Point 1			**Point 3**			**Point 1**	
x1	607		x1	430		x1	607
y1	421		y1	285		y1	421
Point 2			**Point 2**			**Point 3**	
x2	389		x2	389		x2	430
y2	422		y2	422		y2	285
size	218.002294		**size**	143.003496		**size**	223.21514
cos 2 =	**0.291**		**cos 1 =**	**0.790**		**cos 3 =**	**0.356**
2 =	**73.08**		**1 =**	**37.80**		**3 =**	**69.12**

control
180.00

Cosine theorem: In any triangle ABC is:
a2 = b2 + c2 - 2bc cos a
b2 = a2 + c2 - 2ac cos b
c2 = a2 + b2 - 2ab cos g
the square of the triangle is equal to the sum of the squares of the other parties
reduced by twice the product of these parties and the cosine of the angle cordoned them.

	distance	**x**	**y**				
Point1		406	1115				
Point2		1404	1011				
	d=		**1003.4**	pixel		**274.25**	cm
		1 pixel		0.273317	cm		

	calibration						**time, speed**
		x	**y**				
Point1		402	1098				
Point2		766	1061				
	d=		**365.9**	pixlu	**100**	cm	

numer of frames

8 .1/25 **0.32** s

0.04 speed

v=s/t **8.57**