

# Chapter 11: Constructions




## Introduction

"**Construction**" in geometry means creating exact shapes using only a compass and straightedge (scale).

In this chapter, we focus on constructing triangles based on given conditions without measuring angles using a protractor.

**Goal:** Accurate geometric drawing using basic tools and logical steps.

## ◆ Basic Tools Required

1. Compass 
2. Ruler/scale 
3. Sharp pencil 
4. Eraser (for neatness)
5. Optional: Divider (for measuring lengths easily)

## ◆ Standard Angle Constructions

Certain angles can be constructed exactly using a compass and ruler by repeatedly bisecting known angles like  $60^\circ$  and  $90^\circ$ .

✅ Constructible Angles:

- $60^\circ$ : By drawing equilateral triangle
- $30^\circ$ : Bisecting  $60^\circ$
- $90^\circ$ : Using perpendicular construction
- $45^\circ$ : Bisecting  $90^\circ$
- $15^\circ, 22.5^\circ, 67.5^\circ$ : Further bisections
- $120^\circ$ : Extend  $60^\circ$  in opposite direction

Note: Some angles like  $35^\circ, 40^\circ$  cannot be constructed with compass and straightedge alone.

## ◆ Key Constructions for Triangles

This chapter focuses on constructing triangles when specific measurements are given. Let's break them down 📌

### 1 Constructing Triangle when Base, Base Angle, and Sum of Other Two Sides is Given

 **Given:**

- Base BC
- $\angle B$  (base angle)
- $AB + AC = \text{a fixed value}$

#### Steps:

1. Draw base BC
2. Construct  $\angle B$  using compass
3. Extend the ray in direction of angle
4. Mark a point D such that  $BD = AB + AC$
5. Join D to C
6. Draw perpendicular bisector of DC
7. Mark intersection of bisector and angle line as point A
8. Join AB and AC to complete triangle ABC

#### Logic:

You're converting the "sum of sides" into a straight line and using bisector to balance the distances.

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## **2 Constructing Triangle when Base, Base Angle, and Difference of Other Two Sides is Given**

#### Given:

- Base BC
- $\angle B$
- $AB - AC = \text{a fixed value (say } AB > AC)$

#### Steps:

1. Draw base BC
2. Construct  $\angle B$
3. Extend the ray in angle direction
4. Mark point D on ray such that  $BD = AB - AC$
5. Join D to C
6. Draw perpendicular bisector of DC
7. Mark intersection of bisector and ray as point A
8. Join AB and AC to complete triangle

#### Logic:

Instead of balance, you now shift the distance to adjust for the difference.

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## **3 Constructing Triangle When Perimeter and Two Angles are Given**

#### Given:

- Angles  $\angle A$  and  $\angle B$
- Perimeter =  $AB + BC + CA$

#### Steps:

1. Draw a line segment  $PQ = \text{perimeter}$

2. Construct  $\angle X = \angle A$  at P and  $\angle Y = \angle B$  at Q
3. From rays of these angles, draw lines to meet at point R
4. Draw triangle ABC similar to triangle PQR, scaled down using compass to required lengths

### **Logic:**

You first create a triangle with required angles and scale, then use compass arcs to recreate actual triangle.

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## **4 Constructing Triangle Given Altitude and Equilateral Triangle**

### **Given:**

- Altitude (height) of equilateral triangle

### **Steps:**

1. Draw a line and mark midpoint
2. At midpoint, erect a perpendicular of given altitude
3. Use that point to draw two  $60^\circ$  angles using compass
4. Use arcs to mark equal sides
5. Complete triangle using those points

### **Note:**

In equilateral triangle, altitude also bisects the opposite side and angle.

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## **Other Key Concepts**

### ◆ **Perpendicular Bisector:**

- Used in constructions to find the center point between two given points

### ◆ **Angle Bisector:**

- Used to find the line that splits a given angle into two equal parts

### ◆ **Geometric Justification:**

- After drawing, always write the reason why construction is correct (like: “triangle formed because sides and angles satisfy conditions”)

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## **Final Tips for Constructions**

- ✓ Always draw lightly with pencil, use compass cleanly
- ✓ Label all key points clearly (A, B, C, etc.)
- ✓ Use arc marks clearly so construction is traceable
- ✓ Justify your construction with steps and logic

