Nerdstuff

Source code at: https://github.com/dmorgorg/LaTeX/blob/master/misc.pdf

Last updated on November 18, 2022

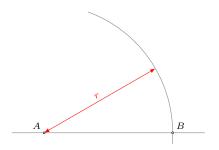
Geometry :: How To Construct A 30° Angle With A Pair Of Compasses

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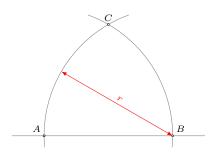
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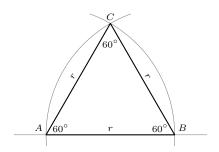


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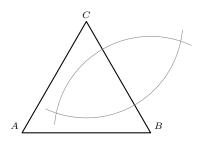
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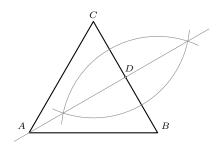
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- $\triangle ABC$ is equilateral with sides of length r.



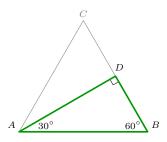
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- **6** Draw arcs centred at B and C, with radius $r' \approx 0.75r$. as shown.



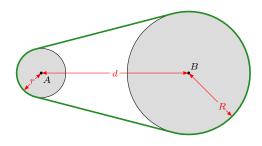
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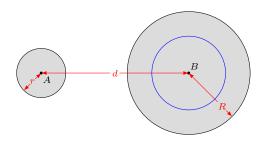
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- 8 $\angle BAD = 30^{\circ}$, as required.



Two pulleys, centred at \boldsymbol{A} and B, have radii r and R. The distance from A to B is d.

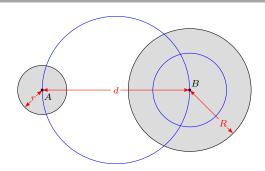
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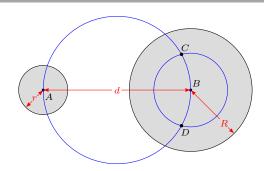
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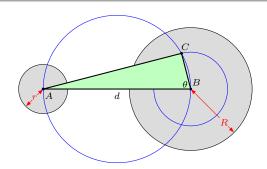
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- **2** Construct a circle with diameter AB.



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- \blacksquare Construct a circle, diameter R-r, centred at B.
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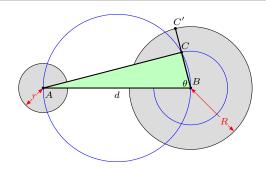


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$$\theta = \sin^{-1} \left(\frac{\sqrt{d^2 - (R - r)^2}}{d} \right)$$



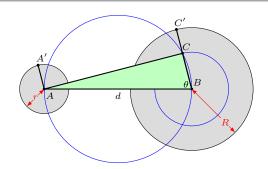
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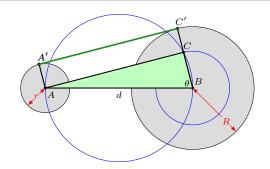
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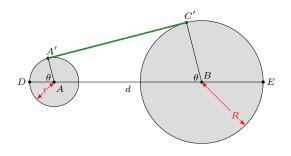
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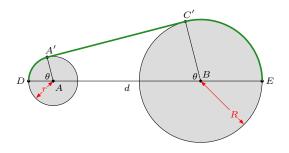
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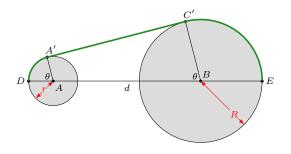
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- **9** The angles $(\theta \text{ and } \pi \theta)$ that these arcs subtend at the pulley centres, with the radius of each pulley, are used to determine the arc-lengths (θ in radians):

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TO Belt-length:

$$= 2 (DA' + A'C' + C'E)$$

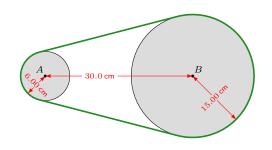
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Example:

$$\theta = \sin^{-1}\left(\frac{\sqrt{d^2 - (R-r)^2}}{d}\right) = \sin^{-1}\left(\frac{\sqrt{6.00^2 - 1.50^2}}{6.00}\right) = 1.3181 \text{ (radians)}$$

$$\text{B-L} = 2\left(6.00 \times 1.3181 + \sqrt{6.00^2 - 1.50^2} + 15.00 \times (\pi - 1.3181)\right) = 82.141$$

The belt length is 82.1 cm.

