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True. This is the fundamental formula for triangle area, requiring the height to be perpendicular to the chosen base.







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True. Area depends solely on base and corresponding height. Identical base-height pairs yield equal areas, regardless of triangle shape.







### The area of a triangle with vertices at (0,0), (4,0), and (0,3) is 6 square units.





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# True. Using base=4 (x-axis) and height=3, area = (1/2)\*4\*3 = 6. Coordinate formula: | (0(0-3)+4(3-0)+0(0-0))/2| = 6.







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True. Area  $\propto$  height for fixed base. Original area = (1/2)\*b\*h; new area = (1/2)\*b\*(2h) = 2\*(original).







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True. Height  $h = (\sqrt{3}/2)a$ , so area  $= (1/2)*a*(\sqrt{3}/2)a$ =  $(\sqrt{3}/4)a^2$ . Verified standard formula.







## Tripling all sides of a triangle increases its area by a factor of 9.





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True. Area scales with square of linear dimensions. Scaling factor k=3, area multiplier =  $k^2 = 9$ .







# A triangle with collinear vertices has zero area.





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### True. Collinear points form a degenerate triangle with no height, resulting in zero area by coordinate or vector formulas.







# In a right-angled triangle, the area is half the product of the two legs.





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#### True. Legs are perpendicular, so one leg is base, the other is height. Area = (1/2)\*leg<sub>1</sub>\*leg<sub>2</sub>.







Heron's formula computes area using all three sides without requiring height.





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#### True. Heron's formula: √[s(s-a)(s-b)(s-c)], where s is semi-perimeter. Valid for any triangle with known sides.













The area of a triangle is always positive unless vertices are collinear.

True. Non-collinear points form a bounded region with positive area. Collinear points yield zero area.







## The area of a triangle equals the product of its base and height.





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#### False. Area is half the product of base and height. Full product gives parallelogram area.













Triangles with identical perimeters must have identical areas.

False. Perimeter does not determine area. Example: Equilateral triangle (side=4, perimeter=12, area≈6.928) vs. isosceles triangle (sides 5,5,2, perimeter=12, area≈4.899).







## The height of a triangle is always one of its sides.





The height of a triangle is always one of its sides.

### False. Height is perpendicular to the base and only coincides with a side in right triangles (for legs). In obtuse triangles, heights may lie outside.







# The area of a triangle with vertices (1,1), (2,2), and (3,3) is 1 square unit.





### The area of a triangle with vertices (1,1), (2,2), and (3,3) is 1 square unit.

False. Points are collinear (y=x), so area=0. Coordinate formula: |(1(2-3)+2(3-1)+3(1-2))/2| = |0|/2 = 0.







## Doubling both base and height doubles the area.





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## False. Doubling both scales area by 4. Original area = (1/2)bh; new area = (1/2)(2b)(2h) = 4\*(original).







# The area of a triangle is always greater than the product of any two sides.





The area of a triangle is always greater than the product of any two sides.

False. Area =  $(1/2)ab \sin\theta \le (1/2)ab < ab$ . Example: Right triangle (legs 1,1), area=0.5 < 1\*1=1.







## A triangle with sides 3,4,5 has larger area than one with sides 4,5,6.





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#### False. 3-4-5 area: (3\*4)/2=6. 4-5-6 area (Heron): s=7.5, $\sqrt{[7.5(3.5)(2.5)(1.5)]}\approx 9.92 > 6$ .







## Doubling the base while halving the height doubles the area.





Doubling the base while halving the height doubles the area.

#### False. Area remains unchanged: (1/2)(2b)(h/2) =(1/2)bh = original area.







### Clockwise vertex order makes triangle area negative.





Clockwise vertex order makes triangle area negative.

False. Area is always non-negative. Coordinate formula uses absolute value; orientation affects sign in determinant but final area is [result].







# The height always lies inside the triangle. © The Maths Vault 2025





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False. In obtuse triangles, the height to the side opposite the obtuse angle falls outside the triangle.