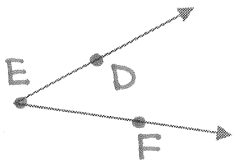
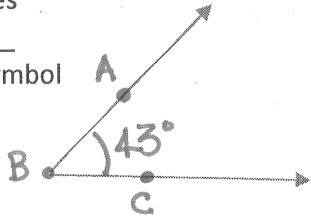
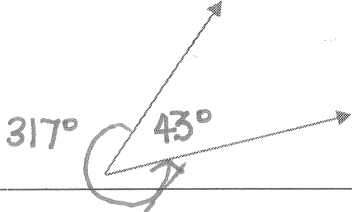
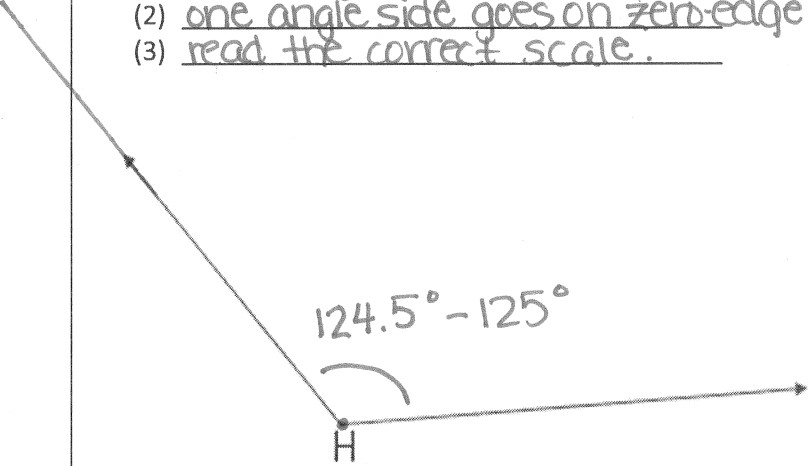
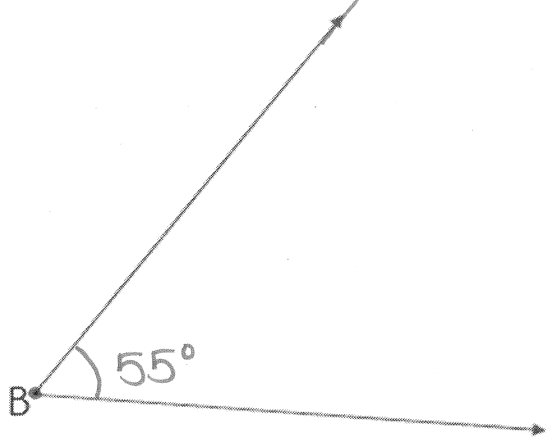
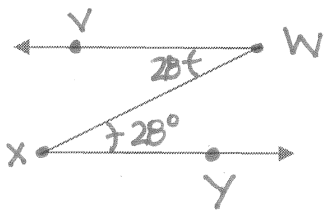
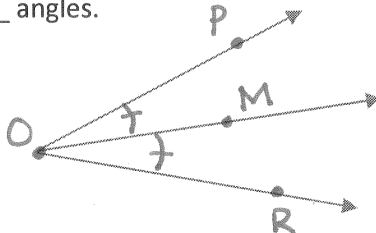
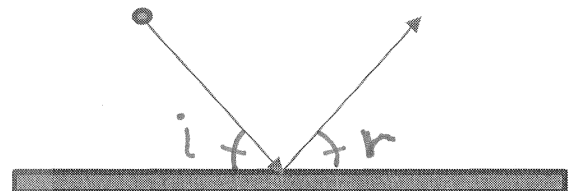


# H.Geometry - Chapter 1 – Definition Sheet

## Section 1.2

<p><b>Angle</b> (vertex and sides)</p>	<p>Two rays that share a <u>common endpoint</u> provided the rays do not lie on the same line</p> <p>Vertex: <u>common endpoint (E)</u></p> <p>Side: <u>the two rays (<math>\vec{ED}</math>, <math>\vec{EF}</math>)</u></p>  <p>EX: <math>\angle DEF</math>, <math>\angle FED</math></p>
<p><b>Measure of an angle</b></p>	<p>The <u>smallest</u> amount of rotation in degrees</p> <ul style="list-style-type: none"> <li>• Angle measures between <u><math>0^\circ</math></u> to <u><math>180^\circ</math></u></li> <li>• Measure has <u>"m"</u> in front of the angle symbol</li> <li>• Full rotation: <u><math>360^\circ</math></u></li> <li>• Half rotation: <u><math>180^\circ</math></u></li> <li>• On-fourth rotation: <u><math>90^\circ</math></u></li> </ul>  <p><math>m\angle ABC = 43^\circ</math></p>
<p><b>Reflex measure of an angle</b></p>	<p>The <u>largest</u> amount of rotation between the sides of an angle (subtract from <u><math>360^\circ</math></u> to get the measure)</p> 
<p><b>Protractor</b> Used to measure <u>angles</u></p> <p>Steps to using it:</p> <ol style="list-style-type: none"> <li>(1) <u>center goes on vertex</u></li> <li>(2) <u>one angle side goes on zero-edge</u></li> <li>(3) <u>read the correct scale.</u></li> </ol>  	

# H. Geometry - Chapter 1 - Definition Sheet

<p><b>Congruent Angles</b></p>	<p>Two angles are congruent <u>if and only if</u> they have the same <u>measure</u>.</p> <p>If figures are <math>\cong</math>, then measures are <math>=</math>.</p> <p>Example:  <math>\angle VWX \cong \angle YXW</math>  <math>m\angle VWX = m\angle YXW</math></p> 
<p><b>Angle Bisector</b></p>	<p>A <u>ray</u> is an angle bisector <u>if and only if</u> it divides the angle into two <u>congruent</u> angles.</p> <p>Example:  <math>\overrightarrow{OM}</math> bisects <math>\angle POR</math>                      IFF <math>\angle POM \cong \angle MOR</math></p> 
<p><b>Incoming and outgoing angles</b></p>	<p>Incoming: angle formed by incoming path and plane (i) (angle of incidence)</p> <p>Outgoing: angle formed by outgoing path and plane (r) (angle of reflection)</p> <p>Incoming and outgoing angles are <u>EQUAL</u></p>  <div style="text-align: center; margin-top: 20px;"> <span style="border: 1px solid black; padding: 5px; display: inline-block;">i = r</span> </div>