b>leading diagonal are all '1' and rest are all zero</b> is called an identity matrix.	$F = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$
10	Zero Matrix ( $O_n$ ) (Null Matrix)	A matrix is said to be zero matrix or null matrix if <b>all its elements are zero</b> .	$G = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$
11	Lower Triangular Matrix	A square matrix in which <b>all the entries above the leading diagonal are zero</b> is called a lower triangular matrix	$H = \begin{pmatrix} 8 & 0 & 0 \\ 4 & 5 & 0 \\ -11 & 3 & 1 \end{pmatrix}$
12	Upper diagonal Matrix	A square matrix in which <b>all the entries below the leading diagonal are zero</b> is called an upper triangular matrix	$M = \begin{pmatrix} 1 & 7 & -3 \\ 0 & 2 & 4 \\ 0 & 0 & 7 \end{pmatrix}$
13	Transpose of a Matrix	The matrix which is obtained by <b>interchanging the elements in rows and columns</b> of the given matrix A is called transpose of A.	$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}, A^T = \begin{pmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{pmatrix}$
14	Equal Matrix	Two matrices A and B are said to be equal if and only if they <b>have the same order</b> and <b>corresponding elements are equal</b> .	$A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}, B = \begin{pmatrix} \sqrt{1} & \sqrt{4} \\ \sqrt{9} & \sqrt{16} \end{pmatrix}$ $A = B$
15	Negative of a Matrix	The negative of a matrix A denoted by $-A$ is the matrix formed by <b>replacing each element</b> in the matrix A with <b>its additive inverse</b> .	$A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}, -A = \begin{pmatrix} -1 & -2 \\ -3 & -4 \end{pmatrix}$

### OPERATION ON MATRICES

	OPERATION	CONDITION
16	Two matrices can be added or subtracted if	They have same order
17	Two matrices A and B can be multiplied if	Number of column of A = Number of row of B

### PROPERTIES OF ADDITION

18	Commutative Property of Matrix Addition	$A + B = B + A$
19	Associative Property of Matrix Addition	$A + (B + C) = (A + B) + C$
20	Associative Property of Scalar Multiplication	$(pq)A = p(qA)$
21	Scalar Identity Property	$IA = A$
22	Distributive Property of scalar and two matrices	$p(A + B) = pA + pB$
23	Distributive Property of two scalars with a matrix	$(p + q)A = pA + qA$
24	Existence of Additive Identity	$A + O = O + A = A$
25	Existence of Additive Inverse	$A + (-A) = (-A) + A = O$

### PROPERTIES OF MULTIPLICATION OF MATRIX

26	Matrix Multiplication is not commutative in general	$AB \neq BA$
27	Matrix Multiplication is always associative	$(AB)C = A(BC)$
28	Matrix Multiplication is distributive over addition	$A(B + C) = AB + AC$
		$(A + B)C = AC + BC$
29	Multiplication of a Matrix by a unit Matrix	$AI = IA = A$
30	Reversal law for Transpose of matrices	$(AB)^T = B^T A^T$

## 4.GEOMETRY

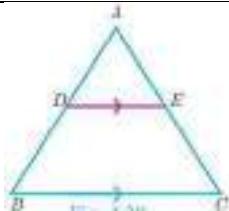
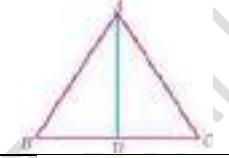
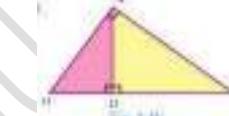
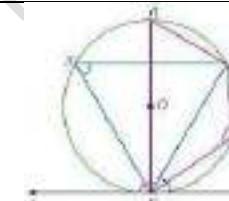
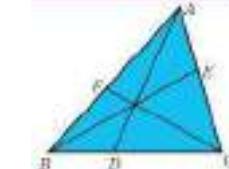
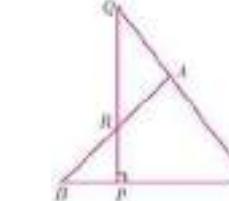
### CONGRUENCE AND SIMILAR TRIANGLES

