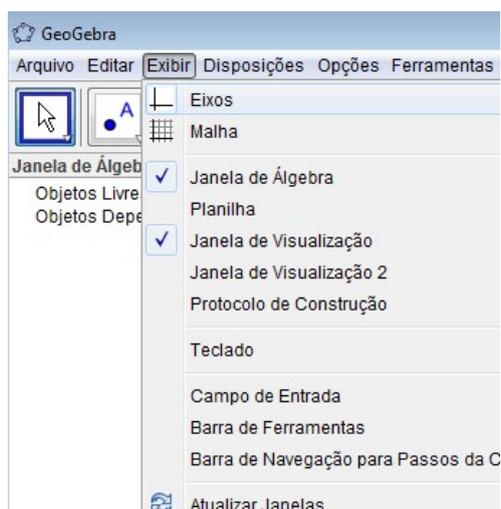


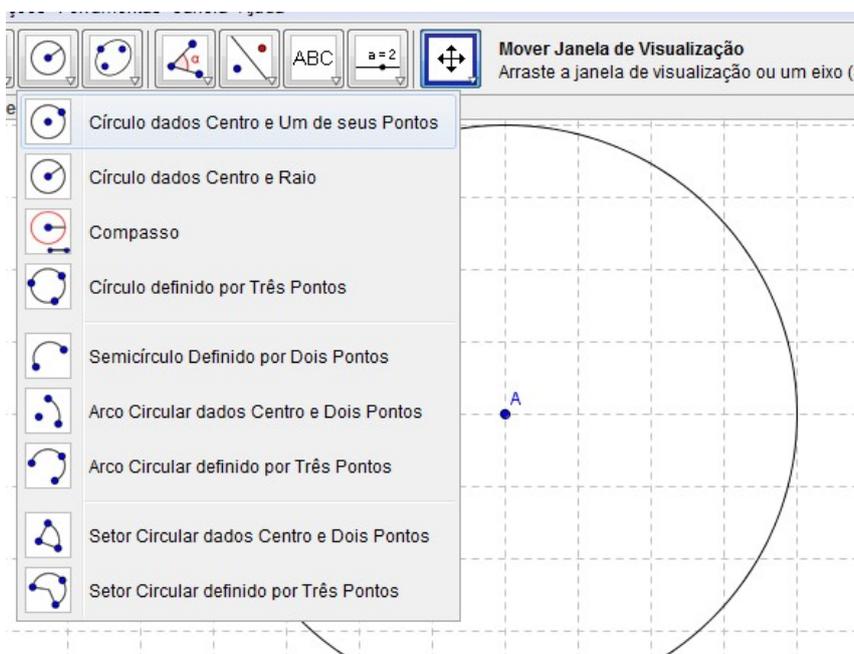
Tutorial: Desenho do Nariz do foguete

Roteiro de Construção:

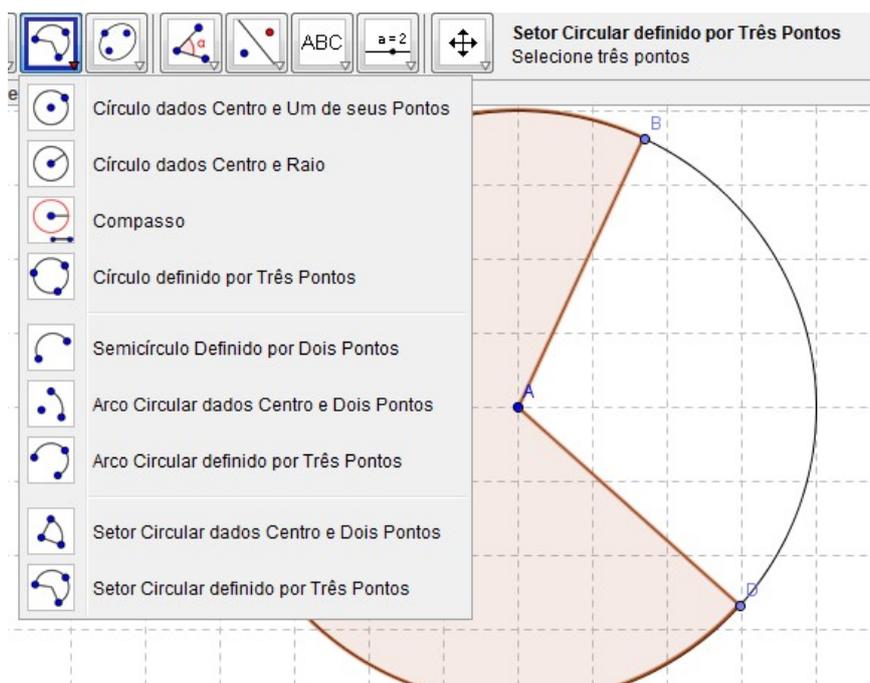
Passo 1: No menu do **Exibir**, selecione a opção **Malha** e desabilite as opções **Eixo** e **Janela de álgebra**.



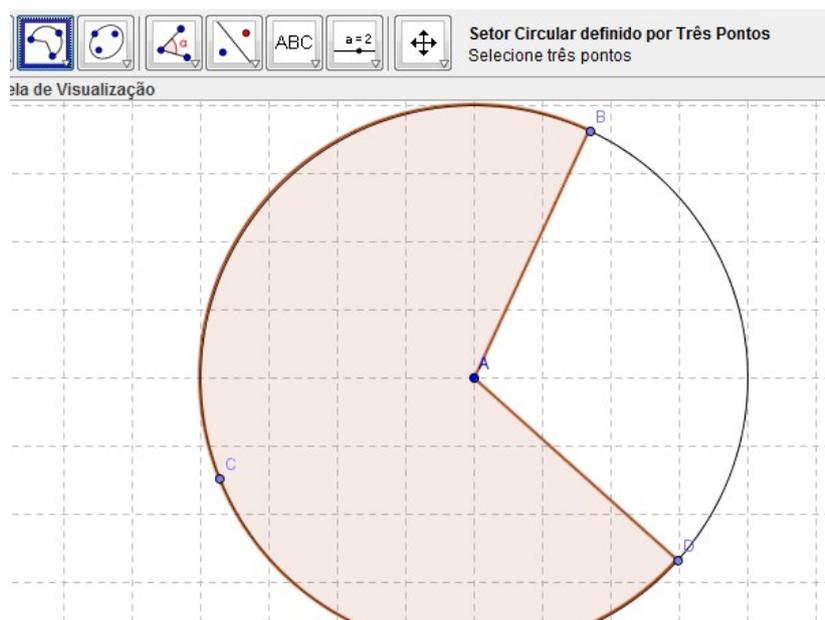
Passo 2: Trace uma circunferência de raio 4



Passo 3: Trace um setor circular definido por três pontos



Passo 4: A planificação do nariz está pronta.





Passo 5: Para finalizar, “esconda a circunferência abaixo do setor circular.

The screenshot shows the GeoGebra interface. The main workspace displays a circular sector with center point A and three points on the circumference: B, C, and D. The sector is shaded in light brown. The algebra window on the left lists the following objects:

- Objetos Livres
 - A = (3, 2)
- Objetos Dependentes
 - B = (4.69, 5.62)
 - C = (-0.72, 0.53)
 - D = (5.98, -0.67)
 - c : $(x - 3)^2 + (y - 2)^2 =$
 - d = 35.34

The top toolbar includes various geometric tools, and the status bar at the bottom shows the system clock as 1:25 PM on 9/4/2012.