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Formula for equilateral triangle height

Equivalence is redirected here. For other uses, see Ambient (ambiguity). Equilateral triangle Type regular polygon squishy and apex 3 Schläfli symbol{3}Coxeter diagram Symmetry groupD3Area $\frac{3}{4} a^2 \sqrt{3}$ internal angle (degrees) 60 ° geometry, the melee triangle is all a triangle having the same length. In the familiar Euclida shape, the fuselage triangle is equal; In other words, all three inner angles match each other, each of which is 60°. It is also referred to as a normal triangle because it is a normal polygon. The attribution equivalent triangle. It has the same side ($a=b=c$), equal angle ($\alpha = \beta = \gamma$) and equal altitude ($h_a = h_b = h_c$). The common length of the side of the dorsal triangle can be marked with a and can be determined using the Pythagorean cleanup: the area is $A = \frac{3}{4} a^2 \sqrt{3}$, and the circumference is $p = 3a$. The radius of the circumscription is $R = \frac{a}{\sqrt{3}}$ the radius of the engraved circle is $r = \frac{a}{2\sqrt{3}}$ or $r = \frac{R}{2}$. The geometric center of the triangle is $h = \frac{2}{3} h$ circumscription circle with R representing the radius on which side the altitude (height) is $h = \sqrt{3} R$. The area of the triangle is $A = \frac{3}{4} R^2 \sqrt{3}$.