1	<b>Congruency of Triangles</b>	<p>Two triangles are said to be congruent if their corresponding angles are equal and corresponding sides are equal.</p> $\angle A = \angle P, \quad \angle B = \angle Q, \quad \angle C = \angle R$ $AB = PQ, \quad BC = QR, \quad CA = RP$	
2	<b>Similar Triangles</b>	<p>Two triangles are said to be similar if their corresponding angles are equal and their corresponding sides are proportional.</p> $\angle A = \angle P, \quad \angle B = \angle Q, \quad \angle C = \angle R$ $AB \neq PQ, \quad BC \neq QR, \quad CA \neq RP$	
3	<b>AA Criterion of Similarity (AAA Similarity )</b>	<p>If two angles of one triangle are respectively equal to two angles of another triangle, then the two triangle are similar.</p> $\angle A = \angle P = 1, \quad \angle B = \angle Q = 2$	
4	<b>SAS Criterion of Similarity</b>	<p>If one angle of a triangle is equal to one angle of another triangle and if the sides including them are proportional, then the two triangles are similar.</p> $\angle A = \angle P = 1, \quad \frac{AB}{PQ} = \frac{AC}{PR}$	
5	<b>SSS Criterion of Similarity</b>	<p>If three sides of a triangle are proportional to the three corresponding sides of another triangle, then the two triangles are similar.</p> $\frac{AB}{PQ} = \frac{AC}{PR} = \frac{BC}{QR}$	

### SOME USEFUL RESULTS ON SIMILAR TRIANGLES

6	<p>If two triangles are similar, then the ratio of the corresponding sides are equal to the ratio of their corresponding altitudes</p> $\frac{AB}{PQ} = \frac{BC}{QR} = \frac{CA}{RP} = \frac{AD}{PS} = \frac{BE}{QT} = \frac{CF}{RU}$	
7	<p>If two triangles are similar, then the ratio of the corresponding sides are equal to the ratio of the corresponding perimeters.</p> $\frac{AB}{DE} = \frac{BC}{EF} = \frac{CA}{FD} = \frac{AB+BC+CA}{DE+EF+FD}$	
8	<p>The ratio of the area of two similar triangles are equal to the ratio of the squares of their corresponding sides.</p> $\frac{\text{area}(\Delta ABC)}{\text{area}(\Delta PQR)} = \frac{AB^2}{PQ^2} = \frac{BC^2}{QR^2} = \frac{AC^2}{PR^2}$	
9	<p>If two triangles have common vertex and their bases are on the same straight line, the ratio between their areas is equal to the ratio between the length of their bases.</p> $\frac{\text{area}(\Delta ABD)}{\text{area}(\Delta BDC)} = \frac{AD}{DC}$	

**THEOREMS**

	<b>Theorem</b>	<b>Statement</b>	<b>Diagram</b>
10	<b>Thales Theorem</b> <b>Basic Proportionality Theorem ( BPT )</b>	A straight line drawn parallel to a side of triangle intersecting the other sides , divides the sides in the same ratio. $\frac{AD}{DB} = \frac{AE}{EC}$ Corollary $(i). \frac{AB}{AD} = \frac{AC}{AE} \quad (ii). \frac{AB}{DB} = \frac{AC}{EC}$	
11	<b>Angle Bisector Theorem</b>	The internal bisector of an angle of a triangle divides the opposite internally in the ratio of the corresponding sides containing the angle. $\frac{AB}{AC} = \frac{BD}{DC}$	
12	<b>Pythagoras Theorem</b>	In a right angle triangle , the square of the hypotenuse is equal to the sum of the squares of the other two sides. $BC^2 = AB^2 + AC^2$	
13	<b>Alternate Segment Theorem</b>	If a line touches a circle and from the point of contact a chord is drawn , the angles between the tangent and the chord are respectively equal to the angle in the corresponding alternate segments $(i). \angle QPB = \angle PSQ \quad (ii). \angle QPA = \angle PTQ$	
14	<b>Cevian</b>	A cevian is a line segment that extends from one vertex of a triangle to the opposite side.	Examples Median , Altitude , Angle bisector are cevians
15	<b>Ceva's Theorem</b>	Let ABC be a triangle and let D, E, F be points on lines BC , CA , AB respectively. Then the cevians AD,BE,CF are concurrent if and only if $\frac{BD}{DC} \times \frac{CE}{EA} \times \frac{AF}{FB} = 1$ where the lengths are directed.	
16	<b>Menelaus Theorem</b>	A necessary and sufficient condition for points P,Q,R on the respective sides BC,CA,AB ( or their extension ) of a triangle ABC to be collinear is that $\frac{BP}{PC} \times \frac{CQ}{QA} \times \frac{AR}{RB} = -1$ where all segments in the formula are directed segments.	
17	<b>Secant</b>	If a straight line intersects the circle at two points, then the line is called Secant of the circle.	
18	<b>Tangent</b>	If a line touches the circle at only one point , then it is called tangent of the circle	
		A tangent to a circle will be perpendicular to the radius at the point of contact.	
		Two tangents can be drawn from any exterior point of a circle.	
		The lengths of the two tangents drawn from an exterior point to a circle are equal.	
		Two direct common tangents drawn to two circles are equal in length.	

