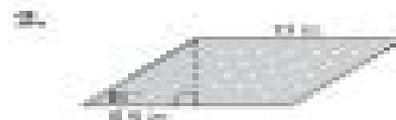


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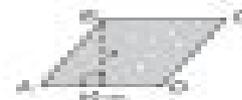
For Question 1 and 2, find the area of each parallelogram. Round to the nearest tenth if necessary.



1. _____

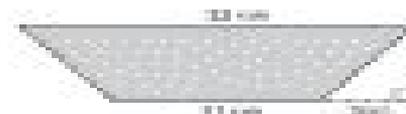
2. _____

3. If the area of parallelogram $ABCD$ is 670 square meters, find the height.



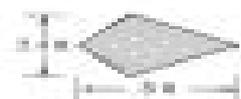
3. _____

4. Find the area of the trapezoid.



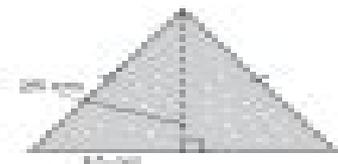
4. _____

5. Find the area of the kite.



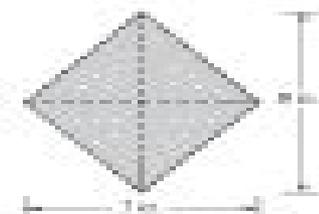
5. _____

6. Find the area of the triangle.



6. _____

7. Find the area of the rhombus.



7. _____

8. Find the area of a square with apothem length of 3 inches. Round to the nearest tenth.

8. _____

9. Find the area of a regular hexagon with a side length of 16 centimeters. Round to the nearest tenth.

9. _____

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Hongru Du



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OpenGL ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps without compromising device performance or battery life. In the *OpenGL ES™ 3.0 Programming Guide, Second Edition*, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows, OpenGL ES 3.0 Emulation, and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API, communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces. Shaders: creating and attaching shader objects, compiling shaders, checking for compile errors, creating, linking, and querying program objects, and using source shaders and program binaries. OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance. Geometry: vertices and primitives, inputting geometry into the pipeline, and assembling it into primitives. 2D/3D: Cubemap Array, texturing, creation, loading, and rendering, texture wrap modes, filtering, and formats, compressed textures, sampler objects, immutable textures, pixel unpack, buffer objects, and mipmapping. Fragment shaders: multitexturing, fog, alpha test, and user clip planes. Fragment operations: scissor, stencil, and depth tests, multisampling, blending, and dithering. Framebuffer objects: rendering to offscreen surfaces for advanced effects. Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing. Sync: objects and fences, synchronizing within host application and GPU execution. This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0, along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

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OpenGL ES 2.0 Programming Guide Aaftab Munshi, Dan Ginsburg, Dave Shreiner, 2008-07-24
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industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it until now. In the OpenGL ES 2.0 Programming Guide, three leading authorities on the OpenGL ES 2.0 interface, including the specification's editor, provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You'll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth, creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects. The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varying, precision, qualifiers, and invariance. Inputting geometry into the graphics pipeline and assembling geometry into primitives. Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications. Using fragment shaders, including examples of multitexturing, fog, alpha test, and user clip planes. Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering. Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-processing, and projective texturing. Real-world programming challenges: platform diversity, C portability, OpenKODE, and platform-specific shader binaries.

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Evarestov, 2015-01-23. This book deals with the theoretical and computational simulation of monoperiodic nanostructures for different classes of inorganic substances. These simulations are related to their synthesis and experimental studies. A theoretical formalism is developed to describe 1D nanostructures with symmetric shapes and morphologies. Three types of models are considered for this aim: i) nanotubes rolled from 2D nanolayers and described within the formalism of line symmetry groups; ii) nanoribbons obtained from 2D nanolayers by their cutting along the chosen direction of translation; iii) nanowires obtained from 3D lattice by its sectioning along the crystalline planes parallel to the chosen direction of translation. Quantum chemistry ab initio methods applied for LCAO calculations on electronic and vibrational properties of 1D nanostructures are thoroughly described. Understanding of theoretical aspects presented here enlarges the possibilities for synthesis of monoperiodic nanostructures with predictable morphology and better interpretation of their properties.

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