

## SESSION 12: TRIGONOMETRY: SINE, COSINE & AREA RULES

### Key Concepts

In this session we will focus on summarising what you need to know about:

- Sine rule
- Cosine rule
- Area rules

### X-planation

#### Solving two-dimensional problems using the sine, cosine and area rules

- The **sine-rule** can be used when the following is known in the triangle:
  - more than 1 angle and a side
  - 2 sides and an angle (not included)

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$

- The **cosine-rule** can be used when the following is known of the triangle:
  - 3 sides
  - 2 sides and an included angle

$$a^2 = b^2 + c^2 - 2bc \cos A$$

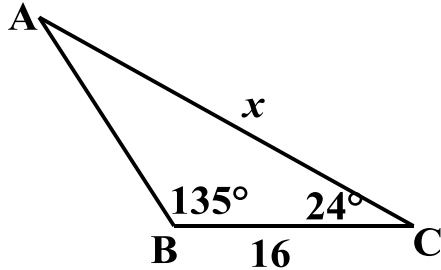
- The **area** of any triangle can be found when at least two sides and an included angle are known.

$$\text{Area of } \triangle ABC = \frac{1}{2} ab \sin C$$

**X-ample Questions**

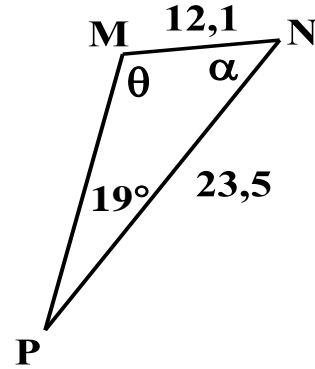
**Question 1** (round off your answers to two decimal places)

(a) Determine  $x$ :



(4)

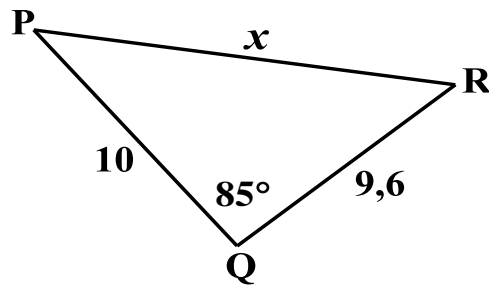
(b) Determine  $\theta$  and  $\alpha$ :



(4)

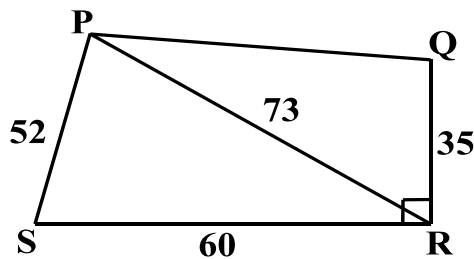
(c) Determine  $x$ :

(3)



**Question 2**

Refer to the diagram and hence calculate:



(a)  $\hat{P}RS$

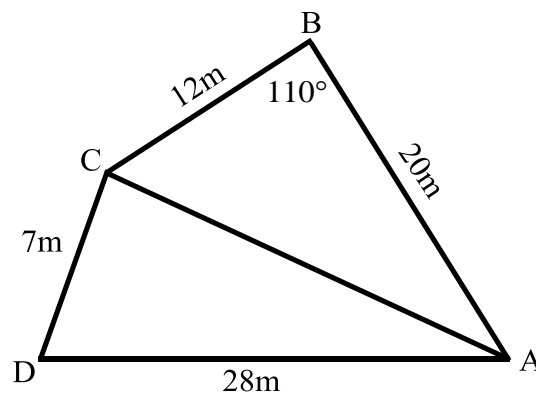
(4)

(b) Area of  $\Delta PQR$

(4)

**Question 3**

A piece of land has the form of a quadrilateral ABCD with  $AB = 20\text{m}$ ,  $BC = 12\text{m}$ ,  $CD = 7\text{m}$  and  $AD = 28\text{m}$ .  $\hat{B} = 110^\circ$ .  
The owner decides to divide the land into two plots by erecting a fence from A to C.

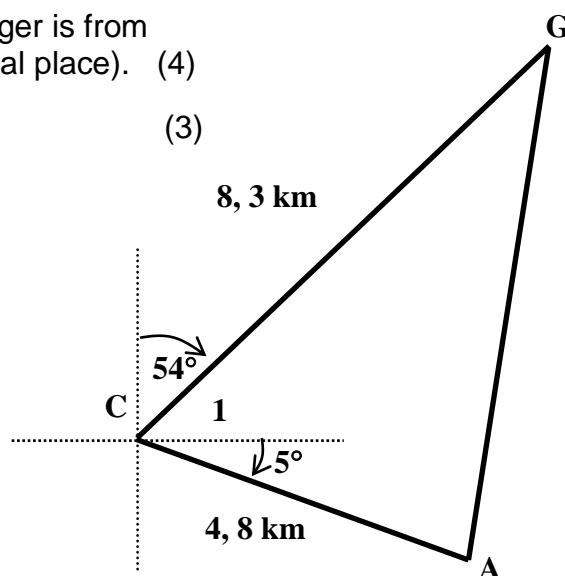


- Calculate the length of the fence AC correct to one decimal place. (2)
- Calculate the size of  $\hat{BAC}$  correct to the nearest degree. (2)
- Calculate the size of  $\hat{D}$ , correct to the nearest degree. (3)
- Calculate the area of the entire piece of land ABCD, correct to one decimal place. (3)

