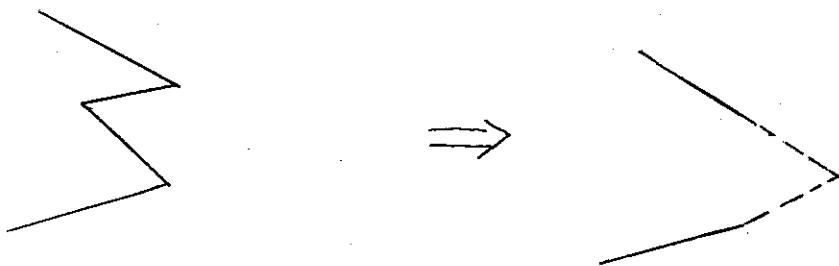
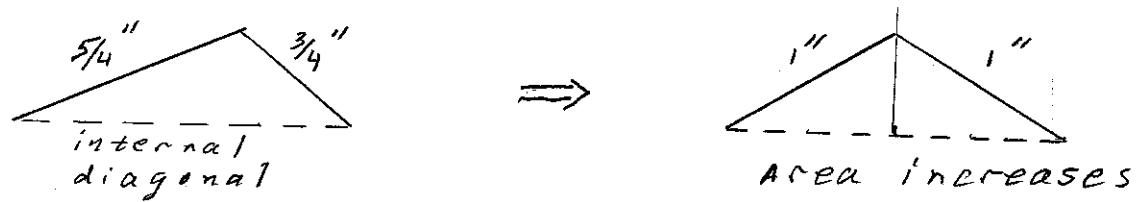


Of all polygons with given perimeter  
and  $N$  sides, the regular polygon has largest area.

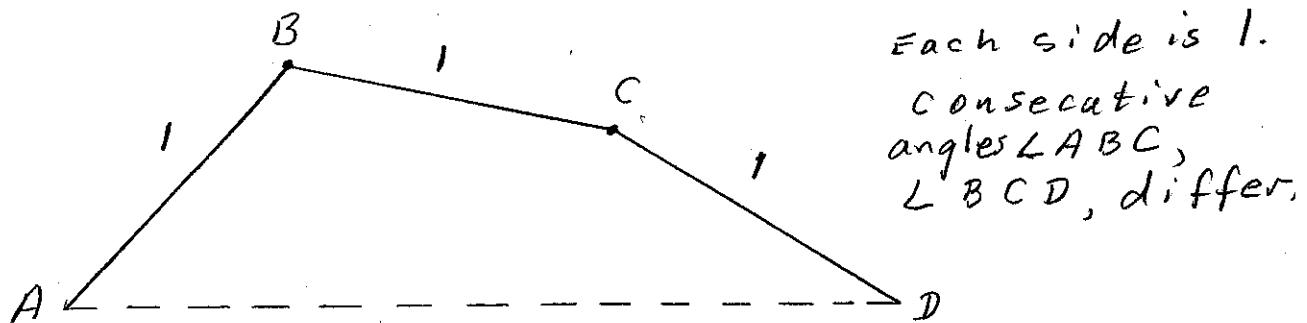
(I) A maximal area polygon is convex:



(II) A maximal polygon has equal sides.



(III) A maximal polygon has equal angles.



Moving B and C to make the  
angles the same increases the area.

# EqualAngles

J. Doner

$\overline{AB}$  : diagonal across three sides.

All sides are equal, length 1.

Draw Circle c, Circle d.

