

# Java Geometric Function Library (GeomJLib). Application programming interface (API)

Version 1.0

## Shapes 2D

### Annulus or Circular Crown

#### Area

static areaan (double radius1, double radius2)

return double

#### Perimeter

static perann (double radius1, double radius2)

return double

### Arc Sector

#### Area

static arcarea (double radius, double angle)

return double

#### Chord

static charc (double radius, double angle)

return double

#### Length

static arclength (double angle, double radius)

return double

### Perimeter

static periarc (double radius, double angle)

return double

## **Circle**

### Area

static circarea (double radius)

return double

### Circumference from diameter

static circd (double diameter)

return valore

### Circumference from radius

static circr (double radius)

return double

### Diameter from circumference

static diacircle (double circumference)

return double

### Diameter from radius

static diacirc (double radius)

return double

### Radius

static radcirc (double circumference)

return double

## **Circular Sector**

angle in degrees

### Area

static arcisec (double radius, double angle)

return double

### Chord

static chcise (double radius, double angle)

return double

### Length of circular arc

static leang (double radius, double angle)

return double

## **Decagon**

### Apothem

static decapothem (double radius)

return double

### Area

static decarea (double radius)

return double

### Side

static decaside (double radius)

return double

## **Dodecagon**

### Apothem

static apododec (double radius)

return double

### Area

static areadodec (double radius)

return double

### Side

static sidedodec (double radius)

return double

## **Ellipse**

semixe: semi axe

### Area

static areaellipse (double semixe1, double semixe2)

return double

### Distance of focus from the center

static distfocus (double semixe1, double semixe2)

return double

### Eccentricity

static ecceell (double semixe1, double semixe2)

return double

### Perimeter

static perimell (double semixe1, double semixe2)

return double

## **Hexagon**

### Apothem from radius

static apohex (double radius)

return double

### Area from radius

static areahex (double radius)

return double

## **Hyperbolic Sector**

### Area

static arhys (double b, double x, double a)

return double

### Eccentricity

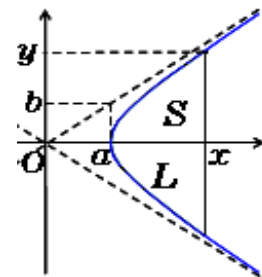
static ehys (double b, double x, double a)

return double

### Length

static lhys (double b, double x, double a)

return double



## **Kite**

### Area

static double kitar (double diagonal1, double diagonal2)

return double

### Area from two different sides and angle in degrees

static double kitaran (double side1, double side2, double angle)

return double

### Diagonal

static double kitdi (double diagonal, double area)

return double

### Diagonal from sides and height (other diagonal)

static double kitdiag (double side1, double side2, double height)

return double

### Perimeter

static double kitper (double side1, double side2)

return double

### Side

static double kitsi (double perimeter, double side)

return double

## **Octagon**

### Apothem

static octaapo (double radius)

return double

### Area

static octarea (double radius)

return double

### Side

static octaside (double radius)

return double

## **Octagram**

a: edge length octagon

b: spike length

c: chord

d: diagonal

l: chord

### Area from chord and spike

static double areaoct (double l, double b)

return double

### Area from spike

static double areaoctch (double b)

return double

### Chord from edge and spike

static double chordoct (double a, double b)

return double

### Chord from edge length octagon

static double chedleoc (double a)

return double

### Diagonal

static double diagonal (double a)

return double

### Edge length octagon

static double edleoc (double c)

return double

### Perimeter

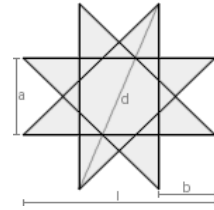
static double perocta (double b)

return double

### Spike

static double spike (double c)

return double



## **Parabolic Arch**

### Area from and chord

static double areparar (double height, double chord)

return double

### *Lenght from and chord*

static double lepararc (double height, double chord)

return double

## **Regular Polygon Incircle or Outcircle**

nside: number of sides

### *Apothem from circumradius*

static double aprpol (double nside, double circumradius)

return double

### *Apothem from side and number of sides*

static double aprpols (double side, double nside)

return double

### *Area from side and number of sides*

static double arpolsns (double side, double nside)

return double

### *Area circle inscribed*

static arciinpol (double side, double nside)

return double

### *Area polygon circumscribed*

static arpolinpol (double side, double nside, double radius)

return double

### *Area polygon circumscribed*

static arpolinps (double side, double nside)

return double

### *Area polygon circumscribed*

static arpolout (double nside, double side, double radius)

return double

### *Area polygon inscribed*

static arpolin (double nside, double radius)

return double

### Radius circle inscribed

static radciinpol (double side, double nside)

