

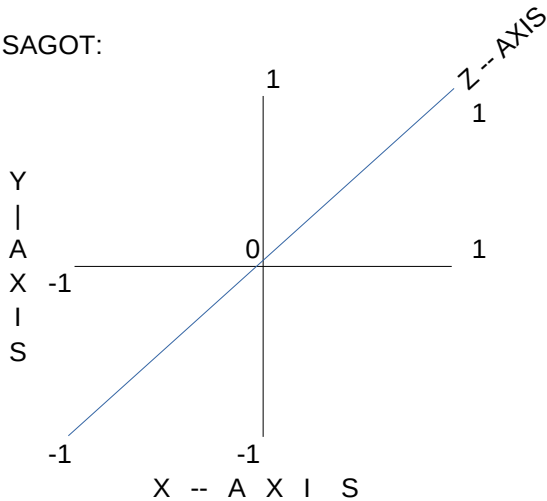
TRIGONOMETRY, i.e. identify positions using angles and distances of shapes, e.g. in particular, triangles
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TRIGONOMETRY SKILL LEVEL 1:
INPUTS:
STARTX=0.30 //START POSITION X OF POINT
STARTY=0.30 //START POSITION Y OF POINT

STEPX=0.10 //MOVE POSITION X BY STEP COUNT
STEPLY=0.10 //MOVE POSITION Y BY STEP COUNT
A=90 //ANGLE IN DEGREES CELSIUS

X=STARTX+cos(A)*STEPX //POSITION X OF POINT
Y=STARTY+sin(A)*STEPLY //POSITION Y OF POINT

SAGOT:



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