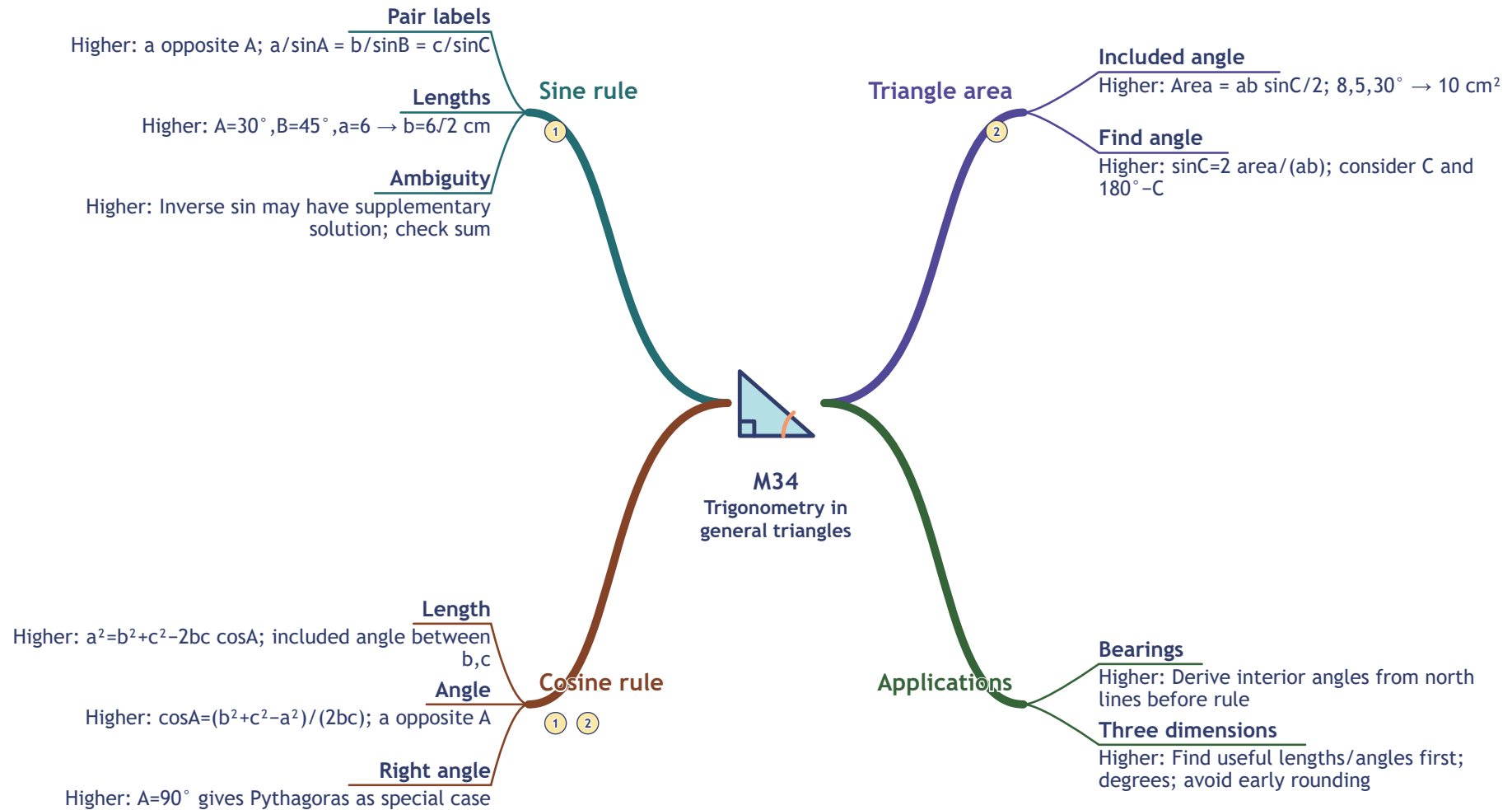




1. Sine rule $\rightarrow$ Cosine rule: Known sides and angles determine the useful rule
2. Cosine rule $\rightarrow$ Triangle area: Included angles control cosine-rule and area inputs