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> # As I graduated from high school 31 years ago, and this is 2024, I will start with some
    background comments
> # for a right triangle, we have angle a, angle b, and a 90 degree angle
> # now review complementary angles
> compAngle := proc(a)
    return 90 - a
end proc
                                compAngle := proc(a) return 90 - a end proc
(1)

> compAngle(30)
                                60
(2)

> compAngle(2)
                                88
(3)

> compAngle(5)
                                85
(4)

> #hopefully, you get the idea.
> # When measured in degrees (not radians), the sum of two complementary angles is 90 degrees.
> # Also the sum of all three angles of any triangle, in a flat plane, is 180 degrees, also called a
    straight angle.
> # Furthur
> # we have a right triangle with adjacent side down, right angle on the right side, and angle 'a'
    on the left side.
> # for the side adjacent, we have
> evalf( cos( ( 90 * 3.141592654 ) / 180 ) )
                                -2.051033808 10^-10
(5)

> # so we see the Maple cos() function is in degrees, so we must convert to radians, with round
    off error.
>
> # we have tan(a) = A divided by B
> # so B = A divided by ( tan(a) )
>
>
> # A is length measure of side opposite angle 'a'
> # a is measured in degrees
> sideOpp := proc(a, A)
    local B;
    B := 
$$\frac{A}{\tan\left(\frac{a \cdot 3.141592654}{180}\right)}$$
;
    return B
end proc
sideOpp := proc(a, A) local B; B := A / tan(a * 3.141592654 / 180); return B end proc
(6)

> # note this factor of (pi over 180) needs to be stressed for students first learning about the
    tangent function in radians.
> sideOpp(10, 2)
                                11.34256364
(7)

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> # so the base of this triangle is about 11.3, a little longer than the height, (which is the side
    opposite the known angle
> sideOpp(45, 3)
                                     3.000000001
> # here we have an isosceles triangle with a very small round off error due to our approximation
    to pi.
>
> # as it is no good to re-invent the wheel, see
> # https://www.calculator.net/triangle-calculator.html
>
> # have a nice day
>
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(8)