return double

### Side polygon inscribed

static spoin (double radius, double nside)

return double

### Side polygon circumscribed

static spoout (double radius, double nside)

return double

## **Parallelogram**

### Base

static baseparall (double area, double height)

return double

### Height

static hparal (double area, double side2)

return double

### Long diagonal

static diagmajparall (double side2, double side1, double height)

return double

### Radius circle circumscribed to polygon

static double radcircp (double side, double apothem)

return double

### Smaller diagonal

static diagonalparall (double side2, double side1, double height)

return double

## **Pentagon**

### Apothem from radius

static apothempentagon (double radius)

return double



### Area from radius

static areapentagon (double radius)

return double

### Side from radius

static sidepentagon (double radius)

return double

## **Quadrilateral Inscribed in a Circle**

### Area

static aquincir (double side1, double side2, double side3, double side4)

return double

### Perimeter

static pequad (double side1, double side2, double side3, double side4)

return double

## **Quadrilateral**

### Area (angle in degrees)

static arqua (double side1, double side2, double side3, double side4, double angle1, double angle2)

return double

## **Rectangle**

### Area

static arearect (double side1, double side2)

return double

### Diagonal of rectangle

static diagonalrec (double side1, double side2)

return double

### Perimeter

static perrect (double side1, double side2)

return double

### Side from perimeter

static siderect (double perimeter, double side)

return double

### Side from diagonal

static siderectdi (double diagonal, double side1)

return double

### Side from area and one side

static siderec (double area, double side2)

return double

## **Regular Polygon**

static numberside: number of sides of polygon

sperim: semi perimeter

### Apothem (Supported number of sides of polygon: 5-40)

static apothempolygon (double side, int numberside)

return double

### Apothem circle circumscribed from side and number of sides

static apopolside (double side, int numside)

return double

### Apothem circle circumscribed from radius and number of sides

static apopolradius (double radius, double side, int numside)

return double

### Apothem from area and perimeter

static apothem (double area, double perimeter)

return double

### Area (Supported number of sides of polygon: 5-40)

static areapoligon (double side, int numberside)

return double

### Area from semi perimeter and apothem

static arpol (double sperim, double apothem)

return double

### Constant area polygon

static constantareapol (double area, double side)

return double

### Perimeter

static perimeterpolreg (double side, int number)

return double

### Perimeter from area and apothem

static perimeterpolygon (double area, double apothem)

return double

### Radius circle circumscribed

static radiuspol (double side, int numside)

return double

### Side from area and Number of sides (Supported number of sides of polygon: 5-40, this function used the constant)

static sidepolygonar (double area, int numberside)

return double

### Side from area and Number of sides

static spolreg (double area, double nside)

return double

### Side regular polygon from apothem

static sidepolygonapo (double area, int numberside)

return double

### Side from area

static sidepolygon (double side, int numberside)

return double

## **Rhombus**

### Area

static area (double diagona1, double diagonal2)

return double

### Diagonal from side

static diagonalomb (double diagonal1, double side)

return double

### Height

static heightomb (double area, double side)

return double

### Radius circle inscribed

static radiusrho (double diagonal1, double diagonal2)

return double

### Side from diagonal

static sidediag (double diagonal1, double diagonal2)

return double

### Side from area and radius

static side (double area, double radius)

return double

## **Square**

### Area

static areasqr (double side)

return double

### Diagonal from side

static diagsqr (double side)

return double

### Diagonal from area

static diagsqrar (double area)

return double

### Side from diagonal

static sidesqr (double diagonal)

return double

## **Trapezoid or Trapezium**

base1: long base

base2: smaller base

### Area

static areatrap (double base1, double base2, double height)

return double

### Base

static basetrapezoid (double diagonal, double height)

return double

### Diagonal

static diagtrapret (double side, double height)

return double

### Perimeter

static perimetertrap (double base1, double base2, double height, double diagonal)

return double

## **Isosceles trapezoid**

side: inclined side

### Area using Pitot's theorem

static aristrp (double base1, double base2, double side)

return double

### Diagonal

static diatrapiso (double base1, double base2, double height)

return double

### Height

static heighttraiso (double side, double base1, double base2)

return double

### Radius circle circumscribed to trapezoid

static double radctr (double base, double diagonal, double side)

return double

## **Right trapezoid or Right-angled trapezoid**

height1: long height

height2: smaller height

### Area

static double arigr (double base, double height1, double height2)

return double

### Perimeter

static double perigr (double base, double height1, double height2)

return double

### Radius circle inscribed in rectangle trapezoid

static double rcitr (double base1, double base2)

return double

## **Triangle**

### Angle bisector

static bisectortri (double side1, double side2, double side3, double perimeter)

return double

### Area

static areatriangle (double side, double height)

