#### 8.1 The Upside Down Sine Rule

Previously, The Sine Rule was used to find the length of a triangle's side given

• another length

and • two (and ∴ three) angles.

If we know

• the length of two of a triangle's sides

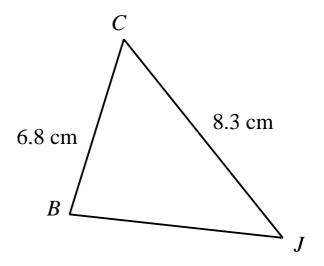
and

• an excluded angle

then The Sine Rule can be used 'upside down' to find the other excluded angle.

#### Example 1

(i) On the following triangle mark the two excluded angles, each with a \*.

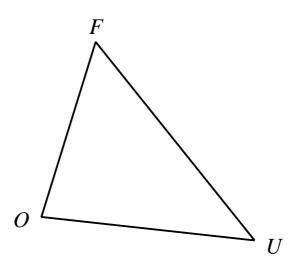


- (ii) On the diagram place the letters j, c and b.
- (iii) Write down The Sine Rule in terms of J, j, C, c, B and b.

(iv) Write down the corresponding 'upside down' version of The Sine Rule.

## Example 2

A triangle,  $\triangle UFO$ , is shown below.



- (i) On the triangle place the letters u, f and o.
- (ii) Onto the triangle add the facts that
  - ∠ *U* = 53°
  - UF = 8.4 cm
  - FO = 7.6 cm
  - $\angle$  O = x, the angle to be found.
- ( iii ) On the triangle mark the two excluded angles, each with a  $\ast$ .
- (iv) Write down the 'upside down' version of The Sine Rule for the triangle.
- ( $\mathbf{v}$ ) Find angle x, in degrees and accurate to 3 significant figures.

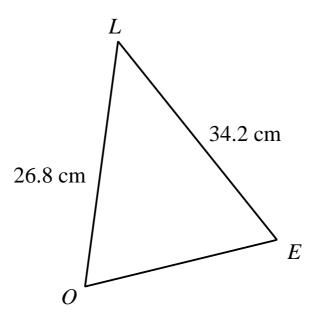
**HINT** □ Circle which to find

☐ Box known pair

#### 8.2 Exercise

#### **Question 1**

(i) On the following triangle mark the two excluded angles, each with a \*.



- (ii) On the diagram place the letters e, l and o.
- (iii) Write down The Sine Rule in terms of E, e, L, l, O and o.
- (iv) Write down the corresponding 'upside down' version of the sine rule.

#### **Question 2**

Which is the correct ending for the given sentence?

I'd use The Sine Rule (upside down version) to find an excluded angle if I knew....

- (a)  $\Box$  The lengths of all three sides of a triangle, and no angles.
- ( $\mathbf{b}$ )  $\square$  The length of two sides and the included angle.
- ( $\mathbf{c}$ )  $\square$  The length of two sides and one excluded angle.
- ( $\mathbf{d}$ )  $\square$  All three angles, but not the length of any side.

In each case, calculate the value of *x* in degrees, correct to three significant figures;

(i) 
$$\sin x = 0.334$$

(ii) 
$$\sin x = \frac{67}{80}$$

(iii) 
$$\sin x = \frac{41.6 \times 0.5643}{34.2}$$

(iv) 
$$\sin x = \frac{15.8 \times \sin 42^{\circ}}{21.5}$$

$$\sin x = \frac{7.1 \times \sin 62^{\circ}}{11.8}$$
 
$$(\mathbf{vi})$$
 
$$\sin x = \frac{28.6 \times \sin 82^{\circ}}{45}$$

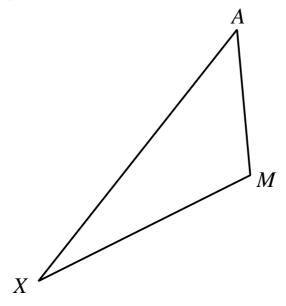
## **Question 4**

Solve to find the values of *x* in degrees, correct to three significant figures.

(i) 
$$\frac{\sin x}{5} = \frac{9}{62} \qquad \frac{\sin x}{55} = \frac{\sin 24^{\circ}}{73}$$

(iii) 
$$\frac{\sin x}{16} = \frac{\sin 35^{\circ}}{23} \qquad \frac{\sin x}{5.4} = \frac{\sin 60}{4.9}$$

A triangle,  $\triangle MAX$ , is shown below.

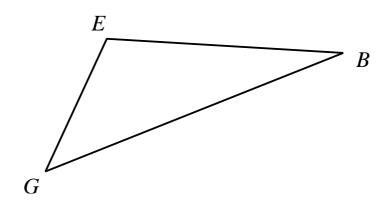


- (i) On the triangle place the letters m, a and x.
- (ii) Onto the triangle add the facts that
  - $\angle M = 104^{\circ}$
  - MX = 7.8 cm
  - XA = 12.7 cm
  - $\angle A = x$ , the angle to be found.
- (iii) On the triangle mark the two excluded angles, each with a \*.
- (iv) Write down the 'upside down' version of The Sine Rule for the triangle.
- ( $\mathbf{v}$ ) Find angle x, in degrees and accurate to 3 significant figures.

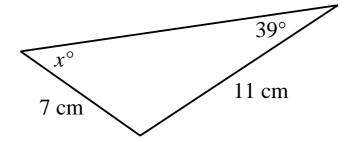
**HINT** □ Circle which to find

☐ Box known pair

A triangle,  $\triangle BEG$ , is shown below.



- (i) On  $\triangle BEG$  place the letters b, e and g.
- (ii) On  $\triangle BEG$  add the facts that
  - $\angle B = x^{\circ}$ , the angle to be found.
  - BG = 17.8 cm
  - GE = 14.9 cm
  - $\angle E = 130^{\circ}$ .
- (iii) On  $\triangle BEG$  mark the two excluded angles, each with a \*.
- (iv) Write down the 'upside down' version of the sine rule for  $\triangle BEG$ .
- ( $\mathbf{v}$ ) Find angle x, in degrees and accurate to 3 significant figures.



Find the size of the angle marked x, in degrees and accurate to 3 significant figures.

This is a tough question.

 $\Delta XYZ$  has XY of length 13.2 cm and length XZ of length 27.5 cm.

The angle at vertex Z is  $24^{\circ}$ .

Find the included angle at vertex X.

**HINT :** Find the excluded angle at vertex *Y* first, as this can be obtained using the 'upside down' version of The Sine Rule.