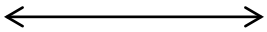
Basic Geometry Definitions

Point – a point 

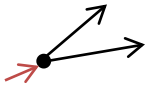
Line – a collection of points that continue forever in 2 directions



Line Segment – a collection of points with a definite beginning and end

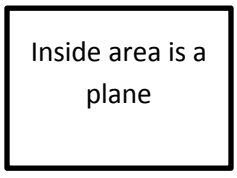
Ray – directed line segment

Angle – 2 rays that converge on one point

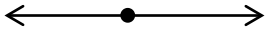


Vertex – where 2 rays meet

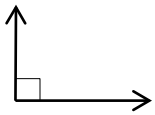
Plane – the area in 2 dimensional object



Straight angle – 180 degrees

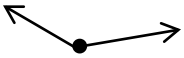


Right angle – 90 degrees

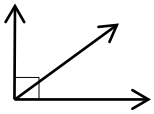


Acute angle – smaller than 90 degrees

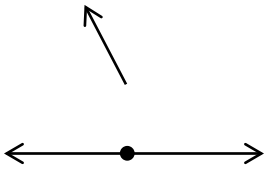
Obtuse angle – larger than 90 degrees



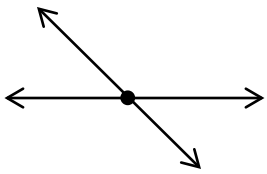
Complementary – 2 angles added together equal 90 degrees



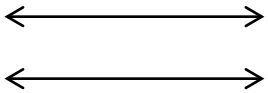
Supplementary – 2 angles added together equal 180 degrees



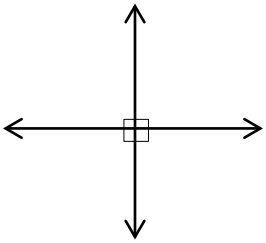
Intersecting lines – 2 lines that intersect at 1 point



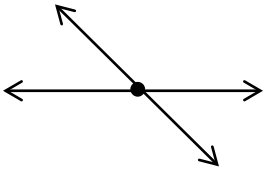
Parallel lines – 2 lines in the same plane that do not intersect



Perpendicular lines – are 2 lines that intersect and form 2 right angles



Vertical angles – 2 intersecting lines creating vertical angles opposite from each other



Polygon – a shape that is many sided (all the sides have to be straight lines)

Triangle – 3 sided figure

Equilateral – all sides are the same

Equiangular – all angles are the same

Isosceles – two sides are the same size

Scalene – all the sides are different

Acute – all 3 angles are less than 90 degrees

Obtuse – 1 angle is greater than 90 degrees

Right – 1 angle is 90 degrees

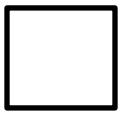
Quadrilateral – 4 sided figure

Trapezoid – 2 sides of the 4 are parallel

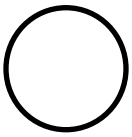
Parallelogram – opposite sides are parallel

Rectangle – parallelograms with right angles

Square – parallelograms with right angles and all 4 sides are the same



Circle – a collection of points equidistant from 1 center point



Radius – is from the center of the circle to the edge of a circle

Diameter – is a line segment that connects to points on the circle that passes through the center