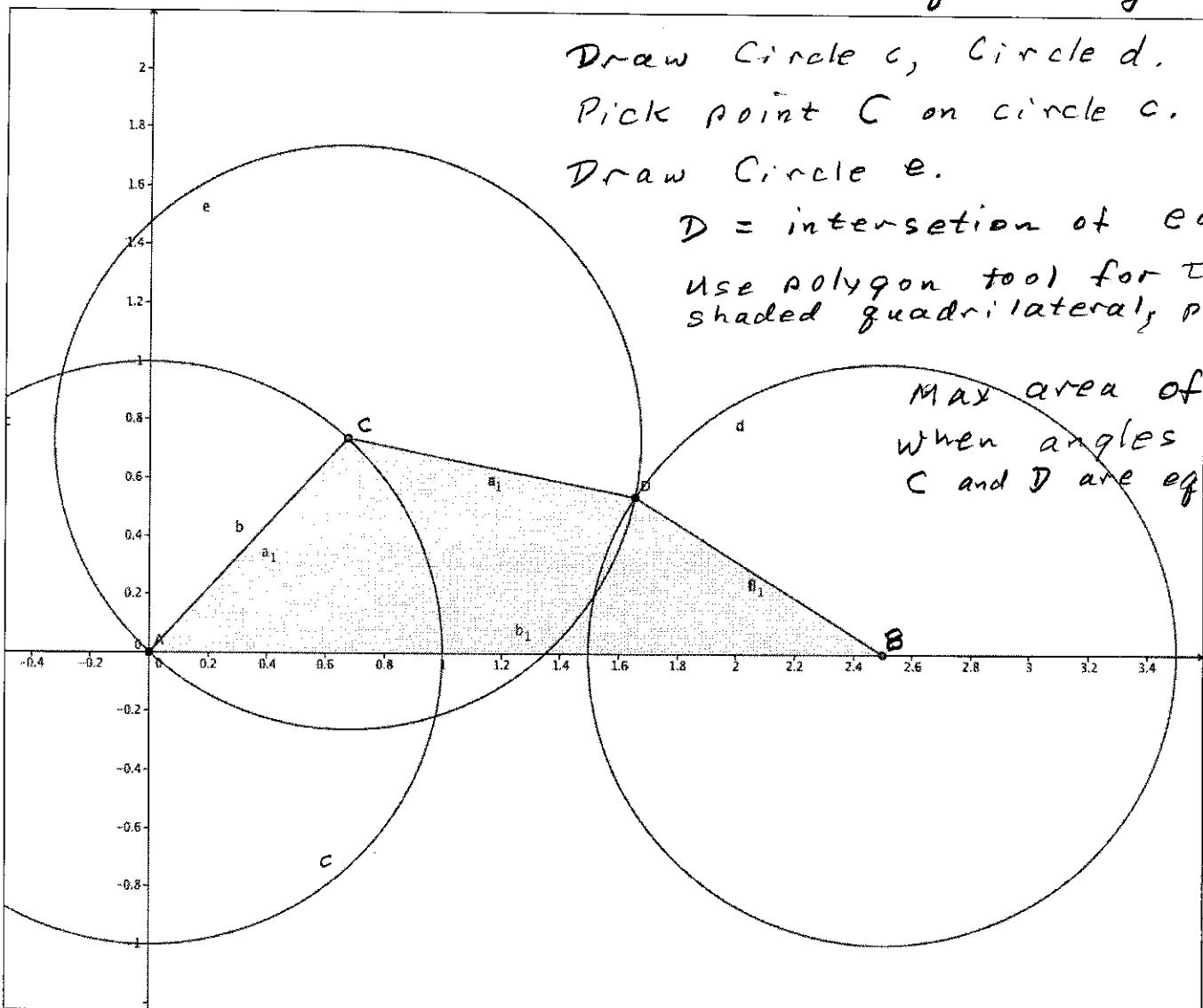
Pick point C on circle c.

Draw Circle e.

D = intersection of c and d.

use polygon tool for the shaded quadrilateral, poly1

Max area of poly1  
when angles at  
C and D are equal.



No.	Name	Definition	Algebra
1	Point A	intersection point of xAxis, yAxis	$A = (0, 0)$
2	Circle c	Circle with center A and Radius 1	$c: x^2 + y^2 = 1$
3	Point B	Point on xAxis	$B = (2.499, 0)$
4	Circle d	Circle with center B and Radius 1	$d: (x - 2.499)^2 + y^2 = 1$
5	Point C	Point on c	$C = (0.676, 0.737)$
6	Circle e	Circle with center C and Radius 1	$e: (x - 0.676)^2 + (y - 0.737)^2 = 1$
7	Point D	intersection point of d, e	$D = (1.655, 0.538)$
8	Segment a	Segment[C, D]	$a = 1$
9	Segment b	Segment[C, A]	$b = 1$
10	Segment f	Segment[D, B]	$f = 1$
11	Quadrilateral poly1	Polygon A, C, D, B	$\text{poly1} = 1.1$
11	Segment a1	Segment[A, C] of Quadrilateral poly1	$a_1 = 1$
11	Segment c1	Segment[C, D] of Quadrilateral poly1	$c_1 = 1$
11	Segment d1	Segment[D, B] of Quadrilateral poly1	$d_1 = 1$
11	Segment b1	Segment[B, A] of Quadrilateral poly1	$b_1 = 2.499$

Created with GeoGebra

Move C to change drawing.

Max area is when C is positioned so angles at C, D are the same.

# EqualSides

J. Doner

$\overline{AB}$ : a diagonal of the given polygon, cutting across two sides.

$\overline{CD}$ : line representing length of the two sides.

Here,  $\overline{AB} = 2$  (convenient)

$\overline{CD} = 2.7$  (arbitrary, but  $\geq 2$ ).

