1.

Solve

Method

a=y,

b=y

Initially

a=0,

b=x,

if x < 1 then x = 1

2.

Locate point p, angle ang

Initially

px1=0, py1=1, pa1=90⁰

px2=1, py2=0, pa2=0⁰

pa3 = (pa1+pa2)/2

repeat

if

If not

To find px3, py3

x1=px1,

y1=py1,

x2=px2,

y2=py2

repeat

px3=x3

py3=y3

end main repeat

cos(ang) = px3

sin(ang) = py3

tan(ang) = py3/px3