return double

### Area

static double artrian (double side1, double side2, double side3)

return double

### Height from side

static heightri (double side, double area)

return double

### Median

static medtri (double side1, double side2, double side3)

return double

### Radius circle inscribed

static radiustri (double perimeter, double area)

return double

## Equilateral triangle

### Height

static heqtri (double side)

return double

### Median

static medeqtr (double side1, double side2)

return double

## Isosceles triangle

### Base

static baseiso (double side, double height)

return double

### Height

static heightiso (double side, double base)

return double

### Perimeter

static pertriso (double side, double base)

return perimeter

## Right triangle

### Hypotenuse

static hypotenuse (double side1, double side2)

return double

### Perimeter

static perrgtr (double side1, double side2)

return double

## Scalene triangle

### Area

static areascalene (double side1, double side2, double side3, double perimeter)

return double

### Height

static hsctri (double side, double area)

return double

### *Perimeter*

static persctr (double side1, double side2, double side3)

return double



# Shapes 3D

## Circular Truncated Cone

radius1: smaller radius

radius2: long little

### Lateral area

static double lareactc (double radius1, double radius2, double height)

return double

### Surface

static double surctc (double radius1, double radius2, double height)

return double

### Volume

static double volctc (double radius1, double radius2, double height)

return double

## Cone

slength: slant length

latarea: lateral area

### Base radius from slant length and lateral area

static double radcon (double latarea, double slength)

return double

### Base radius from volume

static double radconv (double volume, double height)

return double

### Base area

static double arbcon (double radius)

return double

### Height

static double hcon (double volume, double radius)

return double

### Lateral area

static double latarcon (double radius, double length)

return double

### Lateral length

static double lencon (double latarea, double radius)

return length

### Surface

static double surfcon (double radius, double length)

return double

### Volume

static double volcon (double radius, double height)

return double

## **Cube**

### Area of face

static double arfacub(double side)

return double

### Diagonal

static double diacub (double side)

return double

### Lateral area

static double arlatcub(double side)

return double

### Radius of circumscribed sphere

static double radsci (double side)

return double

### Radius of sphere tangent to edges

static double radspta (double side)

return double

### Radius of inscribed sphere

static double radcin (double side)

return double

#### Side from lateral area

static double sidecu (double arlatcub)

return double

#### Side from surface

static double scube (double surcub)

return double

#### Side from volume

static double sicuv (double volume)

return double

#### Surface

static double surcub (double side)

return double

#### Volume

static double volcu (double side)

return double

### **Cylinder**

#### Surface

static double scyl (double radius, double height)

return double

#### Volume

static double volcy (double radius, double height)

return double

### **Dodecahedron**

#### Surface

static double surdode (double side)

return double

#### Volume

static double voldode (double side)

return double

## **Ellipsoid**

### Surface

static double supell (double radius1, double radius2)

return double

### Surface of prolate spheroid (approximate function)

radius1>radius2=radius3

static double supellpr (double radius1, double radius2, double radius3)

return double

### Surface of oblate spheroid (approximate function)

radius1=radius2>radius3

static double supellobl (double radius1, double radius3)

return double

### Surface of scalene ellipsoid (approximate function that implement the Knud Thomsen function, relative error of at most 1.061%)

radius1>radius2>radius3

static double supellsca (double radius1, double radius2, double radius3)

return double

### Volume

static double ellivol (double radius1, double radius2, double radius3)

return double

## **Ellipsoidal Cap**

### Area

static double arbelcap (double a, double b, double c, double h)

return double

### Volume

static double voelcap (double a, double b, double c, double h)

return double

## **Frustum**

### Radius external

static double volfru (double area1, double area2, double height)

return double

## **Hollow Cylinder**

radius1: external radius

radius1: internal radius

### **Radius external cylinder**

static double volhcyl (double radius1, double radius2, double height)

return double

### **Lateral area**

static double larhcyl (double radius1, double radius2, double height)

return double

### **Surface**

static double surrhcyl (double radius1, double radius2, double height)

return double

## **Hollow Sphere**

radin: radius internal sphere

radout: radius out out sphere

diain: diameter internal sphere

diaout: diameter out sphere

### **Volume from radius**

static double vohosp (double radin, double radout)

return double

### **Volume from diameter**

static double vohospdia (double diain, double diaout)

return double

## **Icosahedron**

### **Surface**

static double icosur (double side)

return double

### Volume

static double icovol (double side)

return double

## **Obelisk**

### Volume

static double volob (double height, double A, double B, double a, double b)

return double

## **Oblique Circular Cylinder**

### Lateral area

static double ltarobcy (double radius, double height1, double height2)

return double

### Surface

static double supobcy (double radius, double height1, double height2)

