

What Is A Ray In Math Terms

Unlocking the Power of Rays in Mathematics: A Deep Dive
Hey math enthusiasts! Ever felt like a ray of sunshine piercing through a dense fog of mathematical concepts? Today, we're demystifying a fundamental geometric entity - the ray - and exploring its fascinating properties and applications. Forget the sun; let's shine some light on rays in math! A ray, in its simplest form, is a portion of a line that starts at a particular point and extends infinitely in one direction. Imagine a laser beam shooting straight out into space; that's essentially a ray. This seemingly simple concept holds a wealth of geometrical and even physical significance.

Understanding the Fundamental Components

Before we delve into the intricacies of rays, let's grasp the core components.

Defining Points, Lines, and Rays: The Building Blocks

At the heart of geometry lies the concept of a point, representing a location with no size. Connecting two points

creates a line, extending infinitely in both directions. A ray, however, is a portion of a line that begins at a single point (the endpoint) and stretches endlessly in one direction.

Visualizing the Structure of a Ray

Think of it like an arrow. The arrowhead symbolizes the infinitely extending direction, and the point of the arrow represents the fixed starting point (endpoint) of the ray. Using a graphical tool like GeoGebra or a simple ruler and compass, you can easily visualize rays. Mark a point A and then draw a line extending outward from A. The arrowhead at the other end signifies that it goes on forever in that direction.

Exploring Properties and Applications

Angles: Measuring and Manipulating Rays

Two rays sharing a common endpoint form an angle. The angle's measure quantifies the amount of turn between the two rays. This concept is crucial in trigonometry and other branches of mathematics. Consider the following example:

Example 1: Two rays OA and OB share a common endpoint O. The space between them, measured in degrees or radians, defines the angle AOB. This is fundamental in understanding shapes, rotations, and many other geometric principles.

Ray Intersection: A Critical Point in Geometry

Rays, unlike lines, can intersect. The point of intersection is a single point where two or more rays cross. This intersection point plays a critical role in solving problems related to angles, lines, and shapes. **Example 2:** Two searchlights shining from different locations can intersect, revealing a common point of focus. This intersection of rays is often pivotal in navigation, surveying, and other practical applications.

Real-World Applications of Rays

Beyond the realm of abstract geometry, rays have a significant presence in the real world. • **Laser pointers:** These devices utilize rays of light to precisely indicate locations and directions. • **Navigation:** The concept of rays is essential in the design of instruments such as radars, which use rays to locate objects in space. • **Light beams:** In physics, light propagates in straight lines that can be approximated as rays. This simplification allows physicists to predict and understand phenomena like reflection and refraction. • **Engineering:** Rays are crucial in analyzing the behavior of light through lenses and optical instruments.

Key Benefits of Understanding

Rays

- **Improved Problem-Solving Skills:** Mastering ray concepts enhances your ability to analyze and solve complex geometrical problems.
- **Enhanced Visual Reasoning:** Visualizing rays helps develop spatial reasoning and understanding of various geometric shapes.
- *Practical Applications:* The concept of rays has a tangible impact in various fields, including engineering, optics, and physics.
- **Foundation for Advanced Concepts:** Understanding rays forms a strong base for advancing into more complex mathematical topics like trigonometry and calculus. The notion of a ray and how it interacts with other elements in geometry, including lines and angles, is essential.

Advanced Concepts Related to Rays

Vectors: Representing Rays with Direction and Magnitude

Vectors are a powerful way to represent rays mathematically. A vector assigns a magnitude (length) and a direction to a ray. This is crucial in physics and engineering where direction and magnitude are essential for describing quantities like velocity or force.

Coordinate Systems and Rays

Coordinate systems (e.g., Cartesian coordinate system) provide a framework for precisely defining and locating rays. This allows for precise calculations and manipulations of rays in different planes and dimensions.

Ray Tracing in Computer Graphics

Ray tracing is a sophisticated computer graphics technique that simulates the path of rays of light as they interact with virtual objects. This leads to realistic images and animations by modeling light reflection and refraction.

