

CONTENTS

Foreword	v
About the Author	ix
Chapter 1: THE PROBLEM	5
The Famous Three, 5 • A Classical Game, 6 • Trisection, 7 • Statement of the Problem, 7 • Constructibility, 9 • The Impossible, 13 • The Possible, 14 • Other Criteria, 16 • Regular Polygons, 18	
Chapter 2: SOLUTIONS BY MEANS OF CURVES	19
The Quadratrix, 19 • The Conchoid, 20 • The Hyperbola, 22 • The Limaçon, 23 • The Parabola, 25 • The Cubic Parabola, 28 • The Cycloid of Ceva, 29 • Remarks, 30	
Chapter 3: MECHANICAL TRISECTORS	31
The Graduated Ruler, 31 • The Compasses of Hermes, 33 • A Three Bar Apparatus, 34 • Ceva's Pantograph, 35 • Amadori's Instrument, 36 • The Carpenter's Square, 36 • The Tomahawk, 37 • Laisant's Compasses, 38 • Laisant's Mechanism, 38 • Kempe's Trisector, 39 • A Linkage, 41 • Sylvester's Isoklinostat, 42 • A Line Motion Trisector, 42 • Draughting Triangles, 43 • The Cone Trisector, 44 • Remarks, 45	
Chapter 4: APPROXIMATIONS	47
An Unending Construction, 47 • Approximation of von Cusa and Snellius, 48 • Dürer's Approximation, 51 • Karajordanoff's Approximation, 52 • Kopf-Perron Approximation, 54 • Approximation of D'Ocagne, 55 • Comparison of Methods, 55	

Chapter 5: DON QUIXOTES	57
The Case of J. C. W——, 58 • The Case of J. W——, 60 • The Case of J. J. C——, 60 • The Case of J. J. G——, 62 • The Case of L. J. R. H——, 64 • Miscellaneous Cases, 65	
Bibliography	67