জ্যামিতি রিসোর্স (সম্পূর্ণ)

==
ভুলেও ডক এডিট করা যাবে না। এডিটকারী বিনা নোটিশে banned হবেন
কোন এডিট করা জরুরি মনে করলে কমেন্ট করুন। এডমিন এডিট করবে

==

জ্যামিতি :

বেসিক জ্যামিতি সূত্র :
সরলরেখা, বৃত্ত,ত্রিভুজ,চতুর্ভুজ ,ট্রাপিজিয়াম , গোলক ,বহুভুজ সূত্রাবলি
Competitive Programming by F.H & S.H- 7.2 Geometry Basics
http://www.mathsisfun.com/geometry/
https://www.khanacademy.org/math/geometry
http://aleph0.clarku.edu/~djoyce/java/elements/toc.html

Dot Product & Cross Product :
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry1

Line-Point Distance:
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry1

Line-Line Intersection :
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry2
Competitive Programming by F.H & S.H-7.4 Intersection Problems

Segment Intersection(Line):
http://www.geeksforgeeks.org/check-if-two-given-line-segments-intersect/

Polygon Area & Perimeter:
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry1
Competitive Programming by F.H & S.H- Paze 126

Circle Intersection :
http://mathworld.wolfram.com/Circle-CircleIntersection.html
http://mathforum.org/library/drmath/view/51836.html

Reflection & Rotation of Line:
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry2

CCW (Counter Clockwise) Test:
Competitive Programming by F.H & S.H- Paze 127

Convex Hull :
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry2
Competitive Programming by F.H & S.H-7.3 Graham's Scan
http://www.geeksforgeeks.org/convex-hull-set-1-jarviss-algorithm-or-wrapping/

Line Sweep Algorithms:
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=lineSweep

Point In Triangle:
http://www.geeksforgeeks.org/check-whether-a-given-point-lies-inside-a-triangle-or-not/

Point In Polygon:
http://www.geeksforgeeks.org/how-to-check-if-a-given-point-lies-inside-a-polygon/
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry3

Closest Pair of Point :
http://www.geeksforgeeks.org/closest-pair-of-points/
en.wikipedia.org/wiki/
Closest_pair_of_points_problem
www.cs.ucsb.edu/~suri/cs235/ClosestPair.pdf

Great-Circle Distance:
Competitive Programming by F.H & S.H- Paze 125
http://en.wikipedia.org/wiki/Great-circle_distance

Circle Union :
http://chorui12.blogspot.com/

Bisection Method:
Competitive Programming by F.H & S.H - Paze 131Pick's theorem
:https://www.math.hmc.edu/funfacts/ffiles/10002.2.shtml
http://en.wikipedia.org/wiki/Pick%27s_theorem

Computational Geometry (Advanced):
http://www.personal.kent.edu/~rmuhamma/Compgeometry/compgeom.html
http://www.randygaul.net/category/computational-geometry/
http://blog.informationgeometry.org/

Using Geometry in TopCoder Problems :
http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry3

ফুল ডকুমেন্টারি :http://mathworld.wolfram.com/topics/Geometry.html
Collected From : https://www.facebook.com/presource