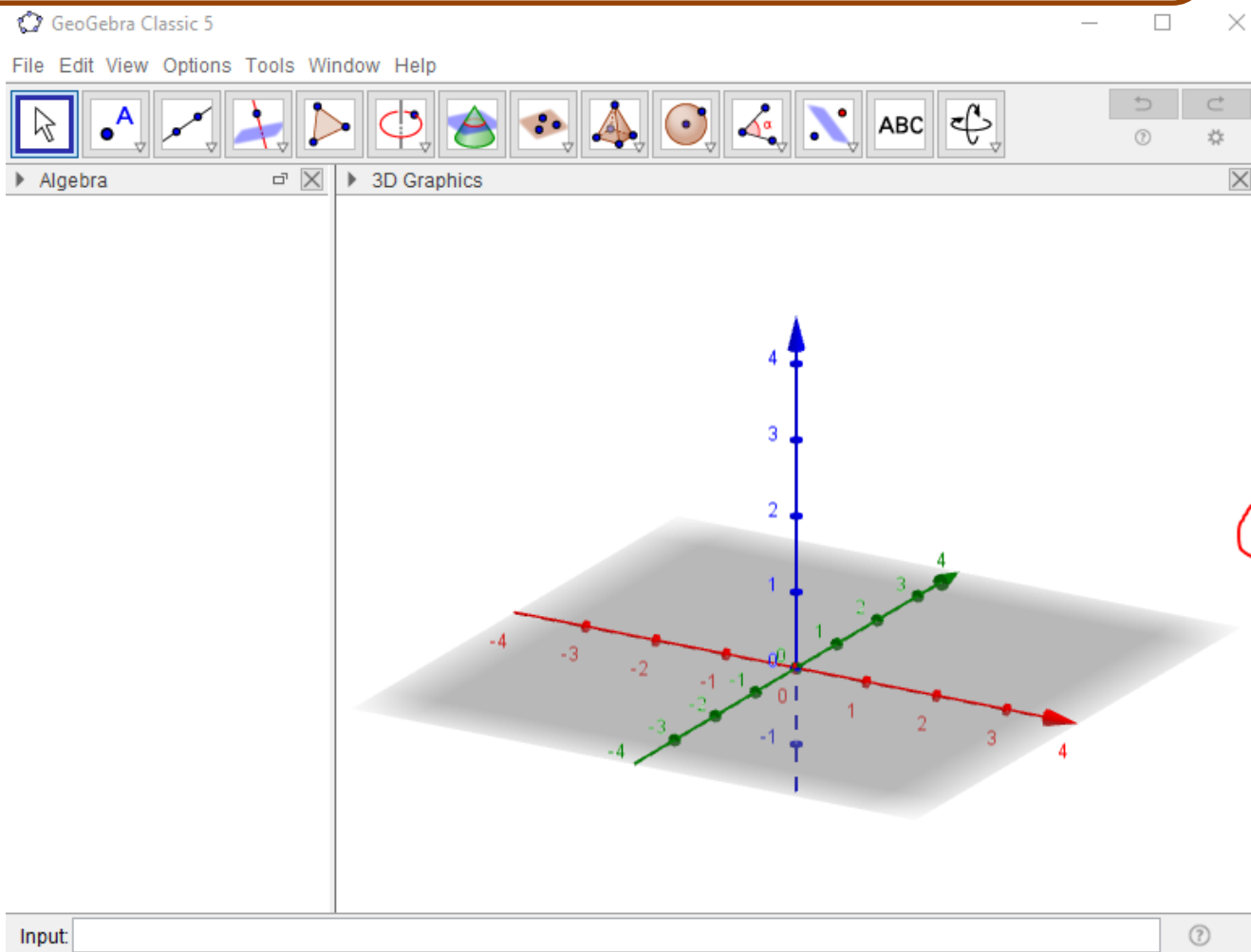


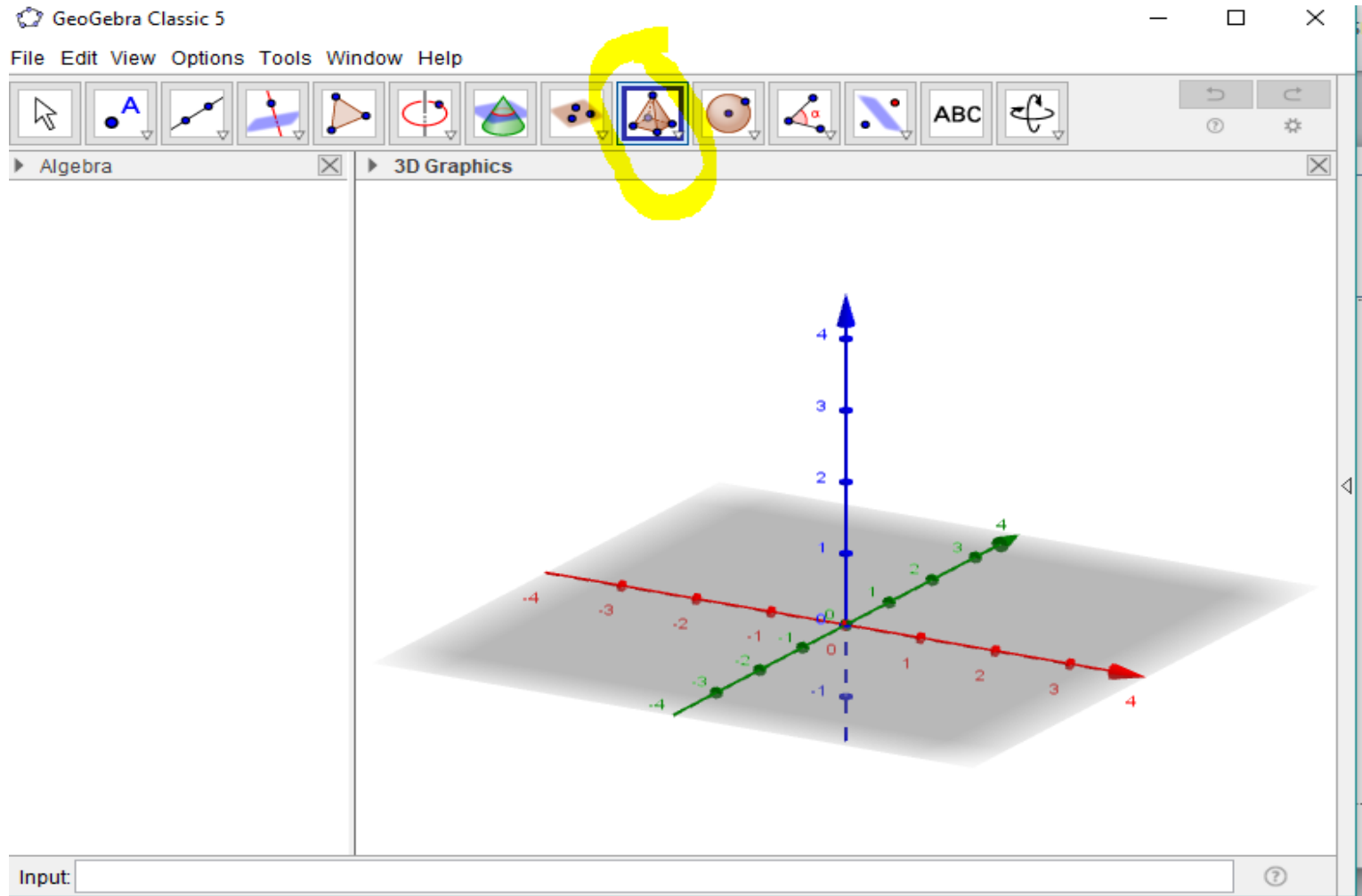


Цилиндрийг багтаасан бөмбөлөг

- Хажуу талын улаан зураасыг дарж 3D хэрэгслийг сонгоно.



- Шараар дугуйлсан хэрэгсэл дээр дарж Cylinder хэрэгслийг сонгоно уу



Cylinder хэрэгсэлийг хоёр цэгийг сонгоод радиус өгч байгуулна.

The screenshot displays the GeoGebra Classic 5 interface. The title bar reads "GeoGebra Classic 5". The menu bar includes "File", "Edit", "View", "Options", "Tools", "Window", and "Help". The toolbar contains various geometric construction tools, with the "Cylinder" tool (represented by a cylinder icon) currently selected. A tooltip for the "Cylinder" tool is visible, stating: "Cylinder Select two points, then enter radius".

