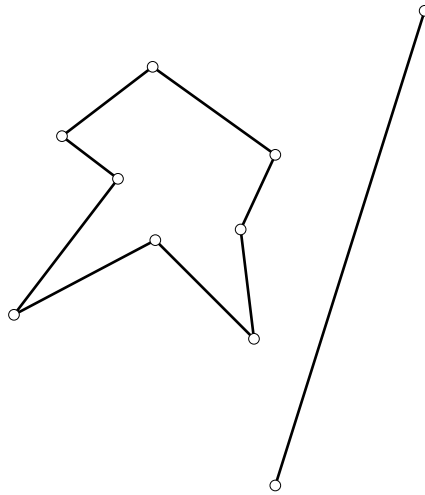



Mirrors and Reflection

1. Open a new sketch.
2. Construct a segment.
3. Mark the segment as a mirror.
4. Construct a polygon on one side of the segment (see example).



5. Using the Selection Arrow tool , drag a selection marquee around the polygon to select it.
6. Reflect the polygon.
7. Drag any vertex of the polygon. Describe what happens.

8. Drag the mirror. Describe what happens.
