

The Idea

Make a bunch of triangles of hypotenuse 1...they trace out a circle of radius 1
This is the Unit Circle

The idea is to exchange triangles for points in the plane...

The Trigonometric Ratios

Sine of an angle is the y -coordinate of any point

Cosine of an angle is the x -coordinate of any point

Tangent of an angle is y divided by x for any point

Secant is the reciprocal of the x -coordinate

Cosecant is the reciprocal of the y -coordinate

Cotangent is x divided by y
