Task A: Linear programming

To create a dynamic worksheet that illustrates constructing the solution set of linear inequalities and the process of linear programming.



Create objects on the Graphics window as follows:

Steps	Objects to be created	Action
1.	The solution set of the	• Type " $x + 2y \ge 3$ " in the input field
	linear inequality $x + 2y \ge 3$	 Select Point on object", add a point in the solution set of the inequality and rename the point as A
		• Type "k=x(A)+2*y(A)" in the input field
		 Select Text box" and type "Substituting A into the inequality, x + 2y = k" where k is selected from "Objects"
		• Select • "New Point", add a point outside the
		solution set of the inequality and rename the point as B
		• Type "k'=x(B)+2*y(B)" in the input field
		 Select "Text box" and type "Substituting B into the inequality, x + 2y = k" where k' is selected

Steps	Objects to be created	Action
		from "Objects"
2.	The constrained solution set of the system of linear inequalities:	 Hide points A and B, and the text boxes Key in the inequalities one by one in the input field
	$\begin{cases} x + 2y \ge 3\\ 2x + 3y \le 17\\ 0 \le x \le 7\\ 0 \le y \end{cases}$	 Type "a&&b&&c&&d" in the input field (by default, a, b, c and d are the assigned names of the inequalities) Hide the solution sets of each of the individual inequalities
3.	The optimal solution <i>C</i> of a linear function $C = px + dx$	• Type "p=0" and "q=0" in the input field
	<i>qy</i> within the constrained solution set	 Select "Input box", select "p = 0" in "linked object" and type "Input the value of p" in the caption field
		 Select Input box", select "q = 0" in "linked object" and type "Input the value of q" in the caption field
	•	• Select Point on object", add a point in the constrained solution set and rename the point as R
		 Type "C=p*x(R)+q*y(R)" in the input field Type "p*x+q*y=C" in the input field
		 Select ABC "Text box" and type "The value of C at point R is C." where C is selected from "Objects"

Task B: Exterior Angle of Quadrilateral

To create a dynamic worksheet that illustrates an exterior angle of cyclic quadrilateral equals the interior opposite angle.



Exterior angle equals interior opposite angle of a cyclic quadrilateral.

Create objects on the Graphics window as follows:

Steps	Objects to be created	Action
1.	A circle	• Select O "Circle with center through point"
		and click on the Graphics window for two times to create a circle
		• Rename A and B as O and M respectively
		 Right click on points O and M and deselect "Show Object" to hide the points
2.	Four points A,B,C and D on the circle	Select A "New Point"
		• Click on the circle for four times in a clockwise
		direction to create the points
3.	Polygon ABCD	Select 'Polygon"
		• Click on points A, B, C, D and then A again
		• Right click on the polygon and deselect "Show
		label" if you see the label of the polygon
4.	Ray from A through D	Select "Ray through Two Points"

Steps	Objects to be created	Action
		Click on points A and D
5.	Point T	 Select A "New Point" Click on the part of the ray outside the circle and rename the point as T
6.	Angles p, q and r	 Select Angle" Click on points A, B, C, then C, D, A, and then T, D, C (all in clockwise direction) Rename the angles as p, q and r respectively Right click on the angles and choose "Object Properties", then check the option "Show Label" and select "Name and Value"
7.	Text T1	 Select ABC "Insert text:" Click on the Graphics window Type ∠ABC + ∠ADC = p + q = p + q = p+q Remarks: Select "∠" from "Symbols" Select p and q from "Objects" To type p+q, start from p and click beside p to bring the cursor into the box, then type "+q"
8.	Text T2	 Select ABC "Insert text:" Click on the Graphics window Type ∠ADC + ∠CDT = q + r = q + r = q+r
9.	Text T3	 Select ABC "Insert text:" Click on the Graphics window and type "Exterior angle equals interior opposite angle of a cyclic quadrilateral" Right click on the text, click "Object Properties" and click on "Position" and check the box "Absolute Position on Screen"

Task C: <u>Centers of Triangle</u>

To create a dynamic worksheet that shows the collinearity of the centroid and circumcenter of an arbitrary triangle.