**5 . COORDINATE GEOMETRY**

1	Distance between two points	$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
2	Mid point	$\left( \frac{x_1+x_2}{2}, \frac{y_1+y_2}{2} \right)$
3	Centroid	$\left( \frac{x_1+x_2+x_3}{3}, \frac{y_1+y_2+y_3}{3} \right)$
4	Section Formula ( Internal Division )	$\left( \frac{lx_2 + mx_1}{l+m}, \frac{ly_2 + my_1}{l+m} \right)$

5	Section Formula ( External Division )		$\left( \frac{lx_2 - mx_1}{l-m}, \frac{ly_2 - my_1}{l-m} \right)$		
6	Area of Triangle		$\frac{1}{2} bh$		
			$\sqrt{s(s-a)(s-b)(s-c)}, s = \frac{a+b+c}{2}$		
			$\frac{1}{2} \begin{pmatrix} x_1 & x_2 & x_3 & x_1 \\ y_1 & y_2 & y_3 & y_1 \end{pmatrix}$		
7	Area of quadrilateral		$\frac{1}{2} \begin{pmatrix} x_1 & x_2 & x_3 & x_4 & x_1 \\ y_1 & y_2 & y_3 & y_4 & y_1 \end{pmatrix}$		
			$\frac{1}{2} \begin{pmatrix} x_1 - x_3 & y_1 - y_3 \\ x_2 - x_4 & y_2 - y_4 \end{pmatrix}$		
<b>FORMULA FOR SLOPE</b>					
8	If angle is given	$m = \tan \theta$			
9	If two points are given	$m = \frac{y_2 - y_1}{x_2 - x_1}$			
10	Slope of the straight line $ax + by + c = 0$	$m = \frac{-a}{b} = \frac{-\text{coefficient of } x}{\text{coefficient of } y}$			
<b>COLLINEARITY OF THREE POINTS</b>					
11	If Three points A, B, C are collinear		$\begin{pmatrix} x_1 & x_2 & x_3 & x_1 \\ y_1 & y_2 & y_3 & y_1 \end{pmatrix} = 0$		
			Slope of AB = Slope of BC (or) Slope of AC		
<b>CONDITION FOR PARALLELISM AND PERPENDICULARITY</b>					
12	If two lines $a_1x + b_1y + c_1 = 0$ and $a_2x + b_2y + c_2 = 0$ are	parallel	$m_1 = m_2$ ( OR ) $\frac{a_1}{a_2} = \frac{b_1}{b_2}$		
		perpendicular	$m_1 \times m_2 = -1$ ( OR ) $a_1a_2 + b_1b_2 = 0$		
<b>EQUATION OF STRAIGHT LINES</b>					
13	Equation of X axis	$y = 0$			
14	Equation of Y axis	$x = 0$			
15	Equation of a straight line parallel to X axis	$y = \pm b$			
16	Equation of a straight line parallel to Y axis	$x = \pm c$			
17	Equation of straight line parallel to $ax + by + c = 0$	$ax + by + k = 0$			
18	Equation of a straight line perpendicular to $ax + by + c = 0$	$bx - ay + k = 0$			
19	Equation of straight line passing through origin	$y = mx$			
20	Equation of straight line ( Slope - Intercept form )	$y = mx + c$			
21	Equation of straight line ( Point - Slope form )	$y - y_1 = m(x - x_1)$			
22	Equation of straight line ( Two point form )	$\frac{y - y_1}{y_2 - y_1} = \frac{x - x_1}{x_2 - x_1}$			
23	Equation of straight line ( Intercept form )	$\frac{x}{a} + \frac{y}{b} = 1$			
<b>6. TRIGONOMETRY</b>					
<b>TRIGONOMETRY RATIOS</b>					
1	$\sin \theta = \frac{\text{Opposite side}}{\text{Hypotenuse}}$	$\cos \theta = \frac{\text{Adjacent side}}{\text{Hypotenuse}}$	$\tan \theta = \frac{\text{Opposite side}}{\text{Adjacent side}}$		
2	$\text{cosec } \theta = \frac{\text{Hypotenuse}}{\text{Opposite side}}$	$\sec \theta = \frac{\text{Hypotenuse}}{\text{Adjacent side}}$	$\cot \theta = \frac{\text{Adjacent side}}{\text{Opposite side}}$		
<b>COMPLEMENTARY ANGLES</b>					
3	$\sin(90 - \theta) = \cos \theta$	$\cos(90 - \theta) = \sin \theta$	$\tan(90 - \theta) = \cot \theta$		
4	$\text{cosec}(90 - \theta) = \sec \theta$	$\sec(90 - \theta) = \text{cosec } \theta$	$\cot(90 - \theta) = \tan \theta$		
<b>RECIPROCAL RATIOS</b>					
5	$\sin \theta = \frac{1}{\text{cosec } \theta}$	$\cos \theta = \frac{1}{\sec \theta}$	$\tan \theta = \frac{1}{\cot \theta}$		
6	$\text{cosec } \theta = \frac{1}{\sin \theta}$	$\sec \theta = \frac{1}{\cos \theta}$	$\cot \theta = \frac{1}{\tan \theta}$		