return double

### Volume

static double volobcy (double radius, double height1, double height2)

return double

## **Octahedron**

### Height

return double

### Surface

static double superface (double side)

return double

### Volume

static double volume (double side)

return double

## **Paraboloid**

a and b: semi-axes of the ellipse at the summit

### Volume

static double volparb (double a, double b, double height)

return double

## **Parallelepiped**

### Diagonal from diagonal of base and height

static double diaparadb (double diagonalbase, double height)

return double

### Diagonal from sides and height

static double diapara (double side1, double side2, double height)

return double

### Height from volume and base area

static double hpa (double volume, double areabase)

return double

### Height from perimeter and lateral surface

static double hepals (double latarea, double perimeter)

return double

### Height from diagonal side and angle (in degrees) side/height

static double hepald (double angle, double side)

return double

### Volume

static double volpar (double side1, double side2, double side3)

return double

## **Partial Circular Cone**

### Angle of center of base

static double ancirco (double a, double r)

return degrees

### Base area

static double areab (double a, double r)

return double

### Chord

static double chordco (double a, double r)

return double

### Circular arc

static double circarc (double a, double r)

return cirar

### Cross-section area

static double areah (double a, double r, double height)

return double

### Lateral area

static double areal (double a, double r, double height)

return double

### Volume

static double volpcc (double a, double r, double height)

return double

## **Partial Hemisphere or Spherical Segment**

### Area upper circle

static double arup (double radius, double height)

return double

### Lateral area

static double larpahem (double radius, double height)

return double

### Radius upper circle

static double radpahem (double radius, double height)

return radcir

### Surface

static double surpahem (double radius, double height)

return double

### Volume

static double volpahem (double radius, double height)



return double

## **Partial Right Cylinder**

### **Base area**

static double arbprcy (double radius, double height, double wide)Area Base

return double

### **Lateral area**

static double arlprcy (double radius, double height)

return doublel

### **Top area**

static double arsuprcy (double radius, double height, double wide)

return double

### **Volume**

static double volprcy (double radius, double height, double wide)

return double

## **Partial Sphere**

rbase: radius of bottom

### **Base area**

static double arbpars (double rbase)

return double

### **Base radius**

static double radbpars (double radius, double height)

return double

### **Surface**

static double surpars (double rbase, double height)

return double

### **Volume**

static double volpars (double rbase, double height)

return double

## **Polyhedron**

Constant for radius (Number of Faces of Polyhedron: 4, 6, 8, 12, 20)

static int nfacr (int numface)

return double

Radius circumference inscribed in Polyhedron

static double radin (double volume, double surface)

return double

Radius circumference circumscribed to Polyhedron

static double radout (double volume, double surface, double side, int nface)

return double

Volume polygon 4 faces

static double volpo4 (double side)

return double

## **Spherical Cap**

radiusc: radius of sphere

radius: radius base of spherical cap

Area Base

static double arbspcap (double radius, double height)

return double

Radius of spherical cap

static double radsfcap (double radiusc, double height)

return double

Radius of sphere

static double radsf (double radiussfhere, double height)

return double

Surface

static double surspcap (double radius, double height)

return double

Volume from radius and height

static double volspfcap (double radius, double height)

return double

## **Sphere**

### *Radius*

static double radsp (double surface)

return double

### *Radius from volume*

static double radspv (double volume)

return double

### *Surface*

static double sursp (double radius)

return double

### *Volume*

static double volsp (double radius)

return double

## **Square Pyramid**

slength: Slant Length

### *Surface*

static double susqpyr (double area, double perimeter, double slength)

return double

### *Volume*

static double volsqpyr (double area, double height)

return double

## **Torus**

radius: radius small circle

radiustorus: radius bigger circle

### *Surface*

static double torarea (double radius, double radiustorus)

return double

### Volume

static double torvol (double radius, double radiustorus)

return double

## **Triangular Prism**

### Surface

static double trparea (double areabase, double height, double perimeter)

return double

### Volume

static double trpvol (double areabase, double height)

return double

## **Triangular Pyramid**

### Height

static double htrpy (double side)

return double

### Surface

static double artrpy (double side)

return double

### Volume

static double voltrpy (double side)

return double

## **Truncated Square Pyramid**

a: side base

b: side top

h: height

### Lateral area

static double ltatspy (double a, double b, double h)

return double

### Surface

static double surtspy (double a, double b, double h)

return double

### Volume

static double voltspy (double a, double b)

return double

### **\*\*Wedge\*\***

a: long side base

b: small side top

c: side top

### Lateral area

static double larwed (double b, double c, double height, double a)

return double

### Surface

static double surwed (double b, double c, double height, double a)

return double

### Volume

static double volwed (double b, double c, double height, double a)

return double