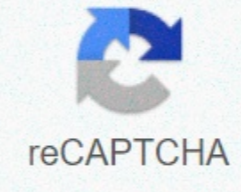




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## Can you square a rectangle

Everything from carpeting a room to installing cabinets is more difficult - and sometimes less efficient - if the space you work in is not square. Whether you please renovate, re-til, or build a terrace, learning at square one of your space will make the job easier and the result more professional. What you need: Here's what you do to define a square work area: decide the size of an area you want to work on. Place the measuring tape at the point where the two intersecting lines meet. Remove the tape measurement to the desired length. Mark the place on the ground with a chalk mark. Again, place the measuring tape at the point where the two intersecting lines meet. Pull the tape measure out the desired width. Mark the spot on the ground with a chalk mark [source: Carter]. Calculate your hypotense using an online calculator, taking the desired length and width. Save the result. Measure a straight line between the two chalk marks. This is called the hypotense [source: Miller] or diagonal. If you have measured accurately and your building is actually square, the hypotense/diagonal will match the result arrived at the online calculator. Here's how to check if an existing structure is square: place the measuring tape at the angle where the two walls meet and measure three feet (91.44 centimeters) along the length of the area. Mark the place on the ground with a chalk mark. Place the measuring tape at the corner where the two walls meet, and measure four feet (121.92 centimeters) along the width of the area. Mark the place on the ground with a chalk mark. Measure a straight line (i.e. hypotense) between the two chalk marks. If the hypotense is five feet (152.4 centimeters), the structure is square. [Video insertion place support] Most landlords and tenants rarely use a square. However, carpenters, carpenters and builders use them frequently. Choosing the right one for the job is easy. The main purpose of a square is to ensure that the components are perpendicular, or at right angles to each other. In addition, most squares serve as measurement rules marked in inches, fractional inches, and sometimes in centimeters and millimetres. Large framing squares, also called carpenter squares, are used in building cabinets and houses. The speed squares, sometimes called test squares, are smaller and include additional angles for measurement. The combined squares have a rule blade with an adjustable sliding stock to measure angles of 90 degrees and 45 degrees. The Handsets include a built-in bubble level that is useful for leveling small components such as image frames. How to safely use a Square A combination square is easy to use. Place the stock against an object edge, then use the nut to loosen and move the ruler if necessary. Most of the squares combined also have a removable pointed pin called scribe that can be used to mark the measurements on the be squared. Framing and speed squares are usually provided with instructions for various tasks. How to maintain a square Maintenance of a square is relatively easy. Most importantly, don't store it where it can be damaged or folded, as accurate measurement is its main task. Steel squares should be kept clean and dry so they do not rust. Most framing and speed squares are now aluminum and, with care, will be useful for decades to come. Manual Tools Image Gallery Tools related to the place Other practical measuring devices include measurement and band level. Advertising Home Repair Tools: If you prefer to use yellow pages for anything that needs to fix around the house or consider yourself a regular do-it-yourselfer, there are a handful of tools that everyone should have in their toolbox. Learn all about them in this article. Measurement and tagging tools: Find out which tools are useful for calculating sizes and marking placement in some home improvement work on this page. Band measurement: Even people who do not consider themselves handy should have a tape measure in their home to measure large spaces or household items. Learn about the many uses of tape measurement on this page. Photo: Dieter Schmid Fine ToolsTraditionally the largest metal squares, such as the chevron square, were considered carpenter's tools. On the other hand, smaller wood or metal products were more likely to be found in the carpenter's or cabinetmaker's tool kit. However, this line was blurred many years ago and today the well-equipped carpenter of almost any strip finds many uses for large and small squares. Hand squares have been used for most of the recorded history. Many handmade squares survive from earlier eras and, in a sense, the ethics of manual work are always in the spotlight; even today, hand squares are more likely to be made of expensive wood and admired as much for their ornamental appeal as their practicality. I have included several distinct varieties under the title of hand squares, including the test square, the speed square, and the combination square. Try Square. A fixed angle of ninety degrees is formed by the thin steel blade and the stock of thick, which is often made of wood. The test square is used to check (i.e., try, so the name), to establish that a cut or joint is true or square. It is also used to mark cut lines or as a straight line to determine whether a deformed or cupped. Try the squares come in a range of sizes, with blade lengths ranging from two to twenty-four inches, depending on the age of the tool and the purpose it was intended to serve. The machinist or engineer's test squares are made entirely of metal and are smaller in the scale. The test square is usually used this way. Lie your tongue flat on the work piece, then slide the flush to the edge of the wood. Thanks to its thinness, the tongue can be used to scribe a precise line on the part to be cut or shaped. Try the squares, new and old, are often tools of great beauty, with blades of fine steel, iron or brass, with stocks of rosewood, ebony or other hardwoods. The blade and broth are sometimes fixed with decorative rivets. A rectangle is a quadrilateral that has four sides. In a rectangle, the opposite sides are of equal length and also parallel. For this reason, a rectangle is also a parallelogram. This four-sided shape has four angles that are right angles, or are 90 degrees each. The sum of the inner angles of a rectangle is 360 degrees. Its two diagonals are equal and intersect in the center of the rectangle. Some important formulas associated with rectangles are the area, perimeter and diagonal lengths. A rectangle has a length and width, and the zone formula is the length multiplied by width, or l x w. The perimeter is given as 2(l+w), and the diagonal length is by taking the square root of the sum of the squares of width and lengths, respectively. Steve Snodgrass/CC-BY-2.0 A checkerboard has 64 squares. Half are light squares while the other 32 are dark squares. The board is positioned so that each player has a bright square on the right corner closest to him. Checkerboards are used to play the game called checkers. In the game, each player receives 12 colored discs. Usually, one set of parts is black and the other is red. The pieces are set to the 12 dark squares closest to each player. In addition to the table used in checkerboards, more generally, any board with a checkered pattern is called a checkerboard. Matteo Paciotti/CC-BY-2.0 A square is always a rhombus; it's a special type of rhombus where the four corners are good angles. A rhombus is a two-dimensional geometric shape with four straight sides of equal length. A rhombus is sometimes called a diamond, because it makes a traditional diamond shape. Rhombuses are a type of parallelogram, which means that their opposite sides are always parallel, and their opposite angles are always equal. A square is the only type of rhombus where the four angles are equal, and the only rhombus that also meets the definition of a rectangle (all angles are 90 degrees). Any four-sided geometric shape can also be called a quadrilateral. Given that Xbox Live independent games on Xbox 360 and games on Windows Phone use the XNA development environment, it's surprising how few independent games have made the leap from Xbox 360 to Windows Phone so far. Twin Blades is the first game to (becoming an Xbox Live title, nothing less). Fans of independent games sick of puzzle games now have a more hardcore game to play: Square Off, courtesy of Australian developer Gnostic Studios. The story of Square Off, told through a series of full-screen stops in the intro and end, involves an extended extended stranger of the earth. Humanity is unable to defeat aliens for any reason, so a mad scientist comes up with a plan. It splices extraterrestrial DNA with its own brain cells, creating a team of Square Avengers. These little guys tie jet packs, grab weapons and go out to save the planet. While the stupid story sets the stage, Square Off is really right on the set of a bunch of strangers. The game consists of seven levels: the first three have four regular waves followed by a boss wave, while the final level contains two waves and a big boss wave. In normal waves, a group of UFOs act as enemy generators. They spawn many small enemies and must be treated before the bad guys overwhelm you with numbers. Useful color-coded arrows indicate the location of off-screen enemies and UFOs. Finish everyone and it's on the next wave. Rocket passed the break for our full review. Jet Pack Heroes fly the Avenger Square in any direction with a virtual left thumbnail. A virtual right sticker allows the Avenger to shoot in any direction. It's the same control setup as Rocket Riot, and it works just as well (read: excellent) here. Square Off does them better by allowing players to choose between fixed, floating and floating positions for both sticks. Free floating (a wand is created wherever you place your fingers) worked best for me, but it is wise to Gnostic to accommodate other styles of play. Square Off also allows the player to choose from several weapons at any time. You start with a standard pea shooter and a few bombs. The bombs explode a few seconds after being launched rather than on impact, but they deal massive damage to nearby enemies. Defeated enemies sometimes drop additional guns: a very useful three-way gun, a shotgun and a rocket launcher - all with limited ammunition. Simply