### TRIGONOMETRIC IDENTITIES

	Identity	Equal forms	
7	$\sin^2 \theta + \cos^2 \theta = 1$	$\sin^2 \theta = 1 - \cos^2 \theta$	$\cos^2 \theta = 1 - \sin^2 \theta$
8	$1 + \tan^2 \theta = \sec^2 \theta$	$\tan^2 \theta = \sec^2 \theta - 1$	$\sec^2 \theta - \tan^2 \theta = 1$
9	$1 + \cot^2 \theta = \operatorname{cosec}^2 \theta$	$\cot^2 \theta = \operatorname{cosec}^2 \theta - 1$	$\operatorname{cosec}^2 \theta - \cot^2 \theta = 1$

### TRIGONOMETRIC TABLE

	0°	30°	45°	60°	90°
$\sin \theta$	0	$\frac{1}{2}$	$\frac{1}{\sqrt{2}}$	$\frac{\sqrt{3}}{2}$	1
$\cos \theta$	1	$\frac{\sqrt{3}}{2}$	$\frac{1}{\sqrt{2}}$	$\frac{1}{2}$	0
$\tan \theta$	0	$\frac{1}{\sqrt{3}}$	1	$\sqrt{3}$	Undefined
$\operatorname{cosec} \theta$	Undefined	2	$\sqrt{2}$	$\frac{2}{\sqrt{3}}$	1
$\sec \theta$	1	$\frac{2}{\sqrt{3}}$	$\sqrt{2}$	2	Undefined
$\cot \theta$	Undefined	$\sqrt{3}$	1	$\frac{1}{\sqrt{3}}$	0

### HEIGHT AND DISTANCE

10	Distance between two objects are in opposite direction	$d = h [ \cot \alpha + \cot \beta ]$
11	Distance between two objects are in same direction	$d = h [ \cot \alpha - \cot \beta ]$
12	Distance of two objects	$x = \frac{y [ \tan \beta - \tan \alpha ]}{\tan \alpha}$ $y = \frac{x \tan \alpha}{\tan \beta - \tan \alpha}$
13	Height of two different objects	$H = \frac{h \tan \beta}{\tan \beta - \tan \alpha}$ $h = \frac{H [ \tan \beta - \tan \alpha ]}{\tan \beta}$
14	Height of two objects are in angle of elevation and depression	$H = h [ 1 + \tan \alpha \cot \beta ]$ $h = \frac{H}{1 + \tan \alpha \cot \beta}$

