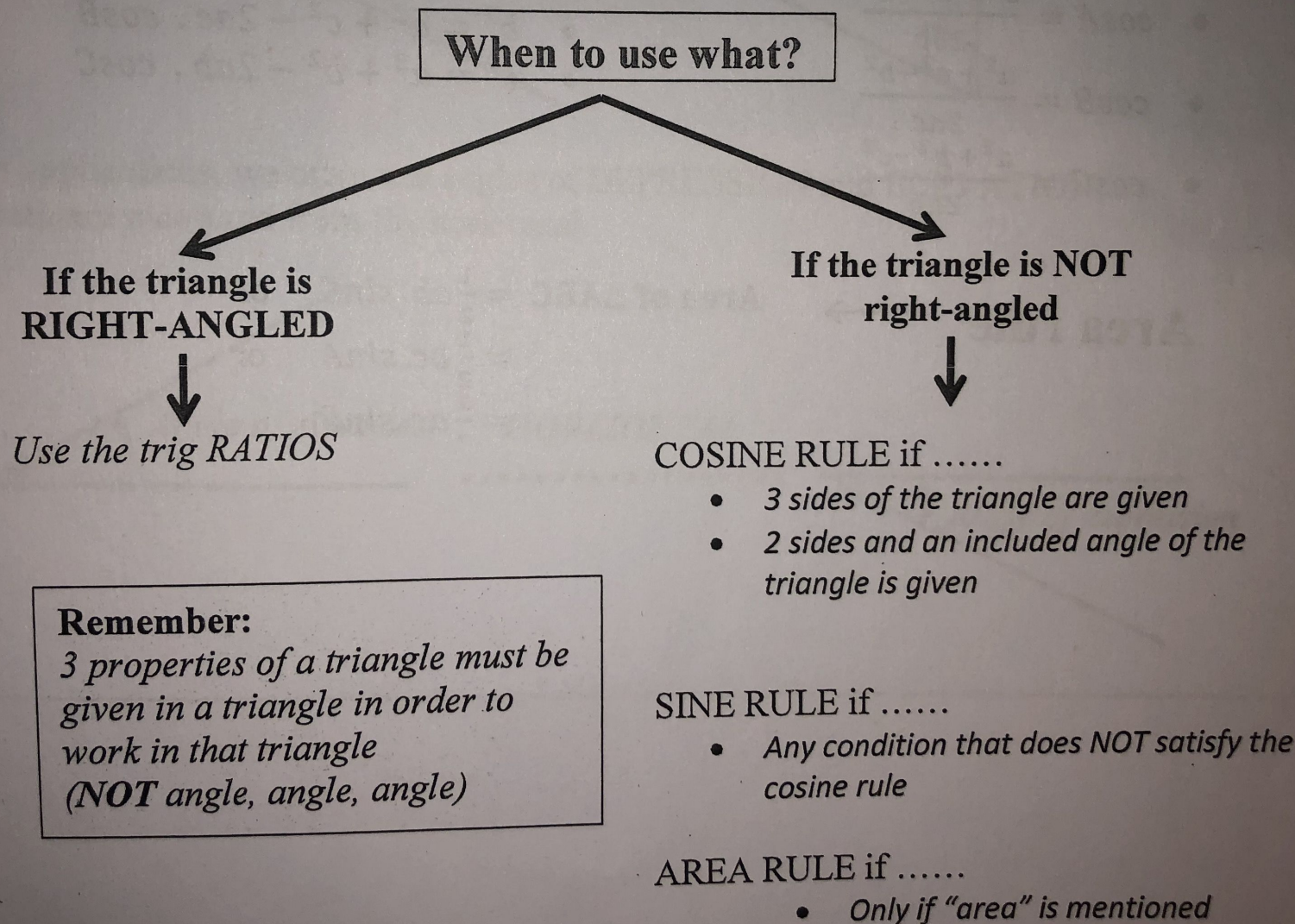


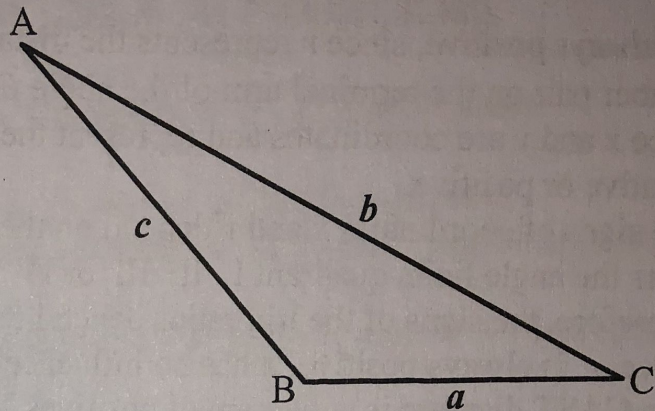
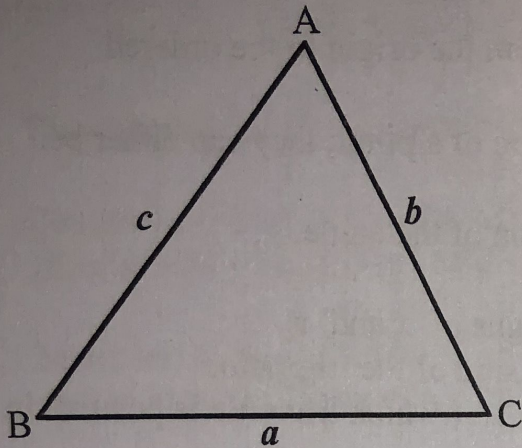
SOLVING TRIANGLES IN TWO AND THREE DIMENSIONS