Expert-Level FAQs

1. Q: What distinguishes a ray from a line segment? A: A ray extends infinitely in one direction, whereas a line segment has a defined beginning and end. **2. Q: How are rays used in non-Euclidean geometries? A:** In geometries other than Euclidean geometry, the concept of a ray, while fundamental, may have different characteristics and properties, especially regarding their infinite extent. **3. Q: What is the significance of ray-plane intersections in 3D graphics? A:** Ray-plane intersections are crucial for determining the visibility and shading of objects in 3D scenes. **4. Q: How can we apply ray tracing to create realistic reflections and refractions in computer graphics? A:** Ray tracing simulates the paths of light rays, which can be reflected and refracted based on the material and its properties. **5. Q: *What are the mathematical equations that define the path of a ray in***

optics? **A:** Snell's Law, Fermat's Principle, and related equations are used to describe how light rays travel through different mediums. Closing Remarks: As you can see, the seemingly simple concept of a ray in mathematics has a profound impact on various disciplines. Understanding its properties and applications opens up a deeper appreciation for the elegance and power of geometry and related fields. Keep exploring, keep questioning, and keep building your mathematical intuition! Remember, mathematics is a journey, not a destination, and every concept, no matter how seemingly small, contributes to the grand narrative.

What is a Ray in Math Terms? A Comprehensive Guide

Ever found yourself staring at a geometric diagram, tracing lines and angles, and wondering about the fundamental building blocks of those shapes? You've probably encountered points, line segments, and perhaps even lines. But what about rays? They're a bit more nuanced, a little less talked about than their straight-line cousins, but absolutely crucial in understanding a vast array of mathematical concepts. So, let's dive deep and demystify "what is a ray in math terms?" Think of it this way: if a point is a single location, and a line segment is a finite stretch between two points, a ray is like an infinitely long path that starts at a specific point and extends endlessly in one direction. It's a one-way street in the geometric universe, and understanding its properties unlocks a deeper appreciation for everything from angles to vectors.

Defining the Ray: More Than Just Half a Line

At its core, a ray is a part of a line. But it's not just any part. The key distinguishing feature of a ray is its **starting point**, also known as its **endpoint** or **origin**. From this single point, the ray extends infinitely in a single, specific direction. Imagine holding a flashlight. The bulb is your starting point. When you switch it on, the beam of light travels outwards in a straight line, continuing as far as you can see (and beyond!). That beam of light is a fantastic analogy for a mathematical ray. It has a definite beginning, but no end. Mathematically, a ray is defined by two things:

1. **An Endpoint:** This is the crucial starting point of the ray. Without it, you wouldn't know where the ray begins its journey.
2. **A Direction:** Once you have the endpoint, the ray needs to know which way to go. This direction is determined by another point on the ray, which helps establish its path.

Naming and Representing Rays

Just like we give names to points (usually with capital letters like A, B, P) and lines (often with lowercase letters like l, m), rays also have their own naming conventions. Typically, a ray is named using two letters: the first letter represents the **endpoint**, and the second letter represents **any other point** on the ray. For example, if a ray starts at point A and passes through point B, we would denote it as $\vec{AB}$. The arrow above the letters is crucial; it signifies that it's a

ray and it extends infinitely in the direction from A to B. Sometimes, you might see it written as ray AB. Why the second point? It simply establishes the direction. Any point beyond B along that same straight path would also be on ray AB. The order of the letters is vital. $\vec{AB}$ is not the same as $\vec{BA}$. $\vec{BA}$ would be a ray starting at B and extending infinitely in the opposite direction of A.

Rays vs. Lines vs. Line Segments: A Clear Distinction

To truly grasp what a ray is, it's helpful to compare it to its geometric relatives: lines and line segments.

The Line: The Infinite Two-Way Street

A line, in mathematics, is a straight path that extends infinitely in **both directions**. It has no endpoints. Think of it as a perfectly straight road that goes on forever in either direction. We usually denote a line by two points on it, say P and Q, as $\overleftrightarrow{PQ}$, or by a lowercase letter like l .

The Line Segment: The Finite Path

A line segment, on the other hand, is a **finite portion** of a line that has **two endpoints**. It's like a piece of a road with a clear beginning and a clear end. If we have points C and D, the line segment connecting them is denoted as $\overline{CD}$. It's the shortest distance between C and D.

The Ray: The One-Way Infinite Path

And then we have the ray. It's the middle ground, in a sense. It has a definite **starting point** (endpoint) but extends **infinitely in only one direction**. It's the one-way street. Here's a quick recap:

1. **Line:** Infinite in both directions, no endpoints.
2. **Line Segment:** Finite, with two endpoints.
3. **Ray:** Starts at one endpoint and extends infinitely in one direction.