#### Question 4

A game ranger G is 8,3 km from control centre C at a bearing of  $54^\circ$  east, when he receives a call that there is an injured antelope A that needs attention. The antelope is located 4,8 km at a bearing  $5^\circ$  south of east from the control centre. The diagram below is a representation of the above-mentioned situation.

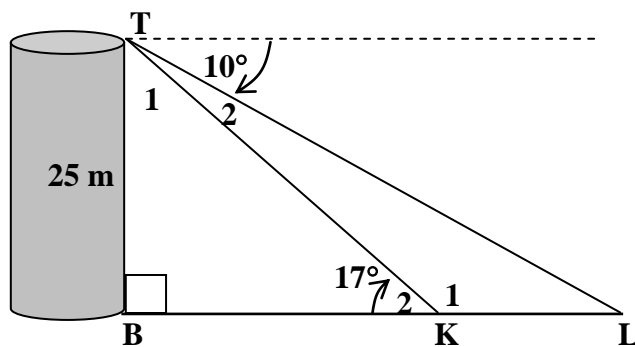
- Calculate how far the game ranger is from the injured antelope (one decimal place). (4)
- Calculate the area of  $\triangle GCA$ . (3)



**Question 5**

The diagram below is a representation of a 25 m vertical observation tower TB, and two cars, K and L, on a road. The angle of depression from T to car L is  $10^\circ$ . The angle of elevation from car K to the top of the tower is  $17^\circ$ . B, K and L lie in a straight line and lie on the same horizontal plane as the base of the tower.

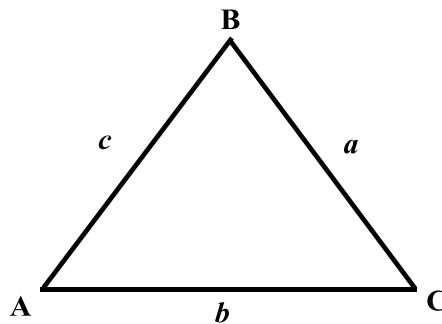
- (a) Calculate the size of  $\hat{L}$ . (1)
- (b) Calculate the length of KT. (3)
- (c) Hence calculate the distance between the two cars. (4)



**Question 6**

$\triangle ABC$  is an isosceles triangle with  $AB = BC$  and  $AB = c$ ,  $AC = b$  and  $BC = a$ . By using the cosine rule, prove that

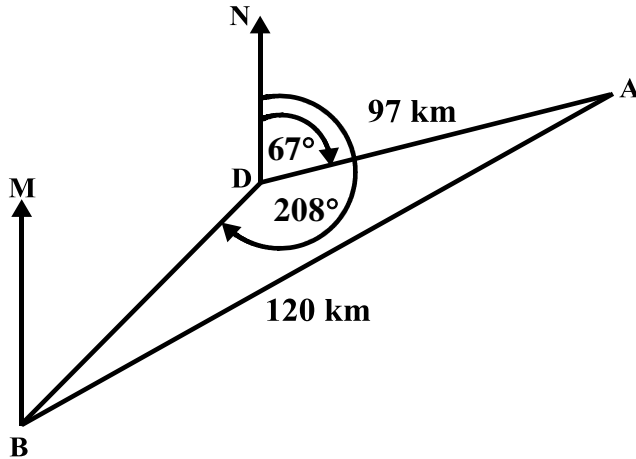
$$\cos B = 1 - \frac{b^2}{2a^2} \quad (4)$$



**X-ercises**

**Question 1**

Two ships, A and B, are 120 km apart. Ship A is at a bearing of  $67^\circ$  from D and 97 km away from D. DN points due north. Ship B is at a bearing of  $208^\circ$  from D.



- (a) Determine the bearing of Ship A from Ship B, that is,  $\hat{MBA}$ , when  $BM \parallel DN$ . (6)
- (b) If Ship B travels due north, and Ship B travels due south, then at some instant of time, Ship A is due east of Ship B. Calculate the distance between the two ships at that instant. (3)

**Question 2**

If  $b = c$  and  $a^2 = 7b^2$ , show why it is impossible to construct  $\triangle ABC$ .