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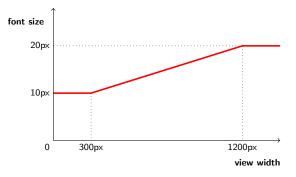
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For more precise control, without trial and error that rapidly becomes frustrating, I turned to this excellent CSS-tricks page showing examples such as

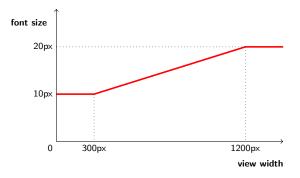
```
font-size: calc(16px + 6 * ((100vw - 320px) / 680));
```

What are these magic numbers? At the moment, I can tell that, at a screen width of 320px, the font size is 16px. Font size increases smoothly until, at a screen width of 1000px, the font size of 22px. But I probably won't remember how to figure that out next week! The CSS-tricks page doesn't show how these numbers are derived...

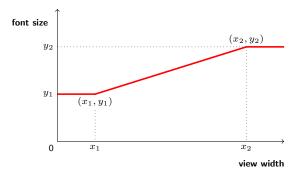
... but it's just some (relatively) simple high-school math. All you need to recall from high-school is the equation of a line in the form: $\frac{y-y_1}{x-x_1} = \frac{y_2-y_1}{x_2-x_1}$



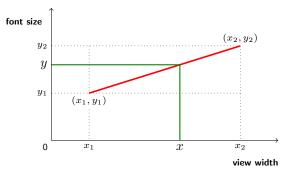
■ We can graph our desired font size against view width as shown. In this case: view widths less than 300px have a font size of 10px; font sizes grow uniformly from 10px at 300px view width to a font-size 20px at 1200px window width; and, for window sizes over 1200px, the font size remains 20px. How do we achieve this with CSS?



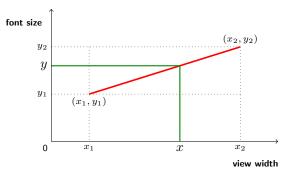
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- Instead of using the fixed numbers, we'll generalise and use variables so we can easily adjust our formula for different required values.

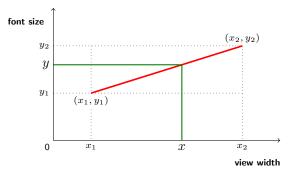


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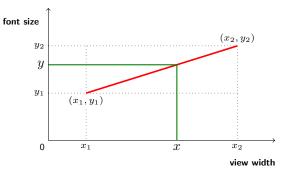
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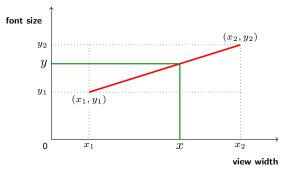
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$$\frac{y - y_1}{x - x_1} = \frac{y_2 - y_1}{x_2 - x_1}$$
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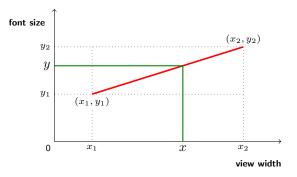


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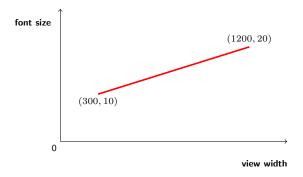
$$\begin{split} \frac{y-y_1}{x-x_1} &= \frac{y_2-y_1}{x_2-x_1} \\ \Rightarrow y-y_1 &= (x-x_1) \cdot \frac{y_2-y_1}{x_2-x_1} \\ \Rightarrow y &= y_1 + (x-x_1) \cdot \frac{y_2-y_1}{x_2-x_1} \end{split}$$



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- Thus, font-size:calc(y_1 + (100vw x_1)*($y_2 y_1$)/($x_2 x_1$));

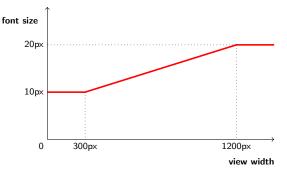


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- 7 Thus, font-size:calc(y_1 + (100vw x_1)*($y_2 y_1$)/($x_2 x_1$));
- From our previous example:

```
font-size:calc(10px + (100vw - 300px)*(20px-10px)/(1200px-300px));
```

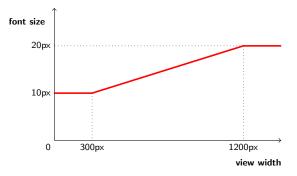
or, more concisely:

```
font-size: calc(10px + 10 * (100vw - 300px)/900);
```



OSS for the complete range of view widths:

```
Qmedia screen and (min-width:1200px) {
html { font-size:20px; }
}
Qmedia screen and (max-width:1200px) {
html { font-size: calc(10px + (100vw - 300px)/90); }
}
Qmedia screen and (max-width:300px) {
html { font-size:10px; }
}
```



For ease of editing, using SASS variables for min-font, min-width, max-font, max-width is a better solution. Or write a mixin...