Pick  $E$  on  $\overline{CD}$ , to determine the two sides of length  $c, d$ .

Draw Circle e.

Draw Circle f.

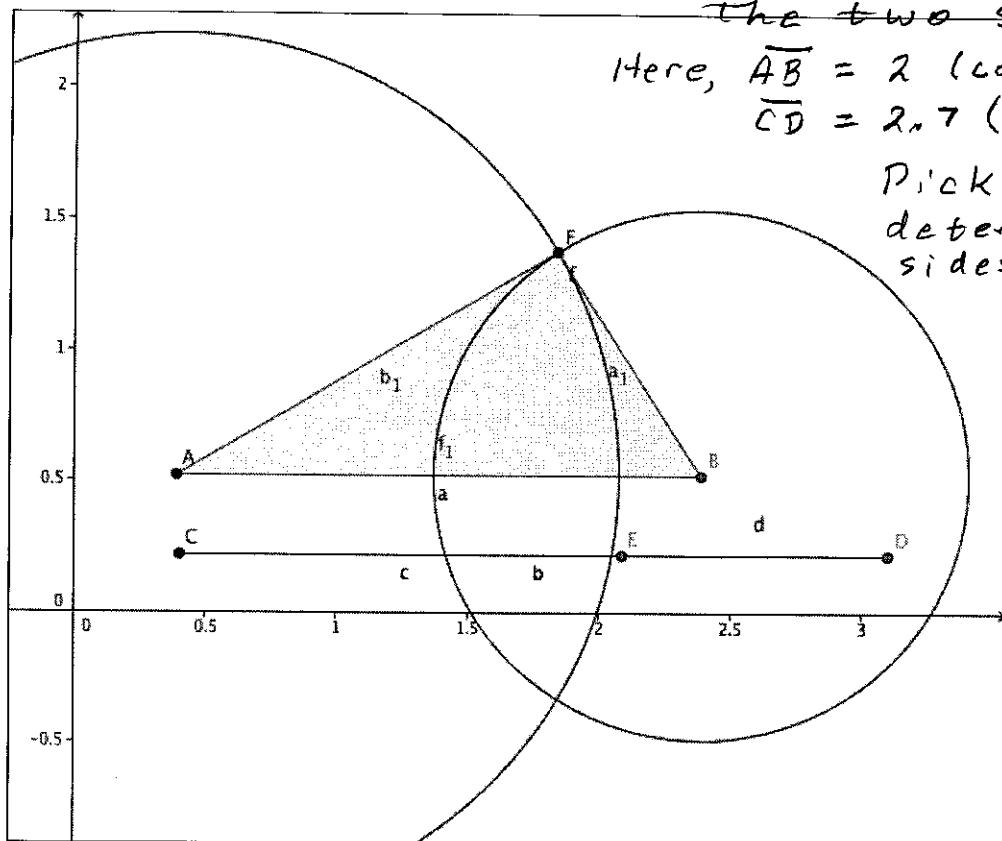
$F$  is their intersection.

use polygon tool to define the shaded triangle, corners  $A, F, B$

Area of poly1 (the triangle) is automatically computed.

Move  $E$  to change  $c, d$  and hence,  $F$ .

Max area when  $c = d$



No.	Name	Definition	Algebra
1	Point A		$A = (0.39037, 0.52148)$
2	Point B	Point on Circle[A, 2]	$B = (2.39037, 0.52148)$
3	Segment a	Segment[A, B]	$a = 2$
4	Point C		$C = (0.40222, 0.21926)$
5	Point D	Point on Circle[C, 2.7]	$D = (3.10222, 0.21926)$
6	Segment b	Segment[C, D]	$b = 2.7$
7	Point E	Point on b	$E = (2.08519, 0.21926)$
8	Segment c	Segment[C, E]	$c = 1.68296$
9	Segment d	Segment[D, E]	$d = 1.01704$
10	Circle e	Circle with center A and Radius c	$e: (x - 0.39037)^2 + (y - 0.52148)^2 = 2.83236$
11	Circle f	Circle with center B and Radius d	$f: (x - 2.39037)^2 + (y - 0.52148)^2 = 1.03436$
12	Point F	intersection point of e, f	$F = (1.83987, 1.37665)$
13	Triangle poly1	Polygon A, F, B	$\text{poly1} = 0.85517$
13	Segment b <sub>1</sub>	Segment[A, F] of Triangle poly1	$b_1 = 1.68296$
13	Segment a <sub>1</sub>	Segment[F, B] of Triangle poly1	$a_1 = 1.01704$
13	Segment f <sub>1</sub>	Segment[B, A] of Triangle poly1	$f_1 = 2$

Created with GeoGebra