

```
/*  
FILE: Hanno Haversine.cs  
  
B - Latitude +N/-S  
L - Longitude +E/-W  
Dec - Declination +N/-S  
GHA - Greenwich hour angle  
  
LHA - Local hour angle  
  
Hc - Altitude (calculated)  
Zn - Azimut  
  
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Navigational Algorithms  
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*/
```

```
namespace NavigationalAlgorithms  
{  
    public class HannoHaversine : Sexagesimal  
    {  
        public static double Hc( double B, double Dec, double LHA )  
        {  
            double m, n, a;  
  
            double aB = Math.Abs(B);  
            double aDec = Math.Abs(Dec);  
  
            if (Math.Sign(B) == Math.Sign(Dec)) // Same Name  
            {  
                n = Haversine(aB - aDec);  
                m = Haversine(aB + aDec);  
            }  
            else // Contrary Name  
            {  
                n = Haversine(aB + aDec);  
                m = Haversine(aB - aDec);  
            }  
  
            a = Haversine(LHA);  
  
            double hv_ZD = n + (1 - (n + m)) * a;  
            double ZD = AHaversine(hv_ZD);  
  
            return (90.0 - ZD);  
        }  
    }  
}
```

```
public static double Zn( double B, double Dec, double HC, double LHA )
{
    double m, n, a;

    double aB = Math.Abs(B);
    double aDec = Math.Abs(Dec);

    if (Math.Sign(B) == Math.Sign(Dec)) // Same Name
    {
        a = Haversine(90.0 - aDec);
    }
    else // Contrary Name
    {
        a = Haversine(90.0 + aDec);
    }

    m = Haversine(aB + HC);
    n = Haversine(aB - HC);

    double hv_Z = (a - n) / (1 - (n + m));
    double Z = AHaversine( hv_Z );

    double Zn;

    if (Math.Sign(B) >= 0) // N Latitude
    {
        if (LHA <= 180.0) Zn = 360.0 - Z;
        else Zn = Z; // LHA > 180°
    }
    else // S Latitude
    {
        if (LHA <= 180.0) Zn = 180.0 + Z;
        else Zn = 180.0 - Z; // LHA > 180°
    }

    return ( Zn );
}
}
```

```
namespace NavigationalAlgorithms
```

```
{  
    public class HannoHaversine : Sexagesimal  
    {  
        #region Haversine  
  
        public static double Haversine(double x)  
        {  
            double sx2 = SIN(x / 2.0);  
            return (sx2 * sx2);  
        }  
  
        public static double Haversinec(double x)  
        {  
            return ((1.0 - COS(x)) / 2.0);  
        }  
  
        public static double AHaversine(double x)  
        {  
            return (2.0 * ASIN(Math.Sqrt(x)));  
        }  
  
        public static string HaversineTable()  
        {  
            string table = "";  
            double x;  
  
            //           for (double xd = 0.0; xd < 180.0; xd++)  
            for (double xd = 0.0; xd <= 360.0; xd++)  
            {  
                for (double xm = 0.0; xm <= 60.0; xm++)  
                {  
                    x = xd + xm / 60.0;  
                    table += xd + "° " + xm + "'\t" + x + "\t" + Haversine(x) + "\r\n";  
                }  
            }  
  
            return table;  
        }  
  
        #endregion  
  
        public static string log = "";  
    }  
}
```