18. It frequently happens that a number of faces of a crystal intersect each other, or would intersect if produced till they met, in parallel lines. Such an assemblage of faces is called a 'zone.' The faces of a zone are all perpendicular to one plane, and their poles lie in a great circle, which will be called the 'zone-circle.' A line parallel to the intersections of the faces of a zone will be called the 'axis' of the zone.

19. Let hkl, pqr be the symbols of any two faces in a zone. Then, if

$$u = kr - lq$$
, $v = lp - hr$, $w = hq - kp$,

uvw will be the symbol of the zone containing the faces hkl, pqr, or of the zone-circle through the poles of hkl, pqr.

20. A face may be common to two zones, or its pole may be the intersection of two zone-circles.

Let hkl, pqr be the symbols of two zones. Then, if

$$u = kr - lq$$
, $v = lp - hr$, $w = hq - kp$,

uvw will be the symbol of the face common to the zones hkl, pqr.

21. Let uvw be the symbol of a face in the zone uvw. Then,

$$uu + vv + ww = 0.$$

Any positive or negative whole numbers, including zero, which, when substituted for u, v, w, satisfy the above equation, are the indices of a face in the zone uvw; and any positive or negative whole numbers, including zero, which, when substituted for u, v, w, satisfy the same equation, are the indices of a zone containing the face uvw.

22. Let P, Q, R, s be four poles in one zone-circle, PR being larger than PQ, and PQ, PR, PS measured in the same direction from P. Let their symbols be,—

P efg, Q hkl, R pqr, s uvw.

$$\frac{\begin{bmatrix} PS \end{bmatrix}}{\begin{bmatrix} SR \end{bmatrix}} = \frac{fw - gv}{vr - wq} = \frac{gu - ew}{wp - ur} = \frac{ev - fu}{uq - vp},$$

$$\frac{\begin{bmatrix} PQ \end{bmatrix}}{\begin{bmatrix} QR \end{bmatrix}} = \frac{fl - gk}{kr - lq} = \frac{gh - el}{lp - hr} = \frac{ek - fh}{hq - kp}.$$

Then,

$$\frac{[PS]}{[SR]}(cotPS - cotPR) = \frac{[PQ]}{[QR]}(cotPQ - cotPR).$$

$$B 4$$