The main workspace is divided into two panes: "Algebra" on the left and "3D Graphics" on the right. The 3D Graphics pane shows a 3D coordinate system with a gray horizontal plane. The vertical z-axis is blue and has tick marks from -1 to 4. The horizontal x and y axes are red and green, respectively, with tick marks from -4 to 4. A cylinder is not yet fully constructed, but the axes are clearly visible.

At the bottom of the window, there is an "Input:" field and a help icon.

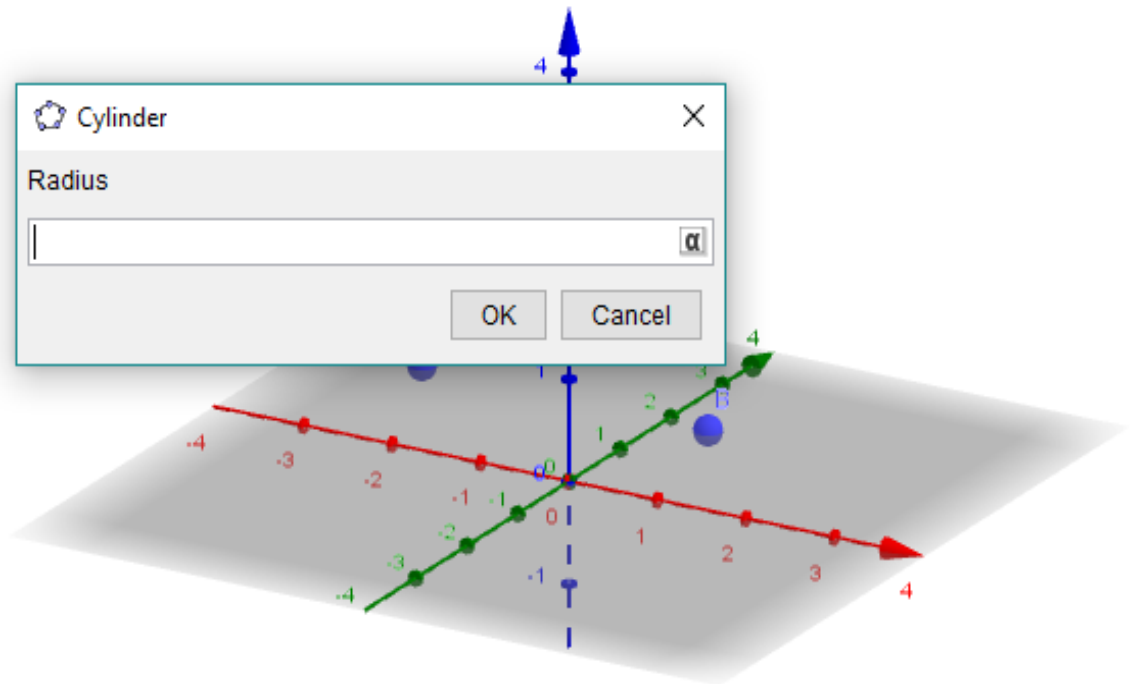


Algebra

3D Graphics

- Point
 - A = (-2.81, 1.99, 0)
 - B = (0.49, 1.87, 0)