tap the weapon icon at the top of the screen to select it; but as an option, the game can automatically switch to weapons on pickup. Bonuses also appear in designated locations in each level. These include sanitary refills, an invincibility helmet and a faster red jet-pack. The player's health doesn't fill up automatically, so I often found myself flying around bonus points in search of health. The current system works, but I prefer automatic refills to coverage. Enemies of the Face State, the aliens believe in things different from us and therefore deserve to be violently destroyed, come in a few different varieties: standard one-eyes that attack by running into the player; foreign helmets that can take a little more damage; foreigners who can fire projectiles; Enemies that explode when killed (useful for destroying groups of enemies at once); and the UFOs that breed them all. The smallest strangers come in a few different colors depending on the level, but most of them are green. The first five levels have the same same a giant UFO. They breed enemies like small UFOs, but of course they are much more aggressive and resilient. A new, really great boss is making his debut in levels 6 and 7. You will notice that I have not exactly listed a ton of enemies or bosses. The lack of enemy variety is probably Square Off's biggest problem. A few other types of enemies and unique bosses for each level would have kept the seven levels of the game feeling a little cooler. They do ramp up in the challenge, of course, and the steps themselves seem great. 2.5D on the Ah go, Square Off levels. From the snow-capped mountains to the wreckage of satellites orbiting the Earth, every 3D arena shines. Several layers of background and occasional objects in the foreground create a great sense of depth. Small touches like rocks pouring into distant carts of the mine and skeletons and coffins in the jungle show a lot of care went into the environments. The hand-drawn 2D characters contrast well with the sets. The cartoonish art style itself is reminiscent of the console titles of The Behemoth, Alien Hominid and Castle Crashers - not that it's a bad thing. Smiling square avengers show a lot of personality and look great in the art of production. Enemies don't have as much flair. Some humorous animations would have given them more character. They explode beautiful and bloodthirsty when they are killed though. Sound off Another thing that could have helped establish the character is the use of vocal samples. The hero squeaks when he dies, but that's it. A few silly lines of the Square Avenger and the moans or taunts of the bosses would add a little sound punch. The workmanlike sound effects of the game do the job but they don't make much impression. The music from Square Off is pretty good though. Each step has a unique air, which is more than many phone games can say. I found myself wishing for a sound test to be able to taste the tunes outside the battle ... Except for the title/menu theme, that is. Something on my nerves. Solo Shooting The Xbox 360 version of Square Off is a multiplayer game. The entire seven-tier campaign supports the four-player cooperative, and it also has unique death match arenas (all offline only). Unfortunately, multiplayer couldn't do it in the mobile version. The campaign is still a lot of solo fun though. Gnostic has also added a kind of survival mode to give the phone's version more power to stay. It works a bit weird - instead of a separate mode, players have to choose to beat after completing the last wave of a level. Players can win trophies by surviving the fifth, tenth and fifteenth waves of each level. I would have liked a more developed survival mode that stands out from the regular game somehow, but what's here is always a fun inclusion. A local ranking follows the highest scores of the players. Developers plan to add online rankings in a future update, which will really encourage players to reach the higher waves of Square Off levels. The game also follows a plethora of statistics such as the use of weapons, et cetera, which, I suppose, might be interesting for someone there. Future Plans Online Rankings are one of many improvements that will come in a future update. Gnostic Studios also plans to work on a sequel at some point in the future. I'm sure it will be great, but I'd really like to see them tackle a different genre like platformers. The 2.5D graphics and art style of Square Off would be perfect for a longer and deeper style of play. Update: Online rankings are live! Overall Impression Square Off is a welcome addition to the range of independent Windows Phone games. What began as an entry to the competition in 2009 blossomed into a charming little shooter. The game has gone from Xbox 360 to Windows Phone surprisingly well, except of course for multiplayer. Yet Square Off displays a level of varnish that few other independent games on the platform provide. There's nothing else like that on Windows Phone apart from Rocket Riot, but hey, Square Off is \$2 cheaper. Square Off costs \$2.99 and it also has a free trial. To try it, aim for your sites here (Zune link) on the market. Market.

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