**[জ্যামিতি রিসোর্স (সম্পূর্ণ)](https://www.facebook.com/groups/bengaliprogramming/)**

[**https://github.com/hasancse91/Programming-Problem-In-Bengali/blob/master/Geometry%20Resources.md**](https://github.com/hasancse91/Programming-Problem-In-Bengali/blob/master/Geometry%20Resources.md)

**ব্যাসিক জ্যামিতি সুত্র :**

* সরলরেখা, বৃত্ত,ত্রিভুজ,চতুর্ভুজ ,ট্রাপিজিয়াম , গোলক ,বহুভুজ সুত্রাবলি
* 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](http://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>