Where Do We Encounter Rays in Mathematics?

Rays aren't just abstract geometric curiosities. They pop up in various mathematical contexts, often forming the basis for more complex ideas.

1. Angles: The Meeting of Rays

Perhaps the most fundamental application of rays is in the definition of **angles**. An angle is formed by two rays that share a common endpoint. This common endpoint is called the **vertex** of the angle. Think about an open pair of scissors. The pivot point is the vertex. Each blade, when extended, represents a ray. The angle between the blades is determined by the separation of these two rays. When we measure angles, we're essentially measuring the "opening" between these two rays originating from the same point. This is why understanding rays is so critical for trigonometry and geometry.

2. Vectors: Direction and Magnitude

In physics and higher-level mathematics, **vectors** are often represented as rays. A vector has both magnitude (length) and direction. When we draw a vector, we typically draw an arrow originating from a point and extending in a specific direction, with a certain length representing its magnitude. This arrow is essentially a ray with a defined length. For instance, a velocity vector showing the speed and direction of a moving object is a perfect example of a ray with a specific magnitude.

3. Geometry and Diagrams: Building Blocks of Shapes

Rays are used extensively in geometric diagrams to illustrate concepts. For example, when discussing:

- 1. Lines of symmetry: A line of symmetry can be thought of as a line, but sometimes the rays emanating from a point of reflection are more illustrative.**
- 2. Radii of circles: While a radius is a line segment, the concept of extending outward from the center infinitely suggests a ray-like quality.**
- 3. Light rays: As mentioned before, light travels in rays, and this physical phenomenon is often modeled mathematically using geometric rays.**
- 4. Pathways and trajectories: In some modeling scenarios, a path taken by an object might be best represented as a ray if it continues indefinitely in one direction.**

4. Coordinate Geometry: Extending from a Point

In coordinate geometry, a ray can be defined using an equation. If you have a starting point (x_0, y_0) and a direction vector (a, b) , a point (x, y) lies on the ray if: $x = x_0 + ta$ $y = y_0 + tb$ where $t \geq 0$. The condition $t \geq 0$ ensures that the ray extends only in one direction from the starting point. This is a more formal mathematical way of expressing the concept of a ray.

Types of Rays: Beyond the Basic Definition

While the fundamental definition of a ray is consistent, we can categorize them based on their relationship to other geometric elements.

Collinear Rays: Rays on the Same Line

Collinear rays are rays that lie on the same line. They can point in the same direction, opposite directions, or one can be a continuation of another.

- 1. Same Direction:** If two rays share an endpoint and extend in the exact same direction, they are essentially the same ray.
- 2. Opposite Directions:** If two rays share an endpoint and extend in exactly opposite directions, they form a straight line. These are often called **opposite rays**. For example, $\vec{AB}$ and $\vec{AC}$ are opposite rays if B, A, and C are collinear and A is

between B and C.

Adjacent Rays: Sharing an Endpoint

****Adjacent rays**** are rays that share a common endpoint but do not overlap otherwise. They are often used in the context of angles. If ray 1 is $\vec{AB}$ and ray 2 is $\vec{AC}$, and they share endpoint A, they are adjacent if they don't lie on the same line.

The Importance of the Endpoint and Direction

It cannot be stressed enough: the ****endpoint**** and the ****direction**** are the two defining characteristics of a ray. If you alter either of these, you change the ray entirely. Consider a ray starting at the origin (0,0) and pointing along the positive x-axis. This can be represented as $\vec{OX}$ where X is any point on the positive x-axis. Now, if we move the endpoint to (1,0) and keep the direction the same, we have a completely different ray. Similarly, if we keep the endpoint at (0,0) but change the direction to point along the positive y-axis, we again have a new ray. This emphasis on a specific starting point and a single direction is what makes rays so versatile in representing phenomena that begin at a specific location and proceed outwards, whether it's a beam of light, a sound wave, or a trajectory.

Common Misconceptions About Rays

One of the most common points of confusion is mistaking a ray for a line segment or a full line.

Remember:

1. A line segment has ***two*** endpoints.
2. A line has ***no*** endpoints.
3. A ray has ***one*** endpoint and extends infinitely in ***one*** direction.

