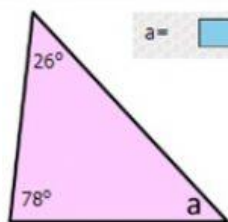
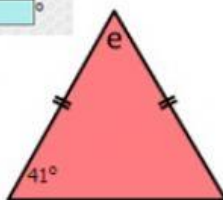


Обчисліть невідомий кут трикутника

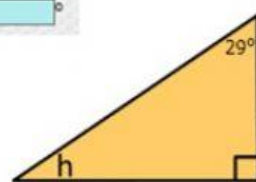


a = °

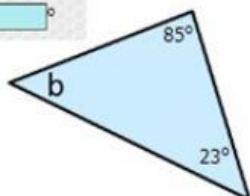
e = °



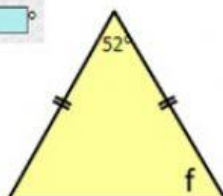
h = °



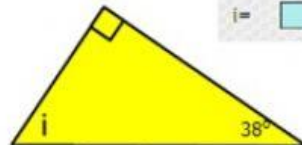
b = °



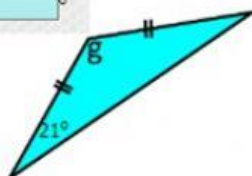
f = °



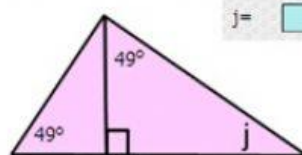
i = °



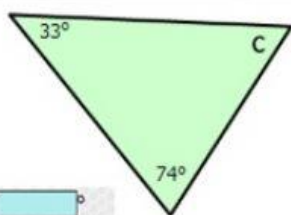
g = °



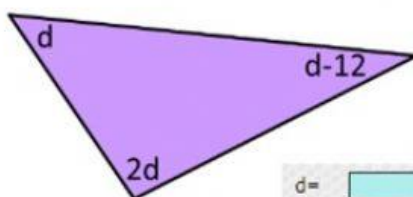
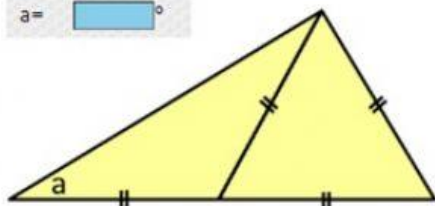
j = °



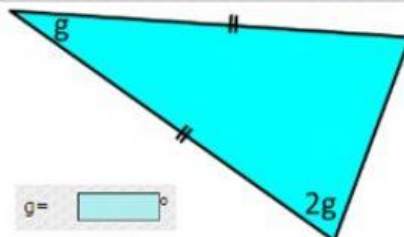
c = °



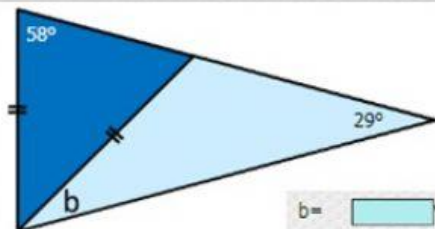
a = °



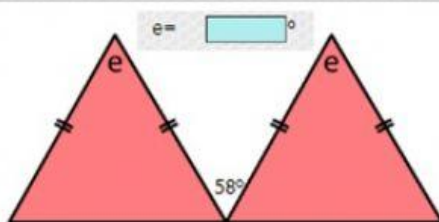
d = °



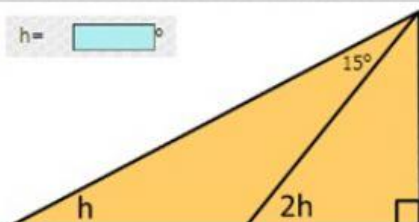
g = °



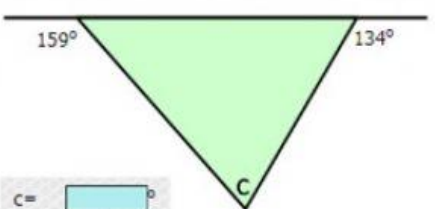
b = °



e = °

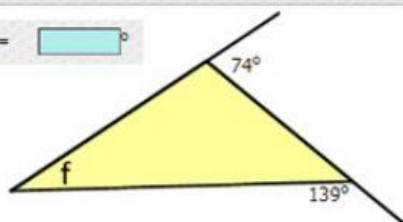


h = °



c = °

f = °



i = °

