




Drawing Geometry Basics













Workspace:  or 

(You can use  to draw all but regular polygons and circles)

You can draw a point, segment, ray, line, angle, and many polygons.

- Click  to turn labels on and off.
- In the Cartesian workspace, click  to display coordinates.

Practice Using Geometry Drawing

- Draw a point.
 - Click . Place the pencil in the workspace and click.
- Draw a segment.
 - Click . Click in the workspace to create the first endpoint. Drag the cursor, and click to place the second endpoint.
- Draw a ray.
 - Click  next to . Select . Click in the workspace to create an endpoint. Drag the cursor in the direction you want the ray and click.
- Draw an angle.
 - Click  next to . Select . Click in the workspace to create a point on the first side of an angle. Drag the cursor, and click to create the vertex. Then drag the cursor and click to create a point on the second side of the angle.
- Draw a regular polygon.
 - Click . Click in the workspace to create the center point of the triangle. Move the cursor to increase the size, and click again.
 - Click  next to . Select another regular polygon or a circle. Create it in the workspace.
- Draw a non-regular polygon.
 - Click . Click each place you want a vertex. Double click when you place the last point to close the polygon.