Any triangle can be solved, if **THREE** properties of the triangle are given/known, by using:

- ✓ The trig ratios in RIGHT-ANGLED triangles
- ✓ The area, sine or cosine rule



IN ANY $\triangle ABC$ THE RULES ARE APPLIED AS FOLLOW:



Sine rule

If an ANGLE is asked

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$

If a SIDE is asked

$$\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$$

Cosine rule

If an ANGLE is asked

- $\cos A = \frac{b^2 + c^2 - a^2}{2bc}$
- $\cos B = \frac{a^2 + c^2 - b^2}{2ac}$
- $\cos C = \frac{a^2 + b^2 - c^2}{2ab}$

If a SIDE is asked

- $a^2 = b^2 + c^2 - 2bc \cdot \cos A$
- $b^2 = a^2 + c^2 - 2ac \cdot \cos B$
- $c^2 = a^2 + b^2 - 2ab \cdot \cos C$

Area rule

$$\begin{aligned} \text{Area of } \triangle ABC &= \frac{1}{2} ab \cdot \sin C \quad \text{or} \\ &= \frac{1}{2} bc \cdot \sin A \quad \text{or} \\ &= \frac{1}{2} ac \cdot \sin B \end{aligned}$$

TIPS FOR SOLVING 2D & 3D PROBLEMS

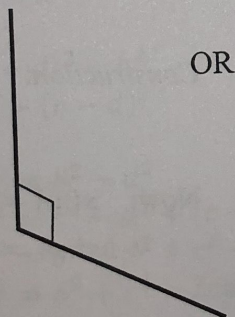
1. The diagram usually consists of 2 or more triangles with COMMON sides.
2. One of the triangles is often right-angled, so use the trig ratios to solve it.
(In triangles without right angles, the Sine, Cosine and Area rules must be applied.)
- * 3. Make use of basic Geometry to obtain additional information, such as vertical opposite angles, interior angles of a triangle, etc.
4. In Grade 12, be on the lookout for Compound and Double angles when simplifying a problem.

move from
have \rightarrow
want Δ .
= via common side

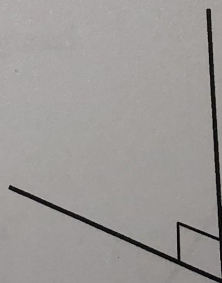
5. Start in the triangle that contains the most information, then move along to the triangle in which the required line/angle is.

6. When solving problems in three dimensions:

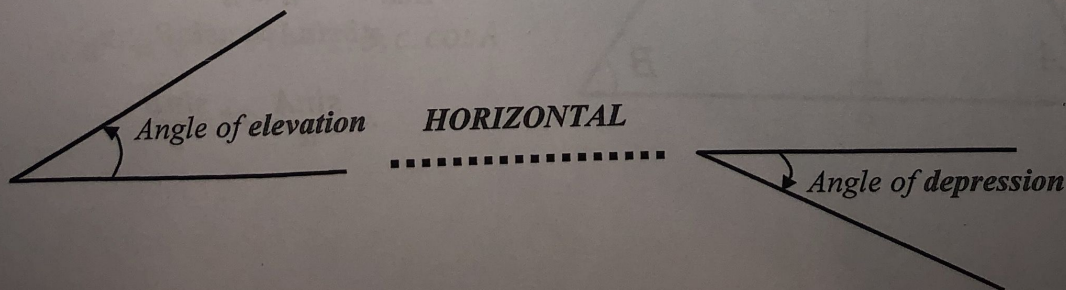
- It may help to shade the horizontal area
- In the diagram, right angles may not look like right angles, e.g. * 3-d perspective



OR



7. In applications, we often use angles of DEPRESSION and ELEVATION.
Both are measured from the horizontal.

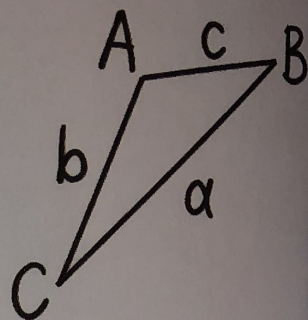


Three-dimensional Trigonometry

In any triangle:

Sin rule • $\frac{\sin \hat{A}}{a} = \frac{\sin \hat{B}}{b} = \frac{\sin \hat{C}}{c}$

• $\frac{a}{\sin \hat{A}} = \frac{b}{\sin \hat{B}} = \frac{c}{\sin \hat{C}}$



Cos rule • $a^2 = b^2 + c^2 - 2bc \cos \hat{A}$

Area rule • $\text{area } \triangle ABC = \frac{1}{2} ab \sin \hat{C}$

NB

Must be an included angle.

• In a 90° (right-angled) triangle:

⇒ use "normal" trig, eg. $\sin x = \frac{o}{h}$,
 $\cos x = \frac{a}{h}$ and $\tan x = \frac{o}{a}$

• When you need to prove something in a non-right-angled triangle:

⇒ always use sin rule

⇒ use cos rule when you need a $\sqrt{\quad}$
or $(\quad)^2$