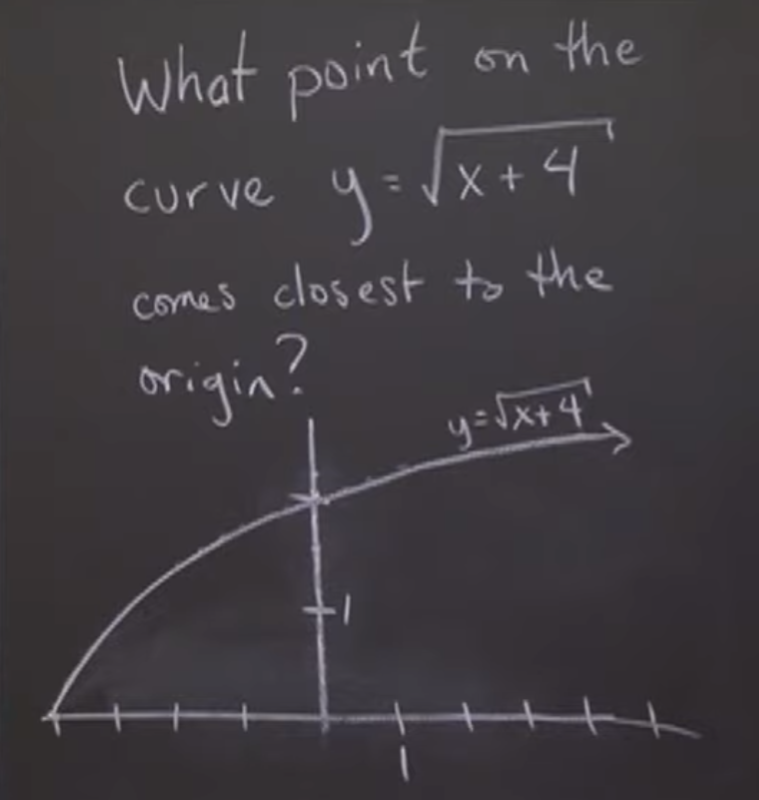
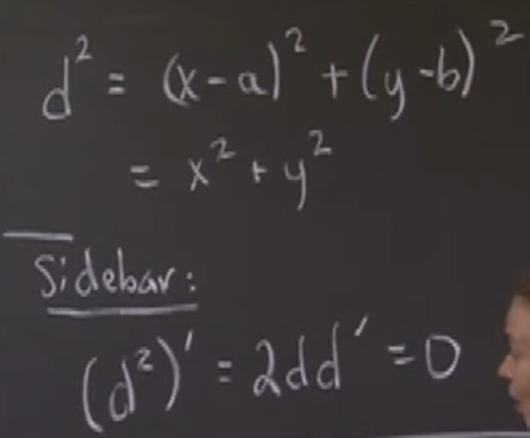
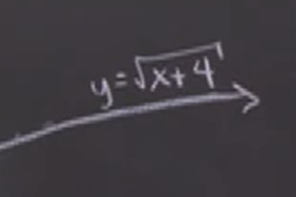
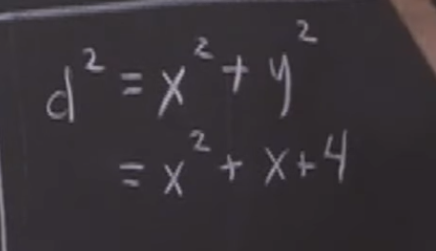
**Find the closest point to the origin**