Cylinder
Select two points, then enter radius



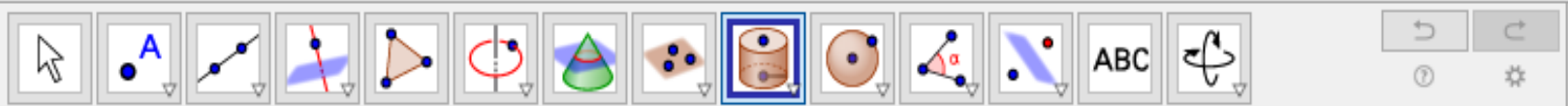
Cylinder

Radius

OK Cancel

Input:





Algebra

3D Graphics

- Conic

- $c: X = (-2.81, 1.99, 0) + (0.11$

- $d: X = (0.49, 1.87, 0) + (0.11$

- Cylinder

- $a: 93.42$

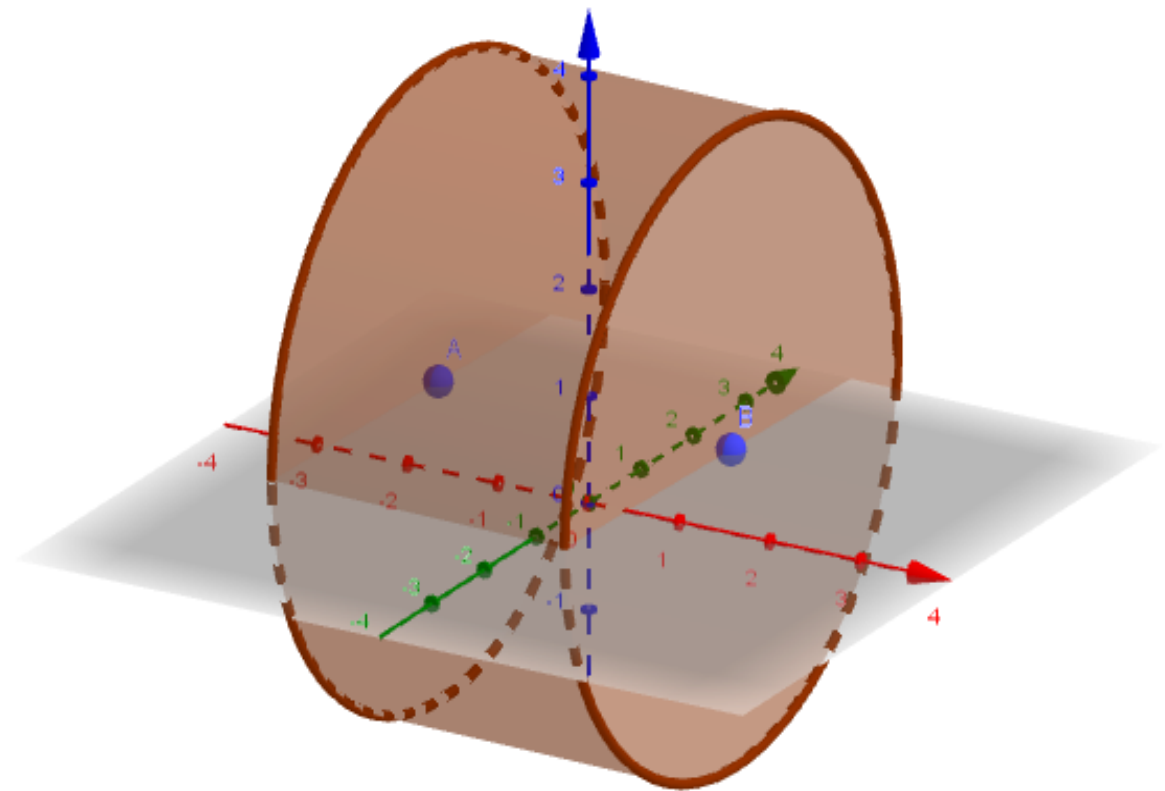
- Point

- $A = (-2.81, 1.99, 0)$

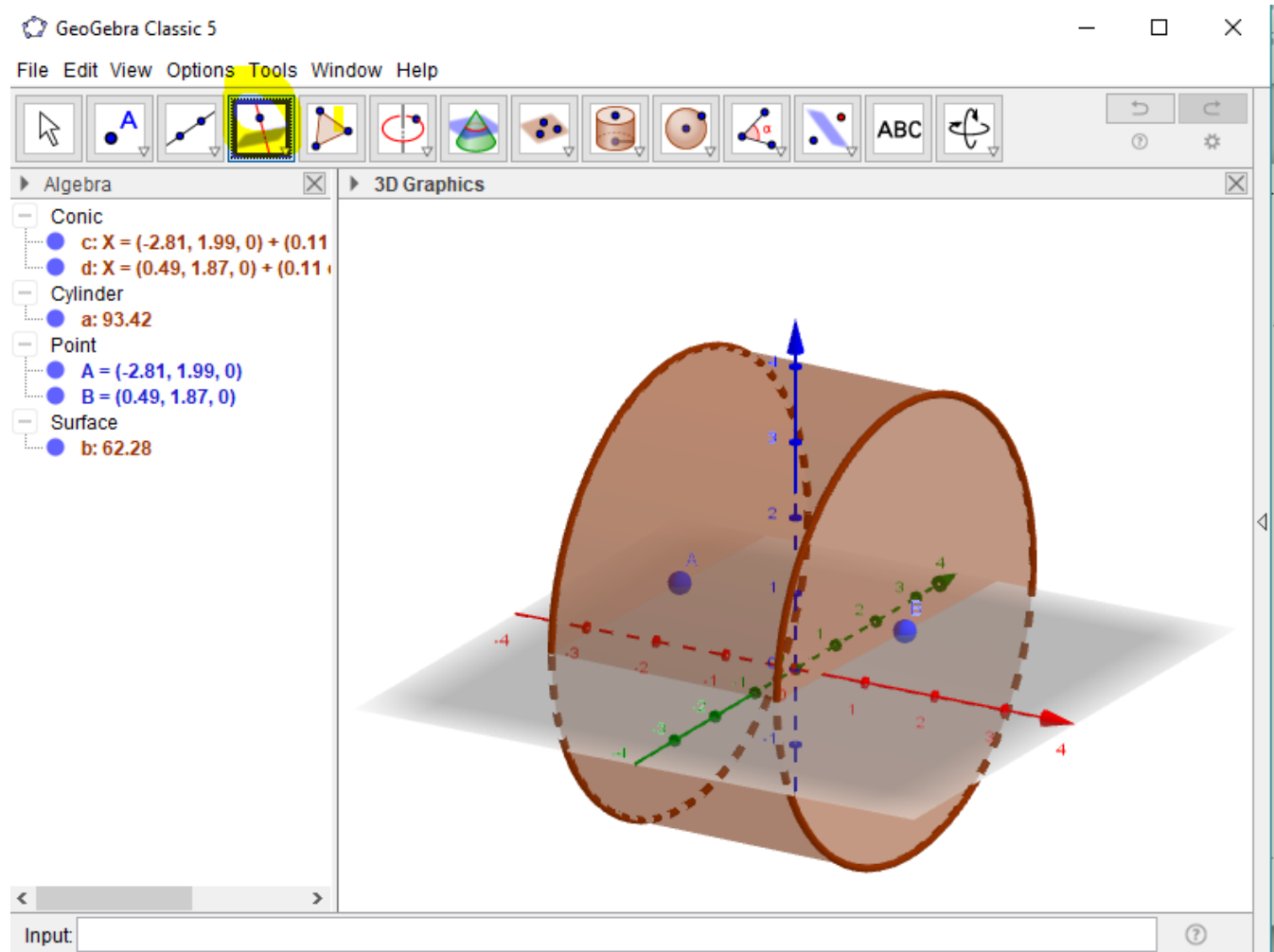
- $B = (0.49, 1.87, 0)$

- Surface

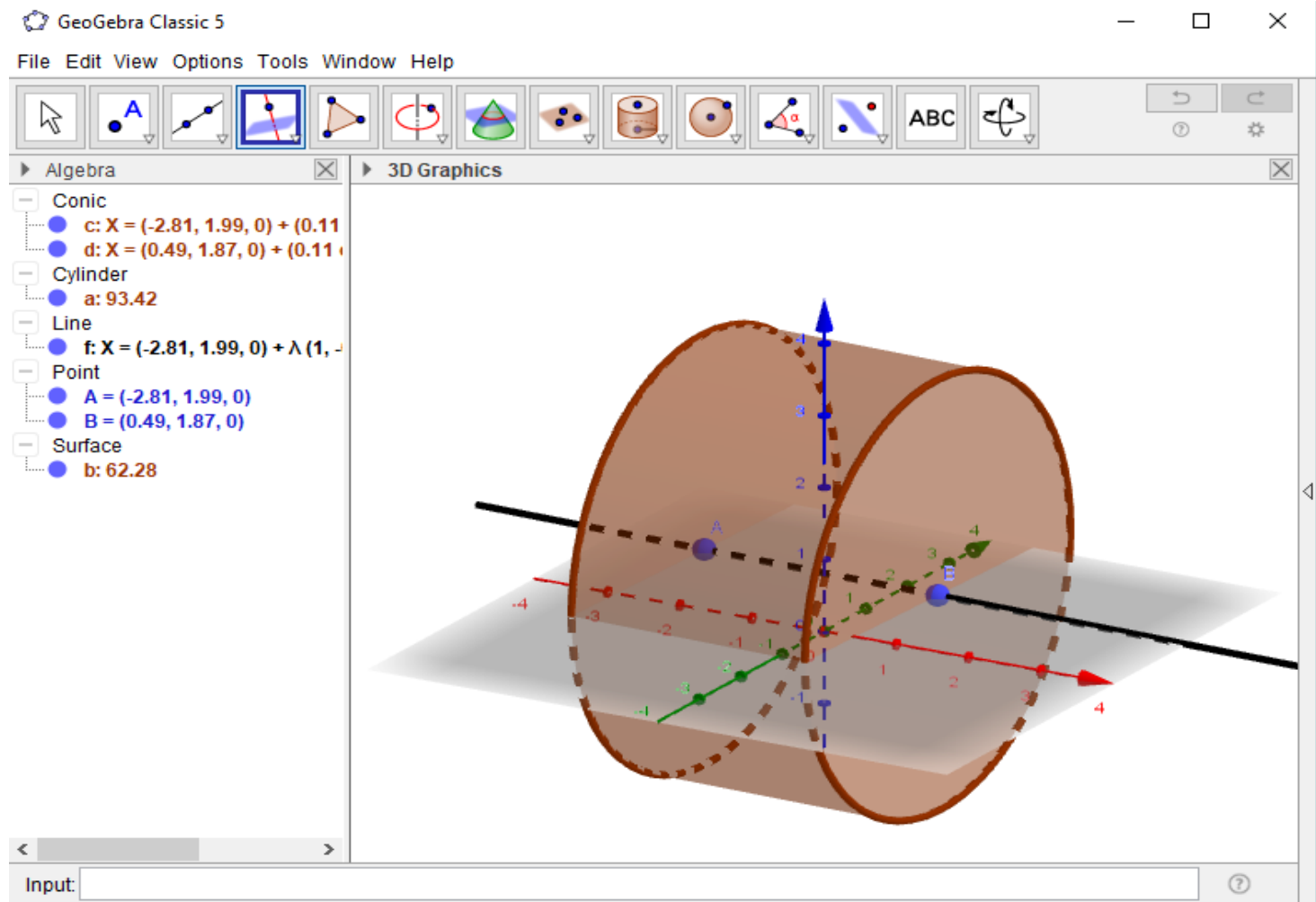
- $b: 62.28$

Input: 

