

## Using ALTERNATIVE METHODS

## Another Way to Solve Example 4, page 891

**MULTIPLE REPRESENTATIONS** In Example 4 on page 891, you found the area of a triangle given the lengths of its sides by using Heron's formula. You can also find the area of the triangle by writing and solving a system of equations.

PROBLEM

a.4, 2A.3.A, 2A.3.B; P.3.E

**URBAN PLANNING** The intersection of three streets forms a piece of land called a traffic triangle. Find the area of the traffic triangle shown.



Метнор

**Using a System of Equations** Use a system of quadratic equations to find the triangle's height *h*. Then find the area of the triangle using the formula  $A = \frac{1}{2}bh$ .

**STEP 1 Draw** a new diagram of the triangle as shown. Let *h* be the height of the triangle. The altitude labeled by *h* divides  $\overline{AB}$  into two segments of length *x* and 350 - x.



- **STEP 2** Use the Pythagorean theorem to write a system of quadratic equations.
- $h^2 + x^2 = 170^2$  $h^2 + (350 - x)^2 = 240^2$
- **STEP 3** Solve the first equation for  $h^2$  to get  $h^2 = 170^2 x^2$ . Substitute this expression for  $h^2$  in the second equation, and solve for *x*.

 $170^{2} - x^{2} + (350 - x)^{2} = 240^{2}$ 28,900 - x<sup>2</sup> + 122,500 - 700x + x<sup>2</sup> = 57,600 -700x = -93,800 x = 134

*STEP 4* Use the Pythagorean theorem to find that  $h = \sqrt{170^2 - 134^2} \approx 104.6$ . So the area of the triangle is  $A = \frac{1}{2}bh \approx \frac{1}{2}(350)(104.6) \approx 18,300$ .

The area of the triangle is about 18,300 square yards.

## PRACTICE

**FINDING AREAS** Use the method above to find the area of  $\triangle ABC$  with the given side lengths.

- **1.** *a* = 12, *b* = 17, *c* = 26
- **2.** *a* = 63, *b* = 92, *c* = 87
- **3.** *a* = 101, *b* = 94, *c* = 153

- **4.** WHAT IF? Suppose a = 200 yd in the problem above. Find the area of the triangle.
- **5. GARDEN AREA** A triangular garden has sides with lengths 50 feet, 38 feet, and 43 feet. Use the method above to find the area of the garden.