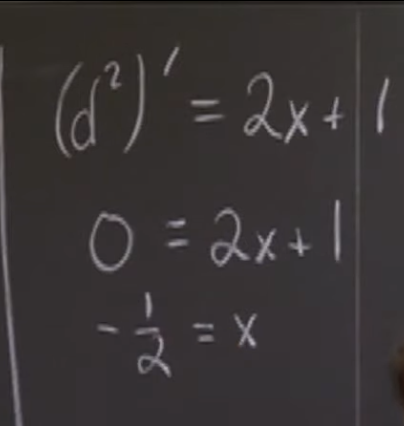


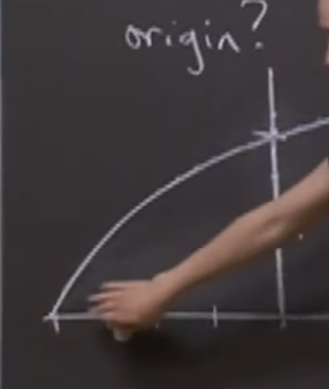
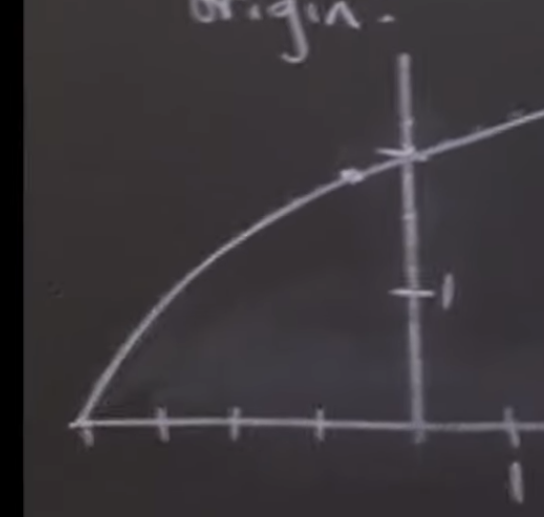
Using d2