Another misconception might be thinking that the second point used to name a ray (e.g., B in $\vec{AB}$) is the ***only*** other point on the ray besides the endpoint. This is incorrect. The second point simply defines the ***direction***. Any point further along that path is also part of the ray.

Visualizing Rays: A Practical Approach

To solidify your understanding, try to visualize rays in everyday life:

1. A laser pointer beam: Starts at the pointer, goes straight out indefinitely.
2. A straight road disappearing into the horizon: Assuming it goes on forever in that direction.
3. A shaft of sunlight through a window: Originates from the window opening and travels into the room.
4. The hands of a clock (when they are pointing straight out): Each hand is like a ray originating from the center of the clock.

Conclusion: The Infinite Reach of the Ray

So, what is a ray in math terms? It's a fundamental geometric concept: a part of a line that has a definite starting point (endpoint) and extends infinitely in one direction. It's a unidirectional journey into the infinite, crucial for understanding angles, vectors, and countless other mathematical and scientific applications. From the vertex of an angle to the path of light, rays are silently shaping our understanding of space and direction. By grasping their definition, notation, and distinctions from lines and line segments, you've taken a significant step in mastering the language of geometry. The next time you encounter an arrow extending from a point in a diagram, you'll know you're looking at a ray, a simple yet powerful building block of the mathematical world.

In the vast and intricate landscape of mathematics, clarity and precision are paramount. Concepts, even seemingly simple ones, often possess deeper layers of meaning and practical applications. Today, we delve into a fundamental geometric concept: **what is a ray in math terms**. While a ray might evoke images of light or a beam, its mathematical definition is more rigorous and extends far beyond its colloquial

understanding.

Understanding the Ray: A Foundation in Geometry

At its core, a ray in mathematics is a fundamental geometric object that originates from a single point and extends infinitely in one direction. It's a building block for understanding more complex geometric structures and is a concept encountered early in mathematical education, particularly in geometry and trigonometry. To truly grasp **what is a ray in math terms**, we must break down its essential components and distinguish it from related geometric entities.

The Defining Characteristics of a Mathematical Ray

Every ray possesses two key defining characteristics:

1. **An Endpoint (or Origin):** Every ray begins at a specific point. This point is crucial; it's the starting point from which the ray emanates. Without an endpoint, we would simply have a line.
2. **Infinite Extension in One Direction:** From this endpoint, the ray continues indefinitely. Unlike a line segment, which has two endpoints and a finite length, or a line, which extends infinitely in both directions, a ray is unidirectional and unbounded in that single direction.

Visually, imagine a point on a piece of paper. Now, draw a line

starting from that point and continuing off the edge of the paper, assuming it goes on forever. That's a ray. The endpoint is fixed, but the line itself never stops.

Distinguishing Rays from Lines and Line Segments

It's essential to differentiate a ray from its close geometric relatives:

Line Segments: Finite and Bounded

A **line segment** is a part of a line that is bounded by two distinct endpoints. This means it has a definite, measurable length. For example, the edge of a ruler is a line segment. If we are discussing **what is a ray in math terms**, it's vital to remember that a line segment is finite, whereas a ray is not.

Lines: Infinite in Both Directions

A **line**, on the other hand, extends infinitely in both directions. It has no endpoints. Think of a perfectly straight, infinitely long road. The concept of a line is also fundamental in geometry, but it differs from a ray in its bidirectional infinite extension. Understanding this distinction is key to correctly identifying and working with rays.

Notation and Representation of Rays

In mathematical notation, a ray is typically represented by naming its endpoint first, followed by another point that lies on the ray. An arrow is then placed above these two letters,

pointing to the right. For example, if a ray has its endpoint at point A and passes through point B, it is denoted as $\vec{AB}$. The arrow indicates the direction of infinite extension. The order of the points is significant: $\vec{AB}$ is not the same ray as $\vec{BA}$. $\vec{AB}$ starts at A and extends through B infinitely, while $\vec{BA}$ starts at B and extends through A infinitely.

This clear notation helps mathematicians communicate and work with specific rays without ambiguity. When encountering $\vec{PQ}$, we immediately know that P is the origin of the ray, and it extends indefinitely in the direction of Q.

Applications and Significance of Rays in Mathematics

While seemingly simple, the concept of a ray is foundational and finds its way into numerous mathematical disciplines and real-world applications. Its unidirectional infinite extension makes it uniquely suited for describing various phenomena and abstract concepts.