- Шараар дугуйлсан хэрэгслийг дарж Perpendicular line хэрэгслийг сонгоно уу.



- Perpendicular line хэрэгслийг цэг ба перпендикуляр шулуун эсвэл хавтгайг сонгож байгуулна



- А ба В цэгийн дундаж цэгийг midpoint or center хэрэгслийг ашиглаж олъё

GeoGebra Classic 5

File Edit View Options Tools Window Help

Algebra

Polygon
 Select all vertices, then first vertex again

Conic
 ● c: $X = (-2.81, 1.99, 0) + (0.11$
 ● d: $X = (0.49, 1.87, 0) + (0.11$

Cylinder
 ● a: 93.42

Line
 ● f: $X = (-2.81, 1.99, 0) + \lambda (1,$

Point
 ● A = (-2.81, 1.99, 0)
 ● B = (0.49, 1.87, 0)

Surface
 ● b: 62.28

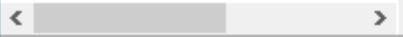
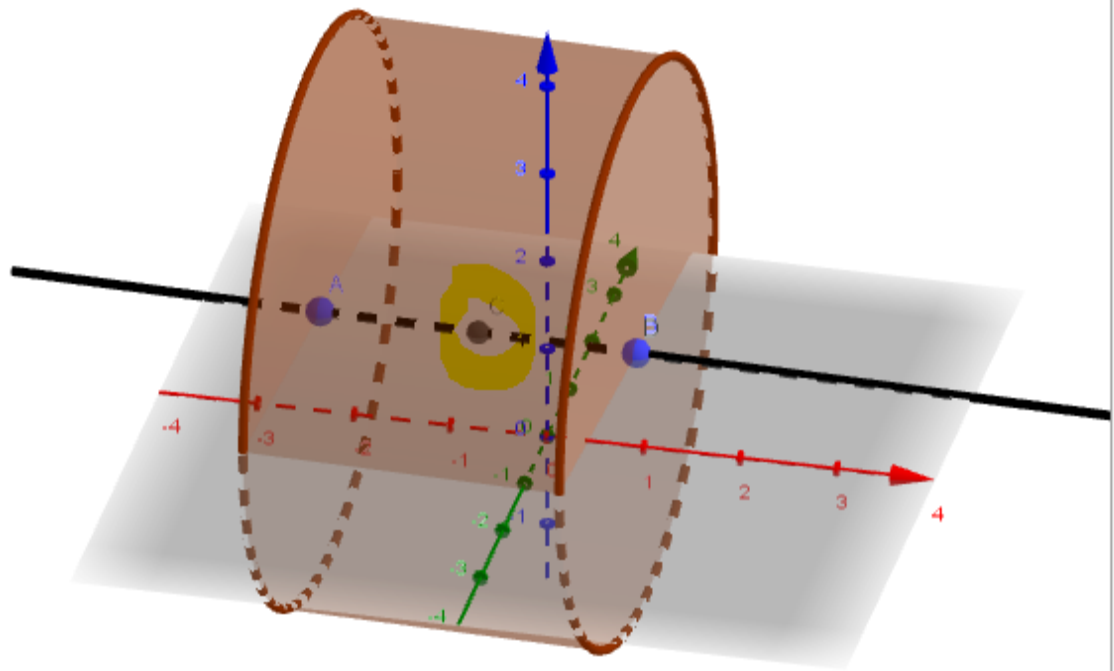
Input:



Algebra

- Conic
 - c: $X = (-2.81, 1.99, 0) + (0.11$
 - d: $X = (0.49, 1.87, 0) + (0.11$
- Cylinder
 - a: 93.42
- Line
 - f: $X = (-2.81, 1.99, 0) + \lambda (1, -$
- Point
 - A = $(-2.81, 1.99, 0)$
 - B = $(0.49, 1.87, 0)$
 - C = $(-1.16, 1.93, 0)$
 - D = $(0.49, 1.87, 0)$
- Surface
 - b: 62.28

