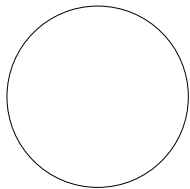
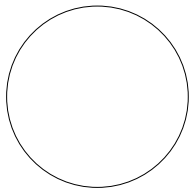
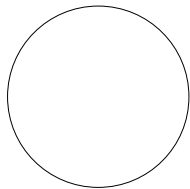
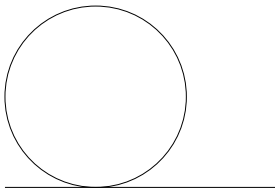
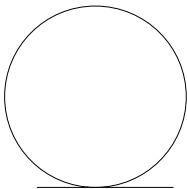
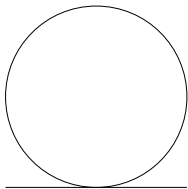
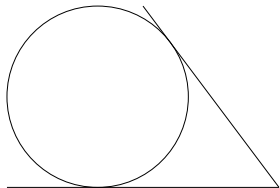
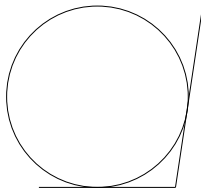
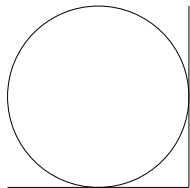


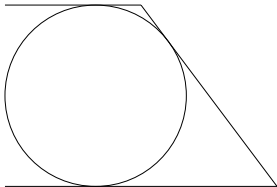
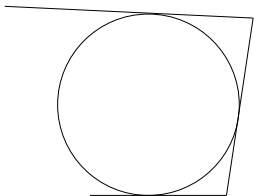
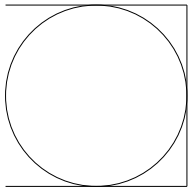
Per disegnare un poligono con la circonferenza inscritta, trucco:

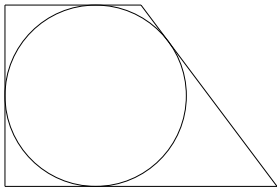
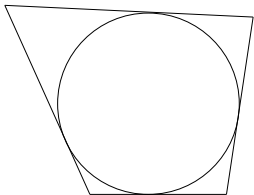
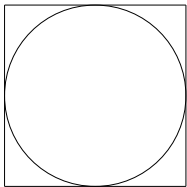
- 1) disegnare prima la circonferenza,
- 2) e poi disegnare intorno il poligono, disegnando i lati tangenti alla circonferenza.



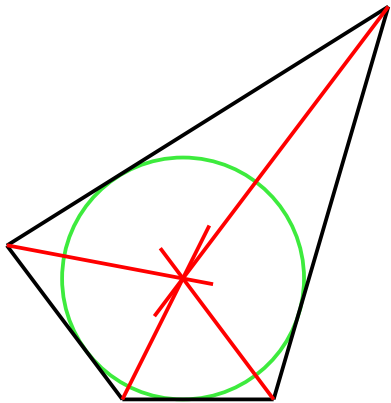






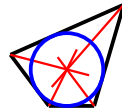
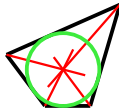
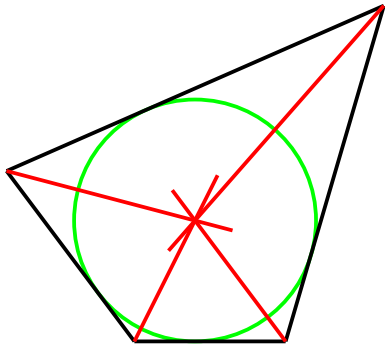


Dato un poligono, Determinare la circonferenza inscritta, se esiste.

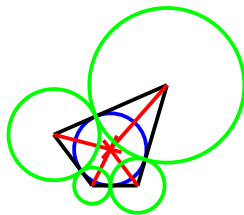
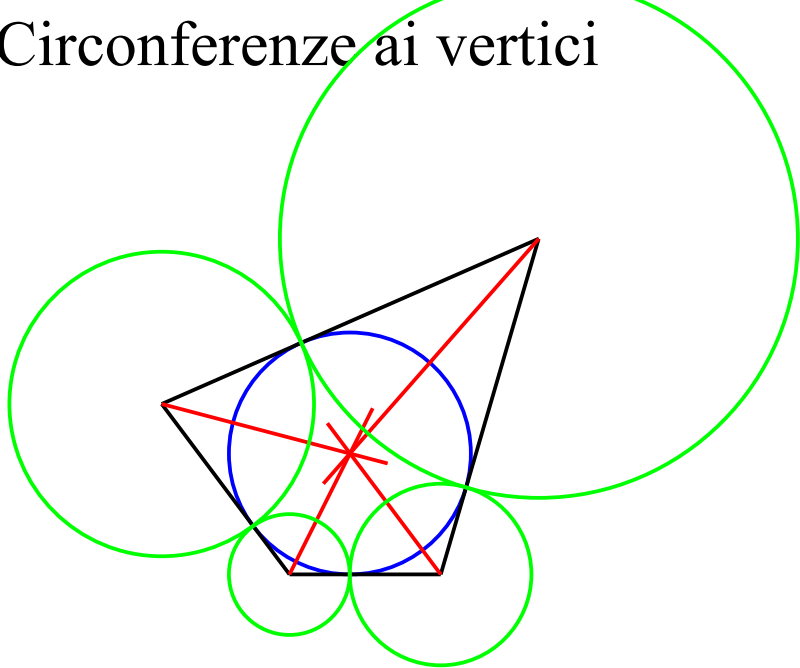


Essenza costruzione:
La bisettrice di ogni
angolo del poligono
passa per il centro
della circonferenza
inscritta.

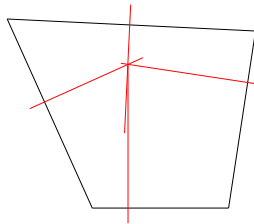
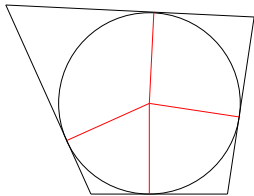
Icona



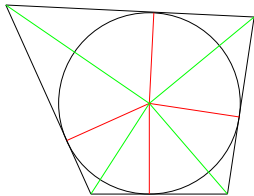
Circonfereze ai vertici



Altezze da un punto ai lati di un poligono.



Le altezze dei triangoli bisettori sono tutte uguali al raggio della circonferenza inscritta.



$$A = P \cdot R / 2$$