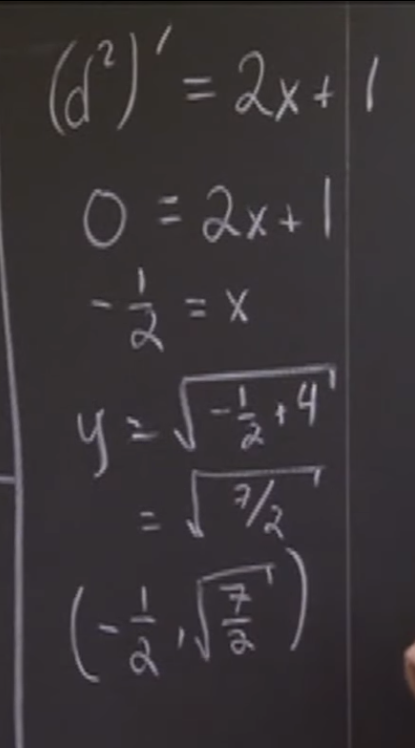




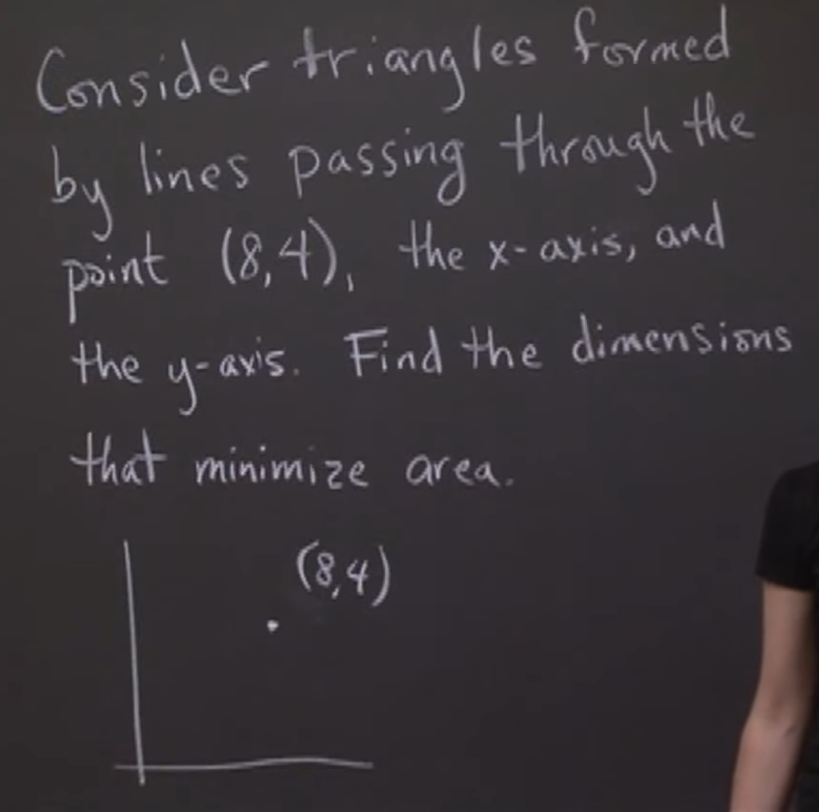


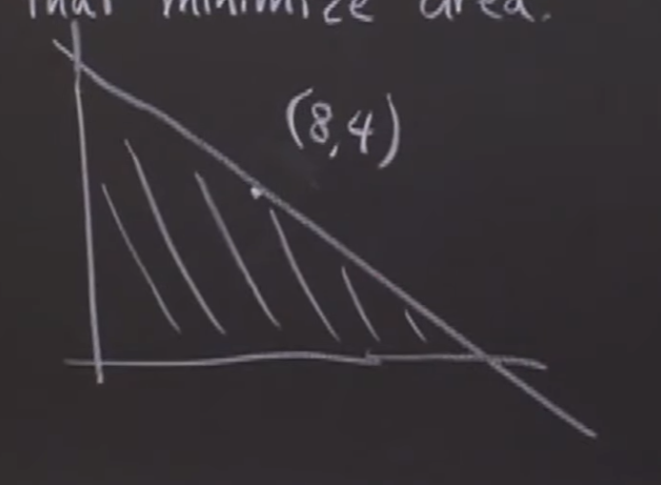
 

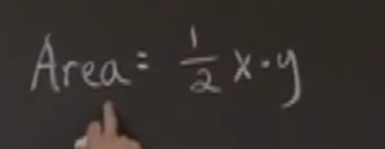
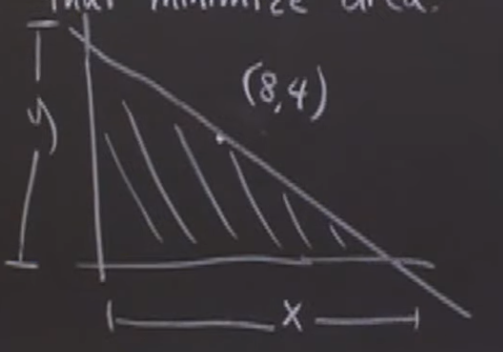
* Passed! Along our interval

