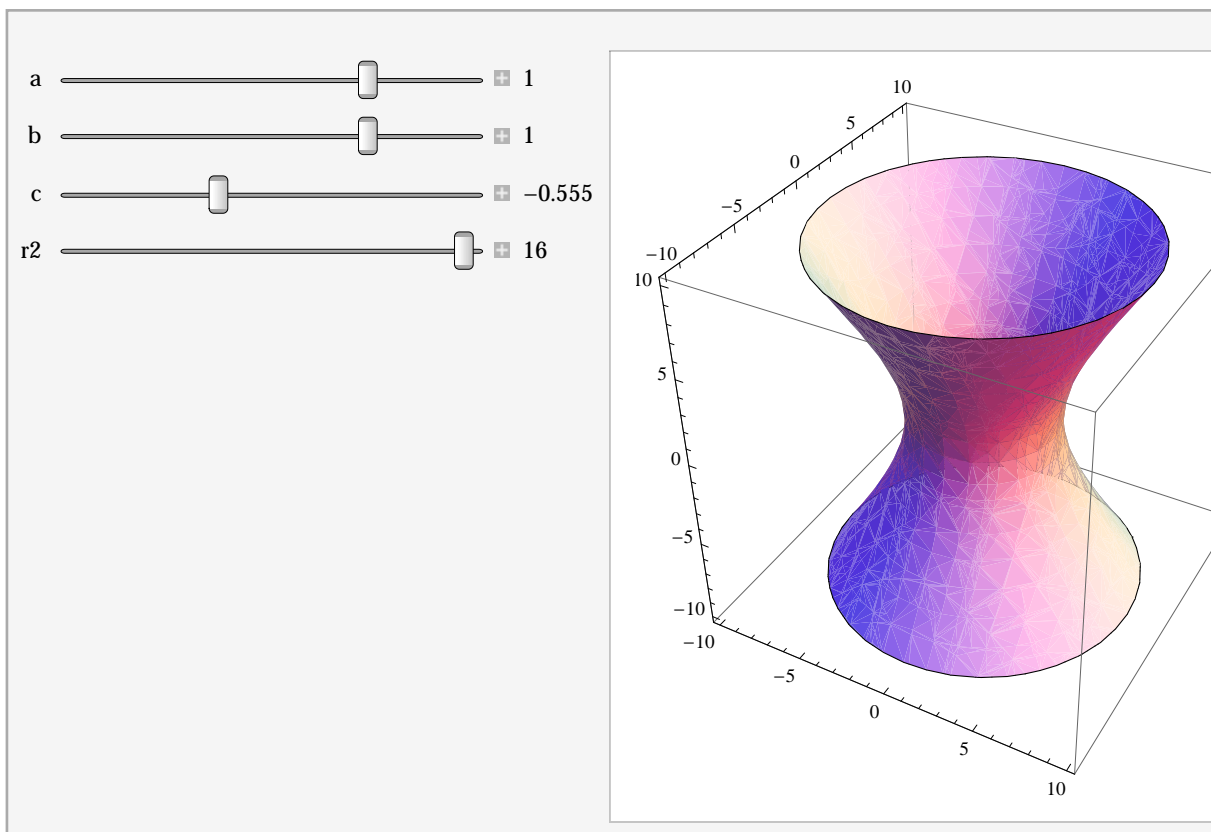


```
In[1]:= (* kwadryki w R^3 postaci ax^2+by^2+cz^2==r2 *)
a = 1; b = 1; c = 1; r2 = 16;
Manipulate[ContourPlot3D[a x^2 + b y^2 + c z^2 == r2, {x, -10, 10},
  {y, -10, 10}, {z, -10, 10}, PlotRange -> Full, Mesh -> False, ImageSize -> 300],
  {a, -2, 2, Appearance -> "Labeled"}, {b, -2, 2, Appearance -> "Labeled"},
  {c, -2, 2, Appearance -> "Labeled"},
  {r2, -8, 16, Appearance -> "Labeled"}, SaveDefinitions -> True]
```

Out[2]=

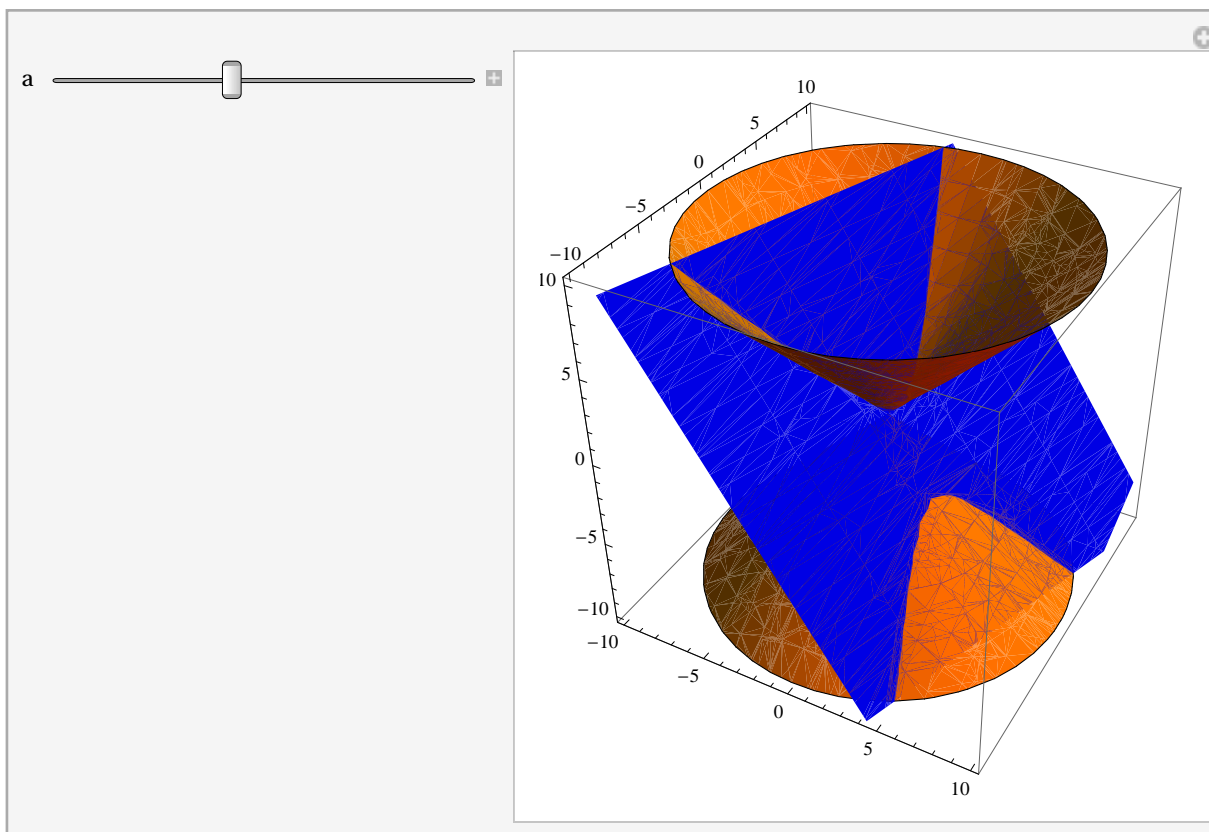


```

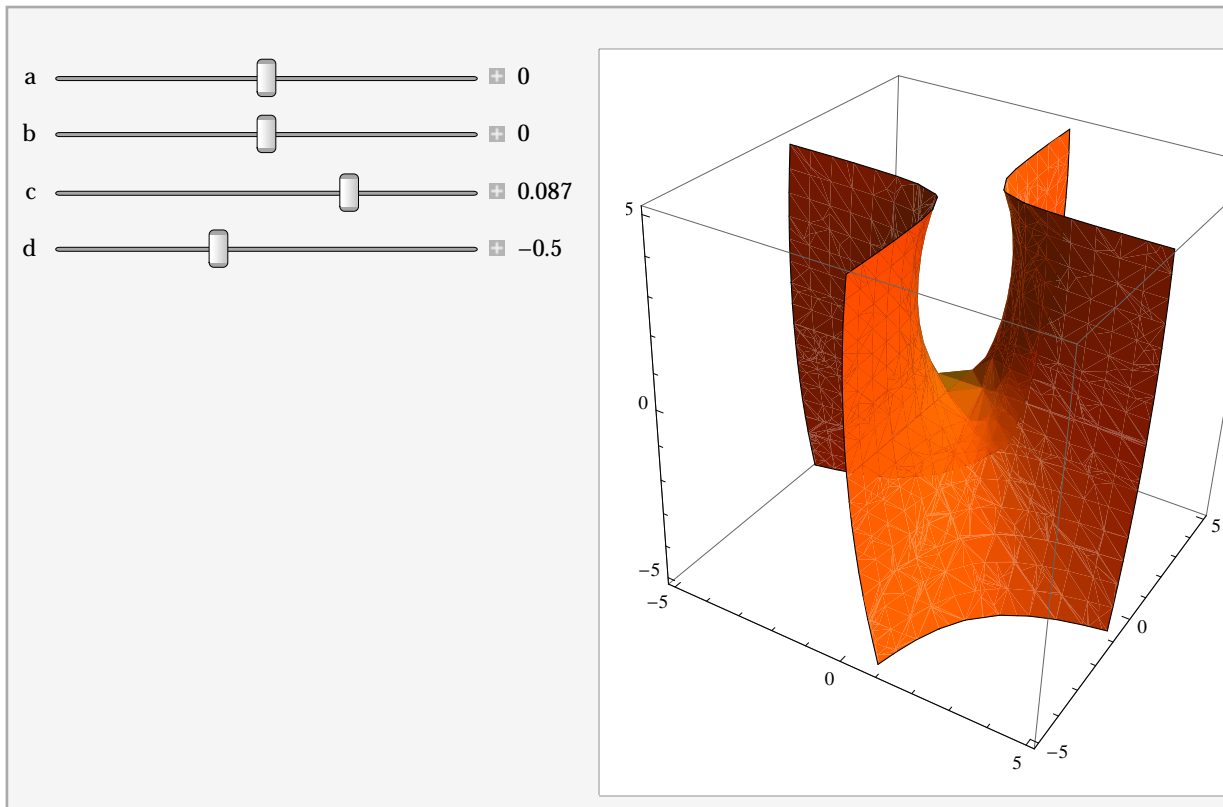
In[5]:= (* plaskie kwadrki jako przekroje plaszczyny ze stozkiem
        x^2+y^2-z^2=0 w R^3, czyli afiniczne czesci jednej kwadyki w P^2(R) *)