Rays in Angle Formation

One of the most common and fundamental applications of rays is in the definition of **angles**. An angle is formed by two rays that share a common endpoint. This common endpoint is called the **vertex** of the angle. The two rays are referred to as the **sides** or **arms** of the angle.

For instance, when we talk about an angle of 30 degrees, we are referring to the region between two rays originating from the same point, with a specific angular separation. Without the concept of rays, the precise definition and measurement of angles would be impossible. This is a direct answer to **what is a ray in math terms** when considering geometrical constructs.

Rays in Trigonometry and the Unit Circle

Trigonometry, the study of relationships between angles and sides of triangles, heavily relies on the concept of rays. The **unit circle**, a circle with a radius of one centered at the origin of a Cartesian coordinate system, is a prime example. A ray originating from the center of the unit circle (the origin) and passing through a point on the circle defines an angle in standard position.

The intersection of this ray with the unit circle is crucial for defining trigonometric functions like sine, cosine, and tangent. The x and y coordinates of this intersection point correspond to the cosine and sine of the angle, respectively. The ray, in this context, is instrumental in extending the concept of trigonometric functions beyond right triangles to all real numbers, encompassing angles greater than 90 degrees and even negative angles.

Rays in Vector Geometry

In vector geometry, a **vector** can be represented as a directed line segment, often visualized as an arrow. While a vector has both magnitude and direction, its graphical representation often starts from an origin and extends in a specific direction. This directional aspect is intrinsically linked to the concept of a ray. A vector can be seen as a segment of a ray originating from a specified point.

When discussing positions and displacements, vectors are indispensable. A ray helps to conceptualize the direction in which a vector is pointing, starting from its initial point. This is particularly relevant in physics and engineering applications where direction is as important as magnitude.

Rays in Coordinate Geometry and Graphs

In coordinate geometry, rays are used to define and describe specific parts of graphs. For example, in functions involving absolute values or inequalities, the graph might extend infinitely in one direction from a specific point, forming a ray. Consider the graph of $y = |x|$. For $x \geq 0$, the graph is a ray starting at the origin $(0,0)$ and extending infinitely along the positive x-axis. Similarly, for $x \leq 0$, the graph is another ray starting at the origin and extending infinitely along the negative x-axis.

These graphical representations of rays help visualize solutions to equations and inequalities, providing a clear

understanding of their behavior. Understanding **what is a ray in math terms** is therefore essential for interpreting graphical representations in various mathematical contexts.

Rays in Computer Graphics and Animation

The computational power of mathematics finds practical expression in fields like computer graphics and animation. Rays are fundamental to **ray tracing**, a rendering technique used to generate realistic images. In ray tracing, virtual rays are "shot" from a virtual camera through each pixel on the screen. These rays then interact with the virtual scene, bouncing off surfaces, and simulating how light would behave in the real world.

The paths these rays take, their origins, directions, and intersections with objects, are all governed by mathematical principles that incorporate the concept of a ray. The ability of a ray to extend infinitely is crucial in simulating light that has traveled vast distances or originates from distant sources.

Advanced Concepts and Related Mathematical Ideas

As we explore deeper into mathematics, the concept of a ray evolves and connects with more abstract ideas.

Half-Lines: The Generalization of Rays

A **half-line** is a more general term that can encompass rays. In some contexts, a half-line might refer to a ray that **includes** its endpoint or a ray that **excludes** its endpoint. The distinction is subtle but important in certain areas of topology and set theory. A ray, as commonly defined in elementary geometry, is typically considered a closed half-line, meaning it includes its endpoint.

Rays in Non-Euclidean Geometries

While our discussion has largely focused on Euclidean geometry, the concept of a ray can be extended to non-Euclidean geometries as well. However, the "straightness" and infinite extension of a ray might be defined differently depending on the curvature of the space. For instance, on a sphere, a "straight line" is a great circle, and a ray would be a portion of a great circle extending infinitely in one direction along that curve.

The Infinite Nature of Rays and Philosophical Implications

The infinite nature of rays touches upon philosophical concepts of infinity. Mathematically, we can conceptualize and work with infinite entities, but their real-world instantiation can be more challenging. The ray serves as a mathematical model for phenomena that are perceived as extending without end, such as beams of light or lines of

sight.

