

# [Math project](https://assignbuster.com/math-project/)

[](https://assignbuster.com/)[Psychology](https://assignbuster.com/essay-subjects/psychology/)

Mathematical Project Due Introduction In this research paper, the symbol pi(π) in geometry has been explained in depth. Apparently, geometry is something that everyone uses daily. It is found everywhere: space, sports, machines, art, cars and so much more. A major contributor in the geometry world who goes by the name Euclid(350BC), enlighten us on what geometry is all about. Through Euclidean geometry, we are able to answer some of the questions like why or where symbols such as Pi( π) or the Pythagorean theorem was derived from. However, this paper will answer will answer some of the interesting question evolving around Euclidean geometry.   
Project Questions   
1. The number pi(π)has an interesting history. However, there have been twists and turns that reflect the history as to where the symbol pi(π) was derived from. History dictates that the symbol pi(π) was first discovered by the first civilizations. These were the Egyptians along river Nile who were said to have practiced agriculture. An Egyptian scholar by the name Euclid, published books of which defined different elements that the Egyptians used in their economic daily lives. He provided countless future mathematics with the tools which included solving problems using the pi(π) formula. This formula was further advanced by the Archimedes, who lived in the island of Sicily(Egypt). In addition, pi(π) is also said to be discovered from a list if biblical occurrences. 1Kings 7: 23(King James Version), specifies how King Solomon was built. It is speculated that the are a of the circle in which King Solomons temple was built was calculated by taking 3times the square of its radius by the Babylonians. A tablet founded at that time, called Babylonian tablet(1900-1680BC) featured pi(v) as 3. 125. This could not be anyway more interesting(Bluman 2004).   
2. Mathematicians have attempted to compute the value of π in many different ways. Three methods of π computation include;   
i. Archimedes or Ludolphs Constant: This methods is derived from a scholar from the University of Alexandria. His father was an astronomer, hence his great interest in science. He made discoveries in specific science areas of mechanical and buoyancy. He concentrated so much on solid geometry where he found volumes of segments of spheres as well as other three-dimensional shapes. In Measurement of a Circle, Archimedes obtain rigorous approximation by inscribing and circumscribing a circle using the Archimedes algorithm. Using n= 4, Archimedes obtained; 3+ 10/71