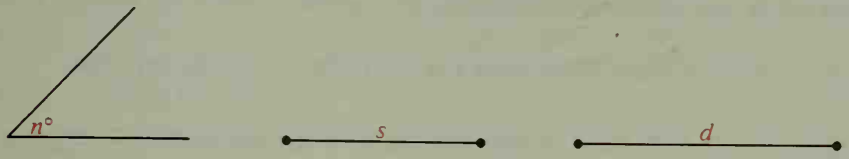
On your paper draw figures roughly like those shown. Use them in constructing the figures described in Exercises 23–25.

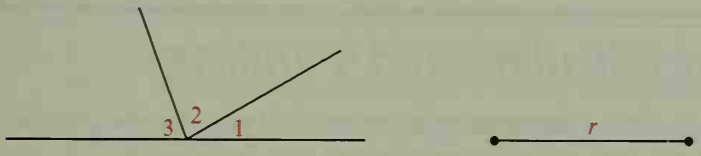


23. An isosceles triangle with a vertex angle of $n°$ and legs of length d

24. An isosceles triangle with a vertex angle of $n°$ and base of length s

C **25.** A parallelogram with an $n°$ angle, longer side of length s, and longer diagonal of length d

★ **26.** On your paper draw figures roughly like the ones shown. Then construct a triangle whose three angles are congruent to $\angle 1$, $\angle 2$, and $\angle 3$, and whose circumscribed circle has radius r.



Biographical Note — *Grace Hopper*

In 1944 the Mark I, the first working computing machine, started operations at Harvard. It could do three additions per second; calculations that took six months by hand could now be done in a day. Today, computers are one *billion* times as fast, partly because software (programming) has become more efficient, but mostly because of advances in hardware (electronics) such as the development of integrated circuits and silicon chips.

Rear Adm. Grace Hopper, U.S. Navy (Ret.) worked on that first computing machine and many others since. After getting her Ph.D. in mathematics in 1934 from Yale and teaching for several years, Hopper joined the Navy in 1943 and was assigned to Harvard as a programmer of the Mark I. In 1957, her work on making programming faster and easier resulted in her language called Flowmatic, based on the novel idea of using English words in a computer language. The first machine-independent language, COBOL, was announced in 1960 and was based on her language. She continues today to promote computers and learning, saying computers are the "first tool to assist man's brain instead of his arm."