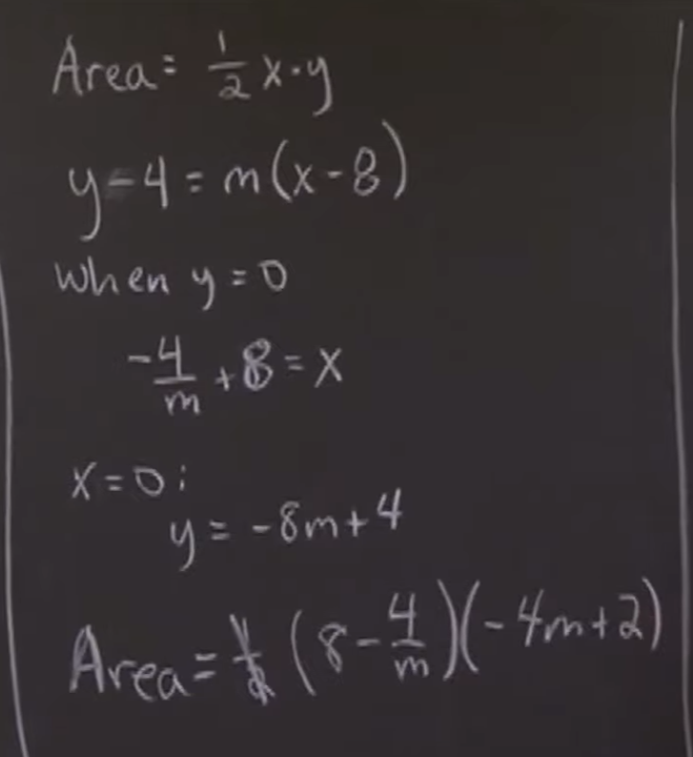


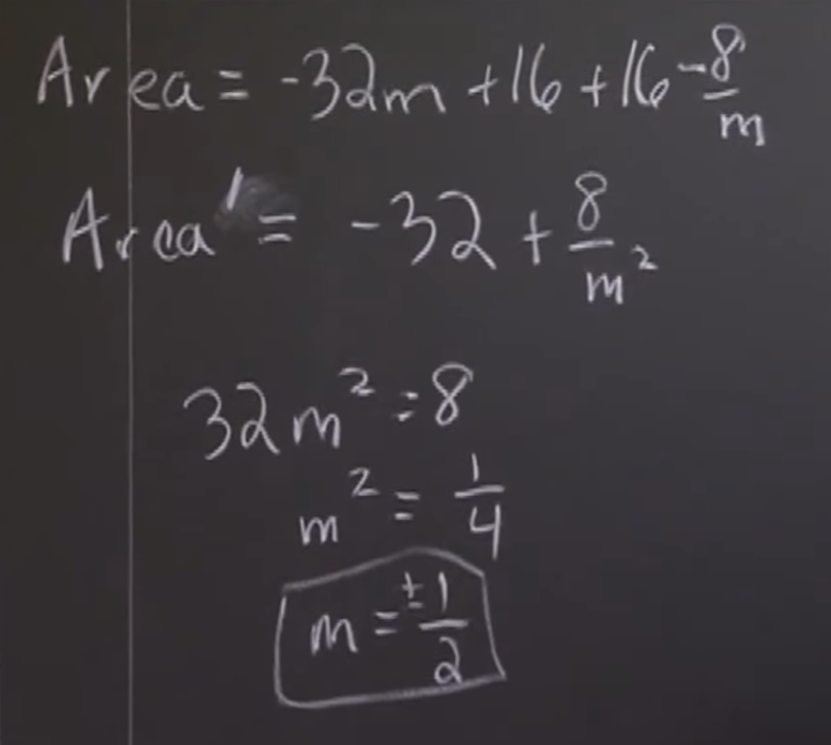
### Minimize the area of a triangle

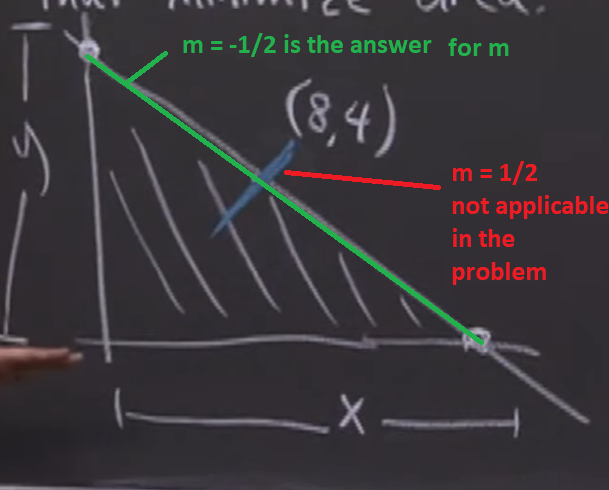


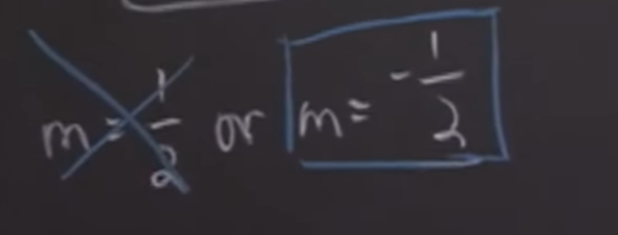






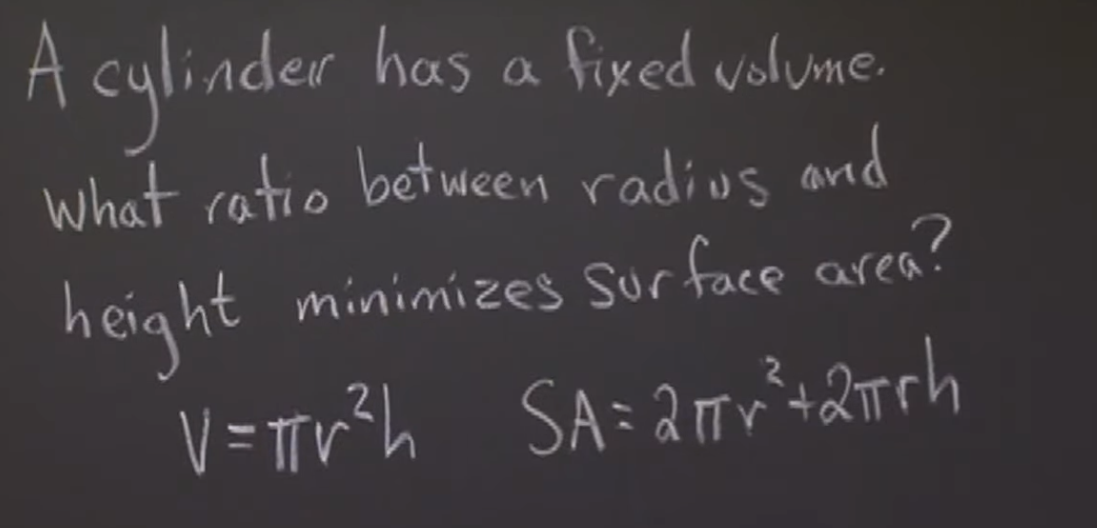
checking the drawing:

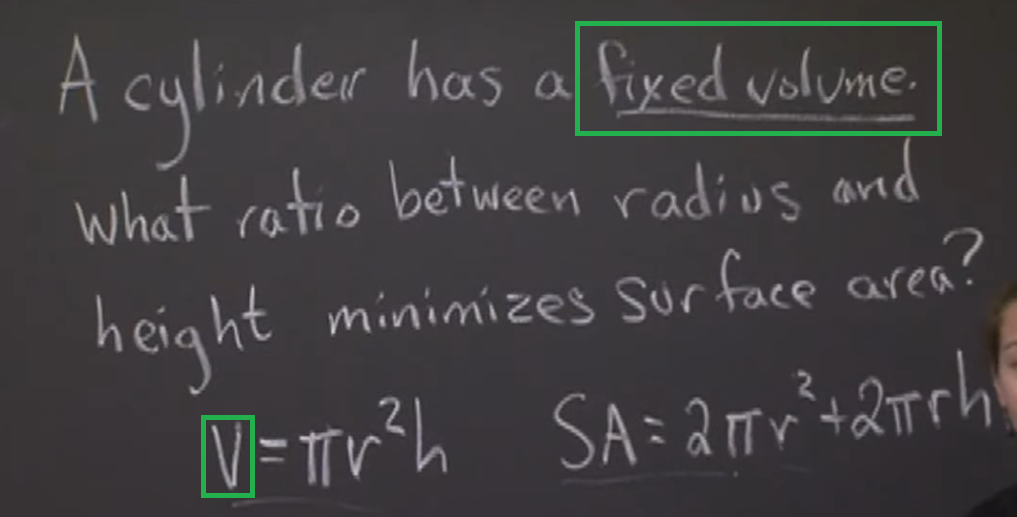


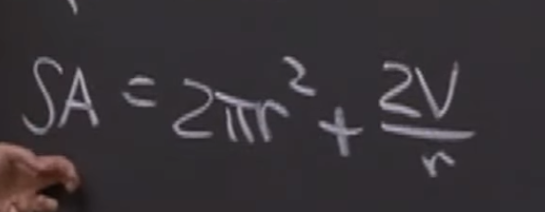


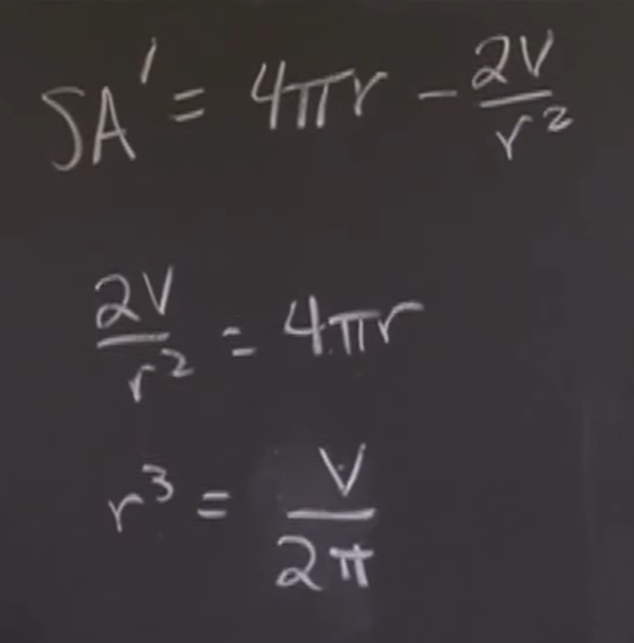
* Then find the dimensions, (x, y, and the third side) using this m

### Minimize the surface area of a cylinder









Getting r/h (ratio only based on the problem)