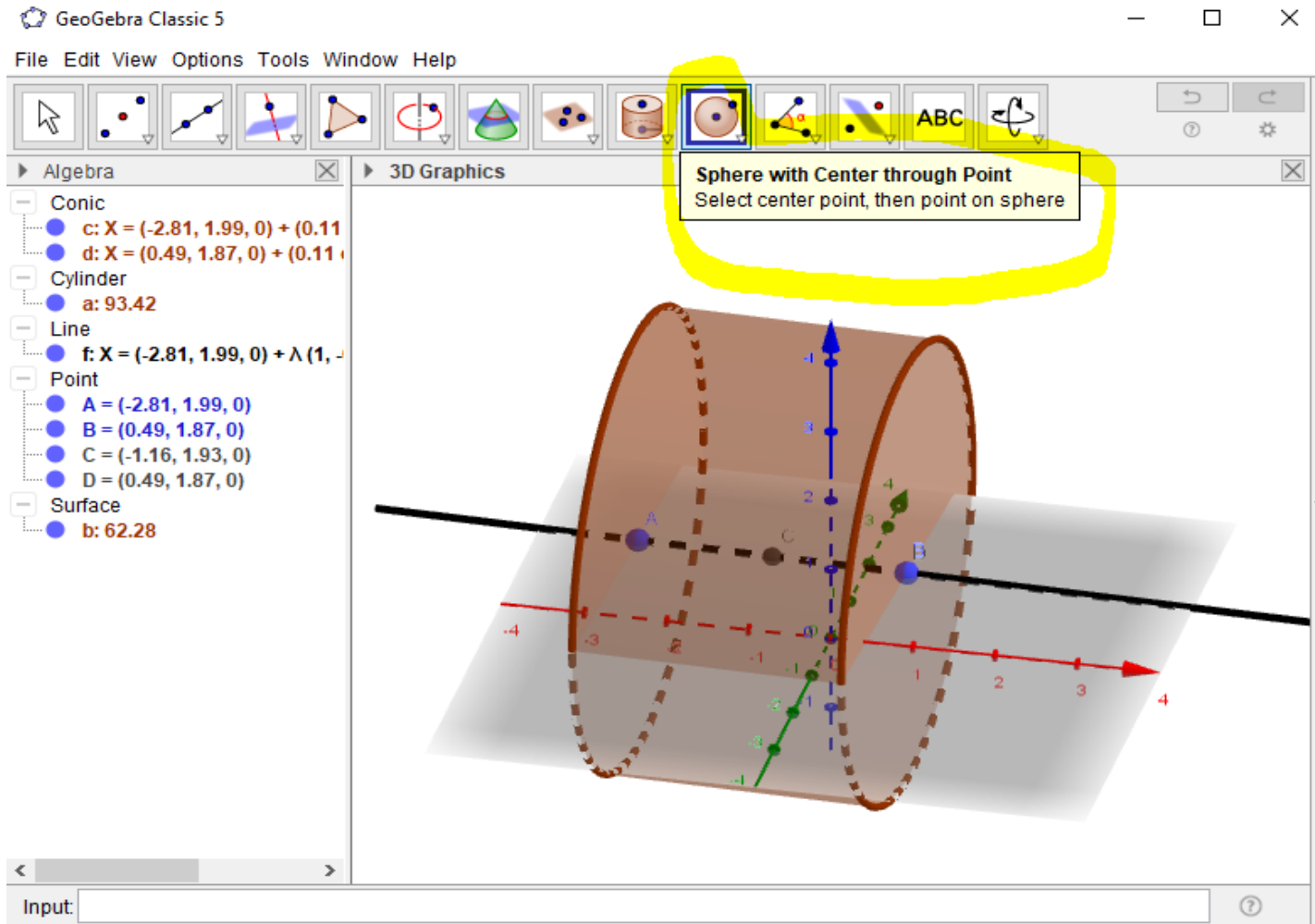
3D Graphics



Input:



- Шараар дугуйлсан хэрэгслийг сонгож дундаж цэг дээр төвтэй цилиндрийн суурийн тойрог дээр цэг авч бөмбөлөг байгуулна.

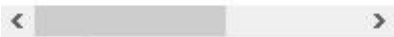
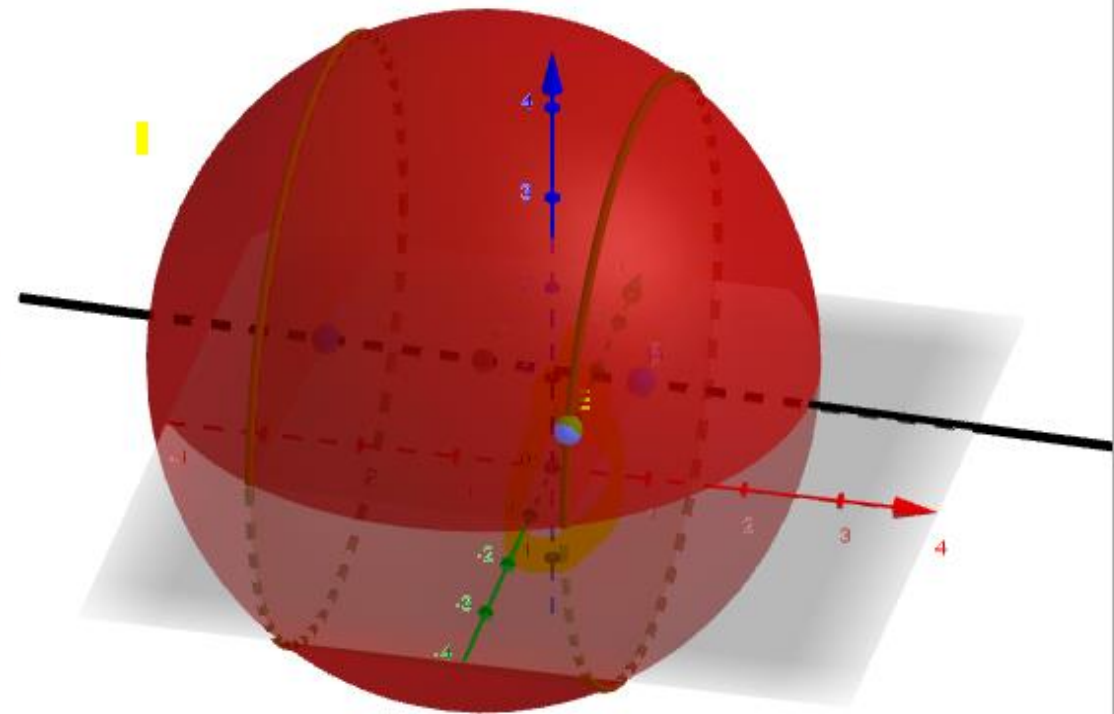




