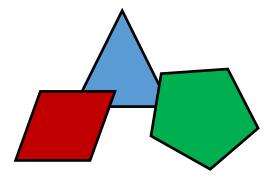
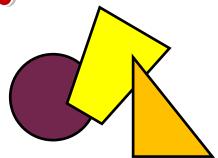
Geometry Study Guide



SOL 4.10 a,b; 4.11 a,b & 4.12 a,b



Lines and Angles

Line	←	A straight path that goes on without end in both directions.
Line Segment	•	A part of a line that has two endpoints.
Ray	•——•	A straight path that has one endpoint and goes on without end in the other direction.
Angle		An angle is 2 rays that share an endpoint (vertex).
Point	•	An exact location in space.

Three letters are used to name the angle

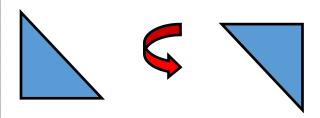
Line Representations

Intersecting		Lines that have <u>one</u> point in common
Parallel	WILL NEVER CROSS	Lines that lay in the same place and <u>never</u> intersect. They stay the <u>same</u> <u>distance apart</u> .
Perpendicular		Lines that are special intersecting lines that form right angles (90°).

Transformation

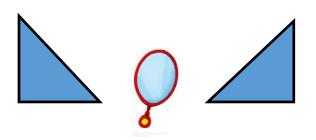
All second shapes that have completed the transformation are congruent (same size).

Rotation



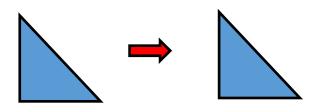
Formed by <u>turning</u> the shape on a point

Reflection



Formed by <u>flipping</u> a shape over a line (the line of reflection)

Translation



Formed by <u>sliding</u> every point of a shape the same direction and distance

Polygons



Quadrilateral



Polygons are CLOSED PLANE figures that are made up of LINES that do NOT CROSS and are NOT CURVED





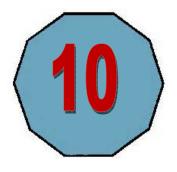


Pentagon

Hexagon

Heptagon

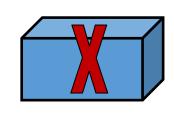


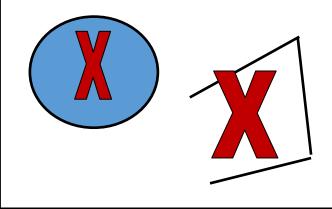


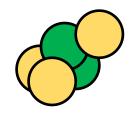
Decagon

NOT A POLYGON

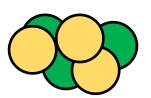


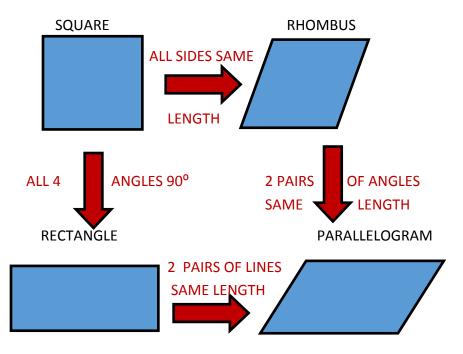


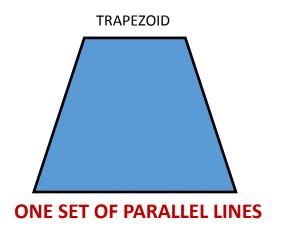




Quadrilaterals







TWO SETS OF PARALLEL LINES