Conclusion: The Enduring Importance of the Ray

In conclusion, when asked **what is a ray in math terms**, we understand it as a fundamental geometric object defined by a starting point and an infinite extension in a single direction. It is a critical concept that bridges elementary geometry with more advanced mathematical fields. From forming angles and defining trigonometric functions to its applications in vector geometry, computer graphics, and beyond, the ray is an indispensable tool in the mathematician's toolkit.

Its simplicity belies its power, providing a foundational element for understanding direction, extent, and spatial relationships. Whether you are a student encountering geometry for the first time or a seasoned mathematician, a solid grasp of the ray is essential for navigating the complexities of mathematical thought and its diverse applications.

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In professional life, downloadable books function quietly in the background. They are consulted when questions arise, revisited when clarity is needed, and relied upon for reference. Learning integrates into work instead of interrupting it.

Students experience a similar advantage. Study becomes flexible rather than rigid. Difficult sections can be revisited without pressure, and understanding develops gradually. Offline access supports focus when connectivity is limited.

Different reading personalities find comfort here. Some readers prefer structure, others prefer exploration. The format supports both without judgment. ***What Is A Ray In Math Terms*** adapts to individual habits rather than enforcing a single approach.

Accessibility features broaden participation. Adjustable text sizes, reading assistance, and compatibility with support tools allow more people to engage comfortably. These options quietly remove barriers without drawing attention to themselves.

Organization becomes intuitive over time. Digital libraries grow alongside interests. Notes remain saved, highlights preserved, and bookmarks easy to find. Learning feels continuous instead of fragmented.

There is also a subtle emotional shift. When readers know a book is always available, anxiety decreases. There is no rush to understand everything at once. Ideas are allowed to settle slowly, becoming clearer with each return.

Global access adds richness. Readers from different backgrounds engage with the same material, often interpreting ideas through unique lenses. This shared access broadens perspective and encourages reflection.

Exploration becomes easier when effort is low. Readers connect ideas across topics, move between subjects, and allow curiosity to guide them. This kind of learning feels organic rather than planned.

Long-term engagement grows quietly. Notes taken months ago still matter. Bookmarks still guide attention. The book becomes part of an ongoing learning process rather than a temporary focus.

Over time, books stop feeling like tasks. They become companions. They wait without demanding attention, ready to be opened again when questions return.

This steady presence shapes attitude. Learning feels less intimidating. Curiosity feels welcome. Understanding feels earned through patience rather than speed.

Accessing ***What Is A Ray In Math Terms*** in this way reflects how people actually live. Attention moves, time fragments, interests evolve. The book adapts to these realities

instead of resisting them.

There is no clear endpoint here. Reading pauses and resumes. Understanding deepens gradually. Ideas resurface in new contexts.

What remains is familiarity. The comfort of knowing that insight is close, waiting quietly, ready to be explored again whenever curiosity decides to return.

Questions & Answers About what is a ray in math terms

No	Question	Answer
1	What's the simplest way to think about a ray in geometry?	Imagine a straight line that starts at a specific point and goes on forever in one direction. That's a ray!
2	Does a ray have a beginning and an end?	A ray has a definite starting point, called the endpoint, but it extends infinitely in one direction, so it doesn't have an end.
3	How do mathematicians denote a ray?	We usually name a ray by its endpoint and another point on the ray. For example, ray AB is written as $\overrightarrow{AB}$, with the arrow pointing in the direction of the ray.
4	Is a ray part of a line or a line segment?	A ray is like a half-line. It shares characteristics with both. It has an endpoint like a line segment, but it extends infinitely like a line.

5	Can you give me an example of a ray in real life?	Think of a beam of light from a flashlight. It starts at the flashlight (the endpoint) and travels outward in a straight line forever.
6	What's the difference between a ray and a line?	A line extends infinitely in both directions, while a ray starts at a point and extends infinitely in only one direction.
7	How are rays used in trigonometry?	Rays are fundamental in trigonometry, forming the sides of angles. The vertex of an angle is the endpoint of two rays.
8	What does the 'arrow' on a ray's notation symbolize?	The arrow on the notation, like $\overrightarrow{AB}$, signifies that the ray extends infinitely in the direction from point A towards point B.
9	Are rays used in coordinate geometry?	Yes, rays can be represented on a coordinate plane. For example, a ray starting at (2,3) and going through (5,7) can be described using its starting point and direction vector.

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