Algebra

3D Graphics

- Conic
 - c: $X = (-2.81, 1.99, 0) + (0.11$
 - d: $X = (0.49, 1.87, 0) + (0.11$
- Cylinder
 - a: 93.42
- Line
 - f: $X = (-2.81, 1.99, 0) + \lambda (1, -$
- Point
 - A = (-2.81, 1.99, 0)
 - B = (0.49, 1.87, 0)
 - C = (-1.16, 1.93, 0)
 - D = (0.49, 1.87, 0)
 - E = (0.39, -0.96, 0.99)
- Sphere
 - e: $(x + 1.16)^2 + (y - 1.93)^2 + z^2$
- Surface
 - b: 62.28



Input



Засвар хийцгээе

GeoGebra Classic 5

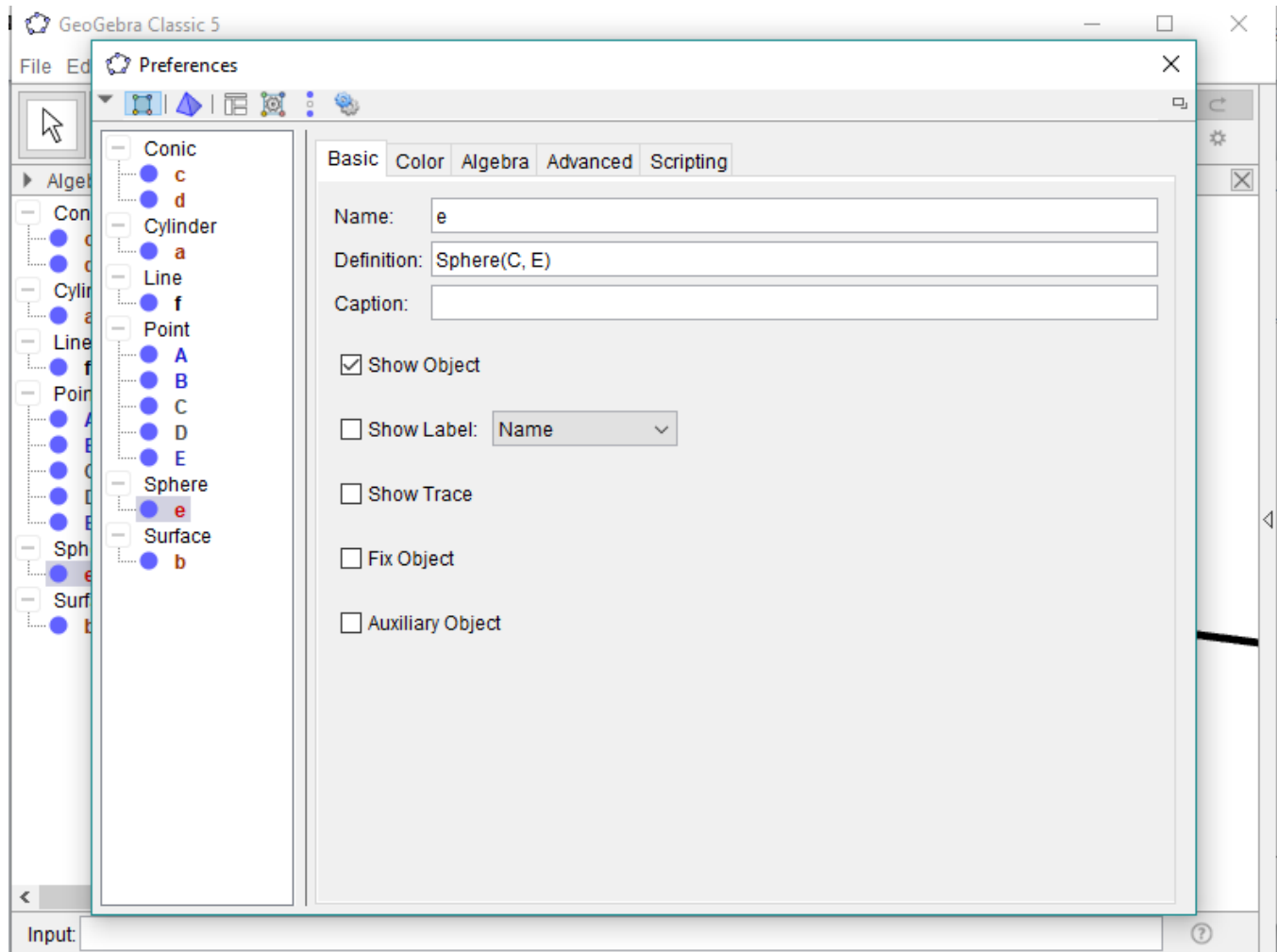
File Edit View Options Tools Window Help

Algebra 3D Graphics

- Conic
 - c: $X = (-2.81, 1.99, 0) + (0.11$
 - d: $X = (0.49, 1.87, 0) + (0.11$
- Cylinder
 - a: 93.42
- Line
 - f: $X = (-2.81, 1.99, 0) + \lambda (1, -$
- Point
 - A = (-2.81, 1.99, 0)
 - B = (0.49, 1.87, 0)
 - C = (-1.16, 1.93, 0)
 - D = (0.49, 1.87, 0)
 - E = (0.39, -0.96, 0.99)
- Sphere
 - e: $(x + 1.16)^2 + (y - 1.93)^2 + z^2$
- Surface
 - b: 62.28