### 7. MENSURATION

	SHAPES	CSA / LSA	TSA	VOLUME
1	<b>Cube</b>	$4a^2$	$6a^2$	$a^3$
2	<b>Cuboid</b>	$2(l + b)h$	$2(lb + bh + lh)$	$l \times b \times h$
3	<b>Solid Cylinder</b>	$2\pi rh$	$2\pi r(h + r)$	$\pi r^2 h$
4	<b>Hollow Cylinder</b>	$2\pi(R + r)h$	$2\pi(R + r)(R - r + h)$	$\pi(R^2 - r^2)h$
5	<b>Solid Sphere</b>	$4\pi r^2$	$4\pi r^2$	$\frac{4}{3}\pi r^3$
6	<b>Hollow Sphere</b>	$4\pi R^2$	$4\pi(R^2 + r^2)$	$\frac{4}{3}\pi(R^3 - r^3)$
7	<b>Hemisphere</b>	$2\pi r^2$	$3\pi r^2$	$\frac{2}{3}\pi r^3$
8	<b>Hollow Hemisphere</b>	$2\pi(R^2 + r^2)$	$\pi(3R^2 + r^2)$	$\frac{2}{3}\pi(R^3 - r^3)$
9	<b>Solid Cone</b>	$\pi r l$	$\pi r(l + r)$	$\frac{1}{3}\pi r^2 h$
10	<b>Frustum</b>	$\pi(R + r)l$	$\pi(R + r)l + \pi R^2 + \pi r^2$	$\frac{1}{3}\pi h [ R^2 + r^2 + Rr ]$

11	Slant height of cone $l = \sqrt{r^2 + h^2}$	Slant height of frustum $l = \sqrt{h^2 + (R - r)^2}$
12	Radius of cone $r = \sqrt{l^2 - h^2}$	
13	Height of cone $h = \sqrt{l^2 - r^2}$	Volume of water flows out through a pipe = Cross section area X Speed X Time
14	Area of Circle = $\pi r^2$	Circumference of Circle = $2\pi r$
15	Weight = Volume X Density	

### SECTOR AND CONE

16	Area of sector ( $\frac{\theta}{360^\circ} \times \pi R^2$ ) = CSA of Cone ( $\pi r l$ )
17	Length of arc a of sector ( $\frac{\theta}{360^\circ} \times 2\pi R$ ) = Circumference of base of the Cone ( $(2\pi r)$ )
18	Radius of sector (R) = Slant height of cone ( l )

### CONVERSIONS

19	$1 \text{ m}^3 = 1000 \text{ litres}$	$1 \text{ d.m}^3 = 1 \text{ litre}$	$1000 \text{ cm}^3 = 1 \text{ litre}$	$1 \text{ kl} = 1000 \text{ litres}$
20	$1 \text{ cm} = 10 \text{ mm}$	$1 \text{ m} = 100 \text{ cm}$	$1 \text{ km} = 1000 \text{ m}$	
21	When <b>converting one solid to another solid</b> , the <b>volumes are equal</b> but they differ in surface area			

## 8. STATISTICS AND PROBABILITY

1	<b>Measures of Central Tendency</b>	1.Arithmetic Mean	2. Median	3. Mode
2	<b>Measures of Dispersion</b>	1.Range	2.Mean deviation	3.Quartile deviation
3	Mean	$\bar{x} = \frac{\sum x}{n}$		
4	Range		$R = L - S$	
5	Co efficient of range		$\frac{L-S}{L+S}$	
6	Standard deviation of first n natural numbers		$\sigma = \sqrt{\frac{n^2-1}{12}}$	
7	Variance of first n natural numbers		$\sigma^2 = \frac{n^2-1}{12}$	
8	Standard deviation		$\sqrt{\text{Variance}}$	
9	Variance		$(\text{Standard Deviation})^2$	