Create objects on the Graphics window as follows:

Steps	Objects to be created	Action
1.	Triangle ABC	Select 'Polygon"
2.	Medians AP, BQ and CR and the centroid G	 Medians: Select "Midpoint or Center" Click on segments AB, BC and CA to create the mid-points of the three sides Right click on the mid-points of BC, CA, and AB and rename the points as P, Q and R Select "Segment between Two Points" Click on points A and P, B and Q, C and R to create the medians Select "Move" While holding the Ctrl key, click on AP, BQ and CR Right click on any one of the lines and click "Object properties" Click on "Style" and change the line type to dashed line, then click the cross button to close the dialog box

Steps	Objects to be created	Action
		Centroid:
		 Select X "Intersect Two Objects"
		• Click on the intersection point of the lines AP, BQ
		and CR
3.	Check boxes to show/hide the	Right click on the new point and rename it as G Show/hide Medians
5.	medians and centroid	
		 Select Continue "Check Box to Show/Hide Objects" In the "Continue" field enter "Medians"
		 In the "Caption" field, enter "Medians" Click on the small black triangle and select
		segments AP, BQ and CR
		Check Box to Show / Hide Objects
		Caption: Medians
		Select objects in construction or choose from list
		•
		Point R: Midpoint of c Segment a: Segment [B, C] of Triangle poly1
		Segment b: Segment [C, A] of Triangle poly1
		Segment c: Segment [A, B] of Triangle poly1 Segment d: Segment [A, P]
		Segment e: Segment [B, Q]
		Segment f: Segment [C, R] Triangle poly1: Polygon A, B, C
		and points P, Q and R
		C Check Box to Show / Hide Objects
		Caption: Medians
		Select objects in construction or choose from list
		-
		Point G: Intersection point of d, e
		Point O: Intersection point of h, i
		Point Q: Midpoint of b
		Point R: Midpoint of c Segment a: Segment [B, C] of Triangle poly1
		Segment b: Segment [C, A] of Triangle poly1
		Segment c: Segment [A, B] of Triangle poly1
		Caption: Medians
		Select objects in construction or choose from list
		Paint B: Midnaist of a
		Point P: Midpoint of a
		Point R: Midpoint of c
		Segment d: Segment [A, P] Segment e: Segment [B, Q]
		Apply Cancel

Steps	Objects to be created	Action
	Objects to be created	
4.	Perpendicular bisectors	 Apply Cancel Click "Apply" Right click on the text of the check box and click "Object Properties" Check the box "Fix Checkbox" Perpendicular Bisectors:
	and the circumcentre O	 Select Perpendicular Bisector" Click on the segments AB, BC and CA to create the perpendicular bisectors

Steps	Objects to be created	Action
Steps	Objects to be created	 Select Move" Select Move" While holding Ctrl key, click on the three perpendicular bisectors Right click on any one of the lines and click "Object properties" Click on "Style" and change the line type to dashed line, then click the cross button to close the window Circumcentre: Select Minimum function function in the perpendicular bisectors Right click on the intersection point of the perpendicular bisectors Right click on the new point and rename it as O Mark the right angles: Select Minimum function function is perpendicular bisector
		 Click on segment BC and them its perpendicular bisector Click on segment CA and them its perpendicular bisector Right click on the right angles and deselect "Show Label"
5.	Check box to show/hide the perpendicular bisectors and the circumcentre	 Show/hide Perpendicular Bisectors Select Check Box to Show/Hide Objects" Click on the Graphics window In the "Caption" field, enter "Perpendicular bisectors"

Steps	Objects to be created	Action
		Caption: perpendicular Bisector Caption: select objects in construction or choose from list
		 Click on the small black triangle and select Bisector a, b and c Check Box to Show / Hide Objects Caption: Perpendicular Bisectors Select objects in construction or choose from list Angle α: Angle between O, R, B Angle β: Angle between O, P, C Angle γ: Angle between O, Q, A Line h: Bisector c Line i Bisector a
		Line j: Bisector b Point A and angles α , β and γ Check Box to Show / Hide Objects Caption: Perpendicular Bisectors Select objects in construction or choose from list Angle α Angle between O, R, B Angle β : Angle between O, P, C Angle γ : Angle between O, Q, A Point A Point B Point C Point C: Intersection point of d, e Point O: Intersection point of h, i

Steps	Objects to be created	Action
		 Check Box to Show / Hide Objects Caption: Perpendicular Bisectors Select objects in construction or choose from list Line h: Bisector a Line j: Bisector b Angle p: Angle between O, P, C Angle p: Angle between O, P, C Angle p: Angle between O, P, C Click "Apply" Right click on the text of the check box and click "Object Properties" Check the box "Fix Checkbox" Show/hide the Circumcentre Select effect of "Check Box to Show/Hide Objects" Click on the Graphics window In the "Caption" field, enter "The circumcentre" Click on the small black triangle and select Point O Click "Apply" Right click on the text of the check box and click "Object Properties"