

Assignment: Construct a Dichotomous Key to be used to organize, classify, and name several mythical beasts.

- Requirements:
- The key must be dichotomous (2 statements per step).
 - All beasts must be named using binomial nomenclature, and in Latinized names (remember how we did the geometric shapes). Typical Latin noun endings include: -lus, -cus, -ia, -an, -cum, -on, -mus, -is.
 - The key below shows one way of writing out a dichotomous key.

Dichotomous Key - Geometric Shapes

- 1a. Object is circular go to 2
 - 2a. oval shaped go to 3
 - 3a. shaded oval Ovalicus dualus
 - 3b. non-shaded oval Ovalicus singlus
 - 2b. circle shaped go to 4
 - 4a. single line Circus circus
 - 4b. double line Circus maximus
- 1b. Object has 3 or more sides go to 5
 - 5a. 4 sided go to 6
 - 6a. All four angles are 90E go to 7
 - 7a. Inside has diagonal lines go to 8
 - 8a. a square Ninetis squarimus
 - 8b. a rectangle Ninetis longia
 - 7b. Inside is non-shaded go to 9
 - 9a. a square Ninetis squarone
 - 9b. a rectangle Ninetis smallicus
 - 6b. All four angles are 90E go to 10
 - 10a. shortest sides are parallel go to 11
 - 11a. small Anglicus parallelicum
 - 11b. large Anglicus macroparallelicum
 - 10b. shortest sides are not parallel go to 12
 - 12a. small Anglicus microrhombus
 - 12b. large Anglicus rhombus
 - 5b. Not 4 sided go to 13
 - 13a. Has shading go to 14
 - 14a. Looks like a house Polyhedron pentagon
 - 14b. Looks like a diamond Polyhedron mesohedron
 - 13b. No shading go to 15
 - 15a. Three sided Polyhedron triangulation
 - 15b. Resembles a stop sign Polyhedron polygonian