stozek := ContourPlot3D[x^2 + y^2 - z^2 == 0, {x, -10, 10}, {y, -10, 10}, {z, -10, 10},
  ContourStyle -> Directive[Orange], PlotRange -> Full, Mesh -> False, ImageSize -> 300];
Manipulate[Show[
  stozek, ParametricPlot3D[{x, a x + 2 z - 4, z}, {x, -10, 10}, {z, -10, 10},
  PlotStyle -> Directive[Blue], PlotRange -> Full, Mesh -> False, ImageSize -> 300]],
{a, -2, 10}, SaveDefinitions -> True]

```

Out[6]=



```
(* kwadrki bedace przekrojem hiperplaszczyny ze stozkiem
xy+zw=0 w R^4, , czyli afiniczne czesci jednej kwadyki w P^3(R) *)
a = 0; b = 0; c = 0.14; d = -0.5; (* manipuluj c *)
Manipulate[ContourPlot3D[x y + z (a x + b y + c z + d) == 0, {x, -5, 5}, {y, -5, 5},
{z, -5, 5}, PlotRange -> Full, ContourStyle -> Orange, Mesh -> False, ImageSize -> 300],
{a, -2, 2, Appearance -> "Labeled"}, {b, -2, 2, Appearance -> "Labeled"},
{c, -0.2, 0.2, Appearance -> "Labeled"},
{d, -2, 2, Appearance -> "Labeled"}, SaveDefinitions -> True]
```



```
(* kwadrki bedace przekrojem hiperplaszczyny ze stozkiem
  x^2+y^2+zw=0 w R^4, czyli afiniczne czesci jednej kwadyki w P^3(R) *)
a = 0; b = 0; c = -1.59; d = -0.5; (* manipuluj c *)
Manipulate[ContourPlot3D[x^2 + y^2 - z (a x + b y + c z + d) == 0, {x, -1, 0.5}, {y, -0.5, 0.5},
  {z, -0.5, 0.5}, PlotRange -> Full, ContourStyle -> Orange, Mesh -> False, ImageSize -> 300]
, {a, -3.5, 2, Appearance -> "Labeled"}, {b, -2, 3, Appearance -> "Labeled"},
{c, -2, 2, Appearance -> "Labeled"},
{d, -2, 2, Appearance -> "Labeled"}, SaveDefinitions -> True]
```