### STANDARD DEVIATION

		UNGROUPED DATA	GROUPED DATA
10	<b>Direct Method</b>	$\sigma = \sqrt{\frac{\sum x^2}{n} - \left(\frac{\sum x}{n}\right)^2}$	-----
11	<b>Actual Mean Method</b>	$\sigma = \sqrt{\frac{\sum d^2}{n}} , \quad d = x - \bar{x}$	$\sigma = \sqrt{\frac{\sum fd^2}{\sum f}} , \quad d = x - \bar{x}$
12	<b>Assumed Mean Method</b>	$\sigma = \sqrt{\frac{\sum d^2}{n} - \left(\frac{\sum d}{n}\right)^2} , \quad d = x - A$	$\sigma = \sqrt{\frac{\sum fd^2}{\sum f} - \left(\frac{\sum fd}{\sum f}\right)^2} , \quad d = x - A$
13	<b>Step Deviation Method</b>	$\sigma = \sqrt{\frac{\sum d^2}{n} - \left(\frac{\sum d}{n}\right)^2} \times c , \quad d = \frac{x - A}{c}$	$\sigma = \sqrt{\frac{\sum fd^2}{\sum f} - \left(\frac{\sum fd}{\sum f}\right)^2} \times c , \quad d = \frac{x - A}{c}$

14	Co efficient of Variation	$CV = \frac{\sigma}{\bar{x}} \times 100$
15	If co efficient of variation value is less, then the observations of corresponding data are <b>Consistent</b>	
16	If co efficient of variation value is more , then the observations of corresponding data are <b>Inconsistent</b>	

## PROBABILITY

1	Probability of an Event	$P(A) = \frac{\text{Number of outcomes favourable to } A}{\text{Total number of outcomes}}$
		$P(A) = \frac{n(A)}{n(S)}$
2	Probability of sure event	$P(S) = 1$
3	Probability of impossible event	$P(\emptyset) = 0$
4	Probability value always lies from	0 to 1 (OR) $0 \leq P(A) \leq 1$
5	Probability of complement event	$P(\bar{A}) = 1 - P(A)$ $[\because P(A) + P(\bar{A}) = 1]$

## ADDITION THEOREM OF PROBABILITY

6	$P(A \cup B) = P(A) + P(B) - P(A \cap B)$	
7	$P(A \cup B \cup C) = P(A) + P(B) + P(C) - P(A \cap B) - P(B \cap C) - P(A \cap C) + P(A \cap B \cap C)$	
8	A and B are mutually exclusive events	$P(A \cap B) = 0$ $P(A \cup B) = P(A) + P(B)$
9	A , B and C are mutually exclusive events	$P(A \cup B \cup C) = P(A) + P(B) + P(C)$
10	$P(A \cap \bar{B}) = P(\text{only } A) = P(A) - P(A \cap B)$	
11	$P(\bar{A} \cap B) = P(\text{only } B) = P(B) - P(A \cap B)$	

## COIN

12	Random Experiment	Sample Space (S)	Total number of outcomes n(S)
13	Tossing one unbiased coin	{ H , T }	2
14	Tossing two unbiased coin	{ HH , HT , TH , TT }	4
15	Tossing three unbiased coin	{ HHH , HHT , HTH , THH , TTT , TTH , THT , HTT }	8

## DICE

16	Rolling one unbiased die	{ 1 , 2 , 3 , 4 , 5 , 6 }	6
17	Rolling two unbiased die	{ (1,1) , (1,2) , (1,3) , (1,4) , (1,5) , (1,6) , (2,1) , (2,2) , (2,3) , (2,4) , (2,5) , (2,6) , (3,1) , (3,2) , (3,3) , (3,4) , (3,5) , (3,6) , (4,1) , (4,2) , (4,3) , (4,4) , (4,5) , (4,6) , (5,1) , (5,2) , (5,3) , (5,4) , (5,5) , (5,6) , (6,1) , (6,2) , (6,3) , (6,4) , (6,5) , (6,6) }	36
18	Rolling three unbiased die	{(1,1,1) , (1,1,2) , ..... (6,6,6) }	216

## PLAYING CARDS

19	Total number of cards	52		
	<b>Card</b>	<b>No.of cards</b>	<b>Card</b>	<b>No.of cards</b>
20	Spade card	13	Jack card	4
21	Clavor card	13	Ace card	4
22	Heart card	13	Face card	12
23	Diamond card	13	Number card	36
24	Red card	26	Red King card	2
25	Block card	26	Block king card	2
26	King card	4	Red Queen card	2
27	Queen card	4	Block Queen card	2
28	Leap Year	366 days ( OR ) 52 weeks 2 days		
29	Ordinary year	365 days ( OR ) 52 weeks 1 day		