Information on GeoGebra-2009 Submission 8

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Paper 8 (abstract only)

Title: Bisectors and Cubes

Track: GeoGebra-2009

Category: A) Software Development & Open Source

Keywords: Theorem Discovery Elementary Geometry
Linkages
Visualization 3D

Abstract: An intriguing (and old) problem in elementary geometry deals with deciding when a triangle will have two or three angle bisectors of equal length. A second problem we will consider is the simulation, with GeoGebra, of the flexibility of a bar-joint cube. We will show how both problems can be solved through a combination of symbolic computation and some "ad hoc" GeoGebra tools.

Moreover, both problems (and solutions) could be considered as mere instances of more elaborated proposals that we would like to present to the consideration of this Working Group, as potentially interesting for future developments of GeoGebra. One is about including theorem discovery features; the other supports the specific interest and peculiarities of the 3D extension.

Time: May 13, 16:18 GMT

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