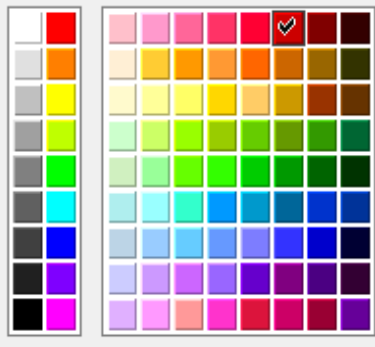
Input:

- Mouse зүүн талд дарж object properties-ийг сонгож color дарж өнгийг өөрчилъе



- Conic
 - c
 - d
- ▶ Algebra
- Conic
 - a
- Cylinder
 - f
- Cylinder
 - a
- Line
 - f
- Point
 - A
 - B
 - C
 - D
 - E
- Sphere
 - e
- Surface
 - b

Basic Color Algebra Advanced Scripting



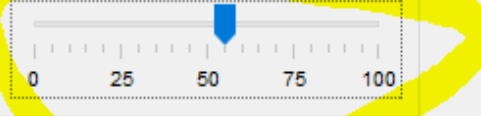
Recent:

Other:

+

Preview:  204, 0, 0 (#CC0000)

Opacity



0 25 50 75 100

Input:




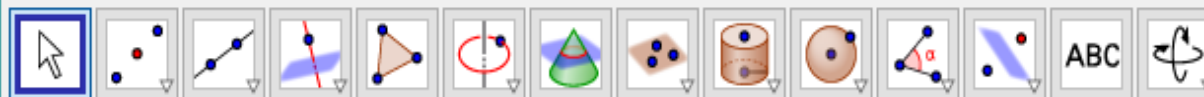
- Мөн цилиндрийнхээ өнгийг сонгоё.

The screenshot shows the GeoGebra Classic 5 interface. The main window displays a 3D view of a red cylinder. The left sidebar shows the Algebra view with the following objects and equations:

- Conic
 - c: $X = (-2.81, 1.99, 0) + (0.11$
 - d: $X = (0.49, 1.87, 0) + (0.11$
- Cylinder
 - a: 93.42
- Line
 - f: $X = (-2.81, 1.99, 0) + \lambda (1, 1,$
- Point
 - A = (-2.81, 1.99, 0)
 - B = (0.49, 1.87, 0)
 - C = (-1.16, 1.93, 0)
 - D = (0.49, 1.87, 0)
 - E = (0.39, -0.96, 0.99)
- Sphere
 - e: $(x + 1.16)^2 + (y - 1.93)^2 + z^2$
- Surface
 - b: 62.28

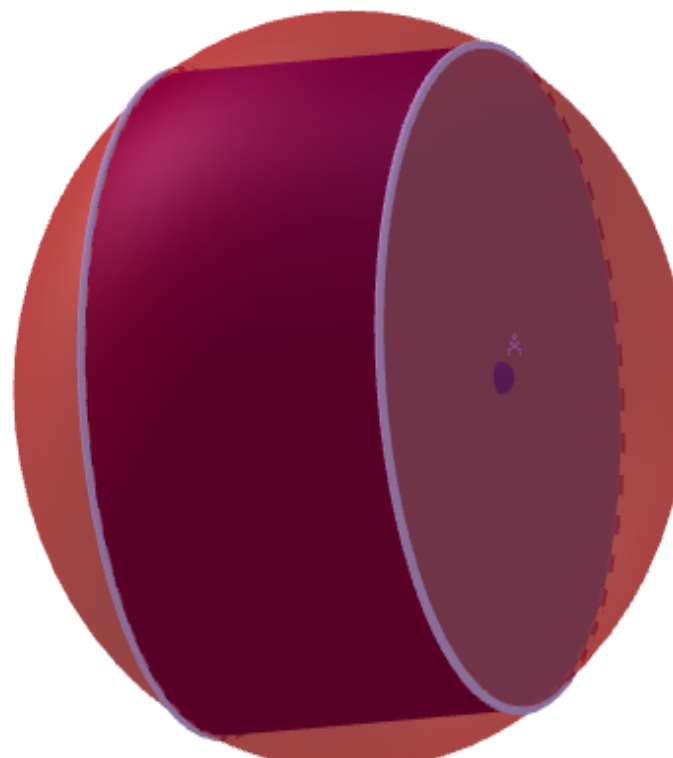
The Preferences dialog box is open, showing the 'Color' tab. The 'Cylinder' section is selected, and the 'a' parameter is highlighted. The color palette shows a grid of colors, with a purple color selected. The 'Recent' and 'Other' color lists are also visible. The 'Preview' section shows the selected color (102, 0, 153 (#660099)) and an 'Opacity' slider set to 100.

- 
- Шулуун, тойрог дээрх цэг, координат, хавтгайг `show object` товч дээр дарж нууя.



Algebra 3D Graphics

- Conic
 - c: $X = (-2.81, 1.99, 0) + (0.11$
 - d: $X = (0.49, 1.87, 0) + (0.11$
- Cylinder
 - a: 93.42
- Line
 - f: $X = (-2.81, 1.99, 0) + \lambda (1, -$
- Point
 - A = $(-2.81, 1.99, 0)$
 - B = $(0.49, 1.87, 0)$
 - C = $(-1.16, 1.93, 0)$
 - D = $(0.49, 1.87, 0)$
 - E = $(0.39, -0.96, 0.99)$
- Sphere
 - e: $(x + 1.16)^2 + (y - 1.93)^2 + z^2$
- Surface
 - b: 62.28

Input: 