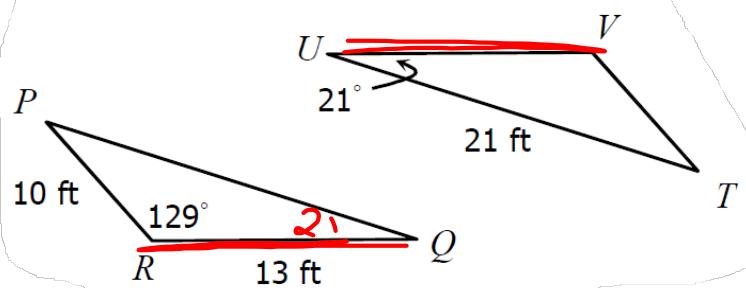


## Do Now

$\cong$

$$\Delta PQR \cong \Delta TUV$$



$$m\angle V = \frac{129^\circ}{21^\circ}$$

$$m\angle Q = \frac{21^\circ}{30^\circ}$$

$$m\angle P = \frac{30^\circ}{21^\circ}$$

$$PQ = \underline{21 \text{ ft}}$$

$$UV = \underline{13 \text{ ft}}$$

$$129 + 21 = 150$$

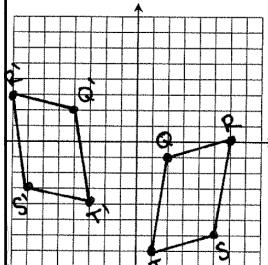
$$180 - 150 = 30$$

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3)

Parallelogram  $QRST$  with vertices  $Q(2, -1)$ ,  $R(6, 0)$ ,  $S(5, -6)$  and  $T(1, -7)$ :

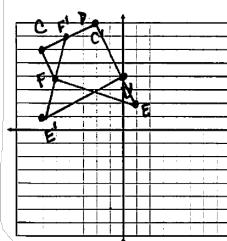
- (a) reflected in the  $y$ -axis
- (b) translated 2 units left and 3 units up



4)

Trapezoid  $CDEF$  with vertices  $C(-6, 6)$ ,  $D(-2, 8)$ ,  $E(1, 2)$ , and  $F(-5, 4)$ :

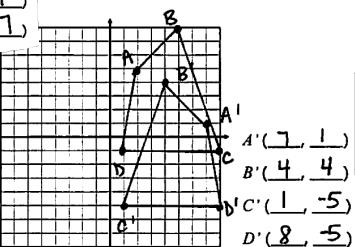
- (a) Translation:  $(x, y) \rightarrow (x - 2, y - 8)$
- (b) Rotation:  $270^\circ$  counterclockwise



7)

Trapezoid  $ABCD$  with vertices  $A(2, 5)$ ,  $B(5, 8)$ ,  $C(8, -1)$ , and  $D(1, 1)$ :

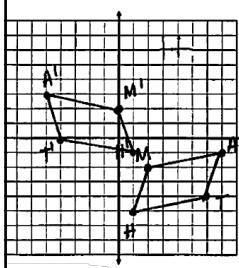
- translation:  $(x, y) \rightarrow (x - 9, y - 4)$
- reflection: in the  $y$ -axis



5)

Parallelogram  $MATH$  with vertices  $M(2, -2)$ ,  $A(7, -1)$ ,  $T(6, -4)$ , and  $H(1, -5)$ :

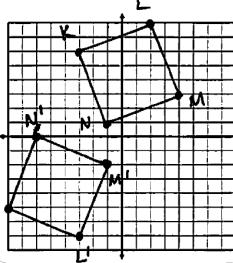
- (a) Reflection: in the  $y$ -axis
- (b) Translation:  $(x, y) \rightarrow (x + 2, y + 4)$



6)

Square  $KLMN$  with vertices  $K(-3, 6)$ ,  $M(4, 3)$ , and  $N(-1, 1)$ :

- (a) Reflection: in the  $x$ -axis
- (b) Translation:  $(x, y) \rightarrow (x - 5, y + 4)$



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<h3>Translations</h3> <p><b>"Slide"</b></p> <p><b>Right</b> <math>a</math> units: <math>(x, y) \rightarrow (x + a, y)</math> Add <math>a</math> to the <math>x</math>-coordinate</p> <p><b>Left</b> <math>a</math> units: <math>(x, y) \rightarrow (x - a, y)</math> Subtract <math>a</math> from the <math>x</math>-coordinate</p> <p><b>Up</b> <math>b</math> units: <math>(x, y) \rightarrow (x, y + b)</math> Add <math>b</math> to the <math>y</math>-coordinate</p> <p><b>Down</b> <math>b</math> units: <math>(x, y) \rightarrow (x, y - b)</math> Subtract <math>b</math> from the <math>y</math>-coordinate</p>	<h3>Reflections</h3> <p><b>"Flip"</b></p> <p><b>Across the <math>x</math>-axis:</b> Multiply each <math>y</math>-coordinate by <math>-1</math>. <math>(x, y) \rightarrow (x, -y)</math></p> <p><b>Across the <math>y</math>-axis:</b> Multiply each <math>x</math>-coordinate by <math>-1</math>. <math>(x, y) \rightarrow (-x, y)</math></p>
<h3>Rotations</h3> <p><b>"Turn"</b></p> <p><b><math>180^\circ</math>:</b> <math>(x, y) \rightarrow (-x, -y)</math> Multiply both coordinates by <math>-1</math></p> <p><b><math>90^\circ</math> counterclockwise:</b> <math>(x, y) \rightarrow (-y, x)</math> Multiply each <math>y</math>-coordinate by <math>-1</math>, then switch the <math>x</math>- and <math>y</math>-coordinates.</p> <p><b><math>270</math> counterclockwise</b> <math>(x, y) \rightarrow (y, -x)</math> Multiply each <math>x</math>-coordinate by <math>-1</math>, then switch the <math>x</math>- and <math>y</math>-coordinates.</p>	<h3>Dilations</h3> <p><b>"Reduce" or "Enlarge"</b></p> <p><math>(x, y) \rightarrow (kx, ky)</math> Multiply both coordinates by the scale factor '<math>k</math>'.</p>

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