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Category:2003 video games Category:Card game video games Category:Clue family video games Category:Video games based on board games Category:Mac OS games Category:Windows games Category:Card game video gamesQ: How to find the distance from a point to a line given the angle to the line in Quantum Mechanics Suppose that the point is located on the line, and the angle between the line and the coordinate axes is  $\theta$ , so the angle between the line and the  $x$ -axis is  $\theta/2$ . And suppose that  $\theta \in (0, \pi)$ . I am trying to show that it holds  $\frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2} \leq \frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2} \cos(\theta/2)$  by using the triangle inequality. How do I prove this? A: The angle is  $\theta$  in the triangle. Oppositely, the distance from the point to the line is  $\frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2}$ . That is  $\frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2}$ . Another way is to get the distance from the center of the circle to the line is:  $\frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2} \cos(\theta/2)$  So in your case: 
$$r = \frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2} \cos(\theta/2) = \frac{1}{2} \sqrt{(x-x_0)^2 + (y-y_0)^2} \cos(\theta/2)$$

