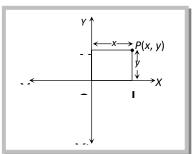
Cartesian Co-ordinates of a Point.

This is the most popular co-ordinate system.

Let us consider two intersecting lines XOX' and YOY', which are perpendicular to each other. Let

P be any point in the plane of lines. Draw the rectangle *OLPM* with its adjacent sides *OL,OM* along the lines *XOX', YOY'* respectively. The position of the point *P* can be fixed in the plane provided the locations as well as the magnitudes of *OL, OM* are known.



Axis of *x*. The line *XOX* is called axis of *x*.

Axis of y: The line YOY is called axis of y.

Co-ordinate axes: *x* axis and *y* axis together are called axis of co-ordinates or axis of reference.

Origin: The point ' \mathcal{O} is called the origin of co-ordinates or the origin.

Oblique axes: If both the axes are not perpendicular then they are called as oblique axes.

Let OL = x and OM = y which are respectively called the abscissa (or *x*-coordinate) and the ordinate (or *y*-coordinate). The co-ordinate of *P* are (x, y).

Note: Co-ordinates of the origin is (0, 0).
The y co-ordinate of every point on x-axis is zero.
The x co-ordinate of every point on y-axis is zero.