

Assignment 1

N.Manga

Download all python codes from

<https://github.com/N.manga/ASSIGNMNT/Assignment1.py>

and latex-tikz codes from

<https://github.com/N.manga/ASSIGNMNT/main.tex>

1 QUESTION No.2.14

item Construct $\triangle PQR$ such that $PQ=3, QR=5.5$ and $\angle PQR = 60^\circ$

2 SOLUTION:

let the vertices of $\triangle PQR$ and be

$$\mathbf{P} = \begin{pmatrix} 0 \\ 3 \end{pmatrix}, \mathbf{Q} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}, \mathbf{R} = \begin{pmatrix} 5.5 \\ 0 \end{pmatrix} \quad (2.0.1)$$

Now, $\triangle PQR$ can be plotted using vertices PQ, QR and RP .

Plot the $\triangle PQR$:

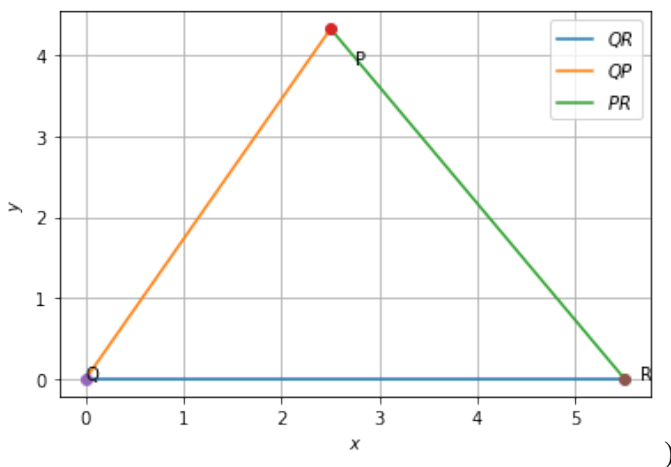


Fig. 2.1: $\triangle PQR$