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| Coordinates (x,y)  Type | Bisector incenter  Location and distances | Sides incenter  Location and distances |
| Acute  A: (155,266)  B: (478,233)  C: (336,187) | Incenter: (337.52, 218.09)  Distance from AB:29.11  Distance from BC:29.11  Distance from CA:29.11 | Incenter: (337.52, 218.09)  Distance from AB:29.11  Distance from BC:29.11  Distance from CA:29.11 |
| About equilateral  A: (299,204)  B: (367,200)  C: (347,196) | Incenter: (346.96, 198.61)  Distance from AB: 2.57  Distance from BC: 2.57  Distance from CA: 2.57 | Incenter: (346.96, 198.61)  Distance from AB: 2.57  Distance from BC: 2.57  Distance from CA: 2.57 |
| Obtuse  A: (111,280)  B: (386,302)  C: (634, 179) | Incenter: (378.90, 265.13)  Distance from AB: 36.19  Distance from BC: 36.19  Distance from CA: 36.19 | Incenter: (378.90, 265.13)  Distance from AB: 36.19  Distance from BC: 36.19  Distance from CA: 36.19 |
| Rightish  A: (221,231)  B: (371, 224)  C: (377,103) | Incenter: (334.49, 187.39)  Distance from AB: 38.28  Distance from BC: 38.28  Distance from CA: 38.28 | Incenter: (334.49, 187.39)  Distance from AB: 38.28  Distance from BC: 38.28  Distance from CA: 38.28 |
| Large  A: (58,332)  B: (343, 30)  C: (601, 364) | Incenter: (333.49, 222.69)  Distance from AB: 125.33  Distance from BC: 125.33  Distance from CA: 125.33 | Incenter: (333.49, 222.69)  Distance from AB: 125.33  Distance from BC: 125.33  Distance from CA: 125.33 |

4) The results of the tests initially were interesting because I was getting slightly different answers for the incenters (10/10/2015), rounding differently by 1 pixel sometimes, but then I realized one of my variables was casted to integer before the final calculations (10/12/2015), after that was fixed all of the values were the same for very close, always rounding to the same values to the nearest hundredth. Conclusions I can draw from these tests are that we showed by example that these two methods are equivalent as both produce the same incenter point. The bisector method seems to be a better choice as it is easier to implement however.