## 1.3 Use Midpoint and Distance Formulas

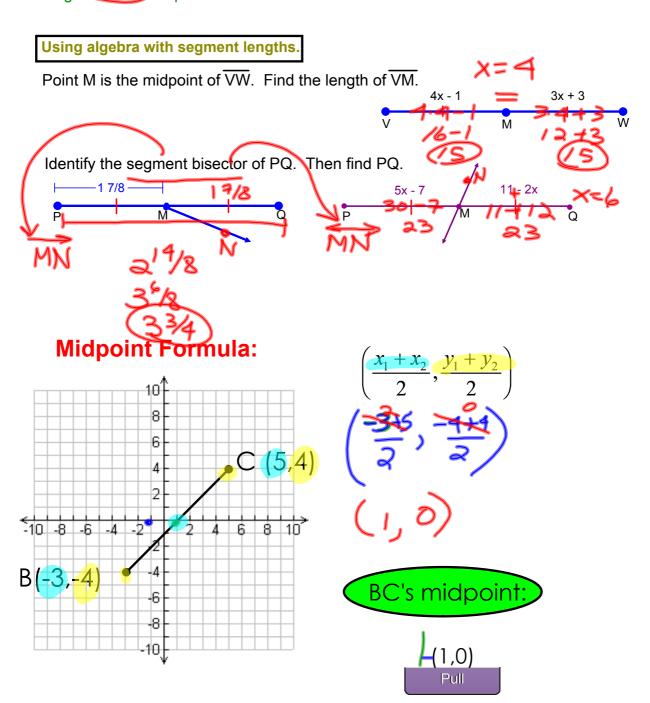
G.PE.7 Use coordinates to compute perimeters of polygons and areas of triangles and rectangles, e.g., using the distance formula.

## Big Idea!

To learn how to find the midpoint and distance between two points in the coordinate plane.

**Midpoint** - the point that divides the sement into two congruent segments.

**Segment Bisector** - a point, ray, line, line segment, or lane that intersects the segment at its midpoint.



Find the coordinates of the midpoint of the segment with the given endpoints.

1. 
$$T(4,-1)$$
 and  $K(6,0)$ 

2. A(4,2) and C(0,2)

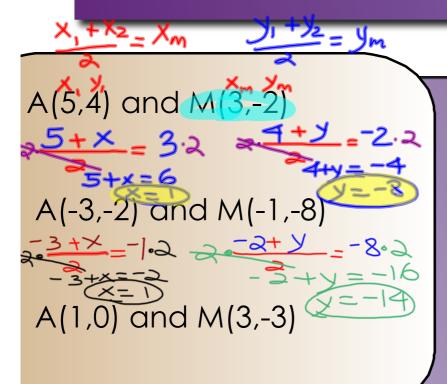
3. P(-5,5) and C(7,3)

1. 
$$(5, -\frac{1}{2})$$

2. (2,2)

(3. (1.4)

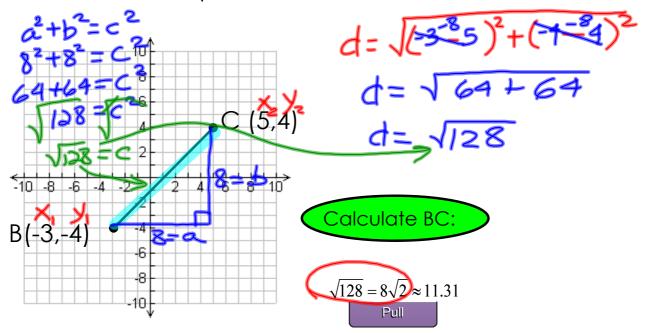
## Find the coordinates of point B, given one endpoint A, and the midpoint M.



- 1. (1,-8)
- 2. (1,-14)
- 3. (5,-6)

## Distance Formula

Distance Formula: 
$$\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$
 given  $(x_1, y_1)$  and  $(x_2, y_2)$ .



Find the length of each segment.

