

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

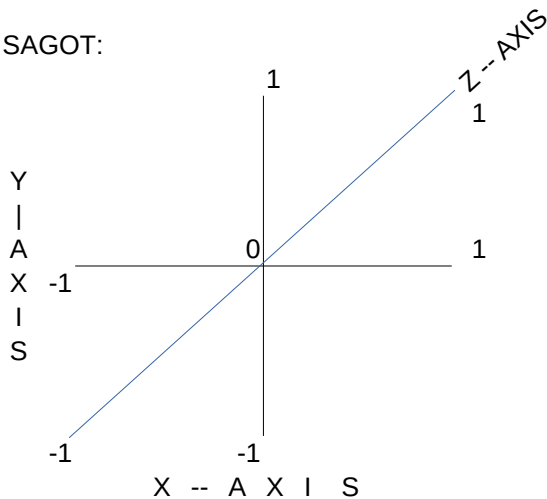
STEPLY=0.10 //MOVE POSITION Y BY STEP COUNT

A=90 //ANGLE IN DEGREES CELCIUS

X=STARTX+cos(A)*STEPX //POSITION X OF POINT

Y=STARTY+sin(A)*STEPLY //POSITION Y OF POINT

SAGOT:



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