

Hints 5-6

- 5.2. One can reuse the same proof as for Euclidean case (considering perpendicular bisector and angle bisector as loci of something...).
- 5.3. Use polar correspondence.
- 5.6. Both sine and cosine laws will be useful.
- 6.2. Triangulate the polygon.
- 6.4. Use reflections.
- 6.5. This question is a bit more involved than the others. The main idea is to find a projection p of the spherical triangle to some plane, so that p will take a spherical triangle to a Euclidean one and a spherical median/altitude to a Euclidean one.
- 6.6 Use the first cosine rule to compute MN and BC.