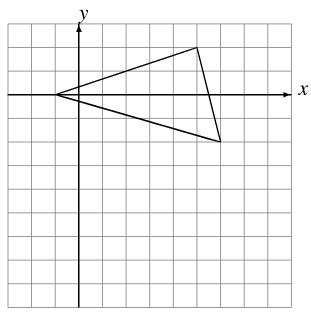


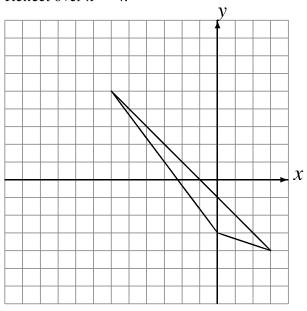
## Reflections (A)

### Draw the reflected image.

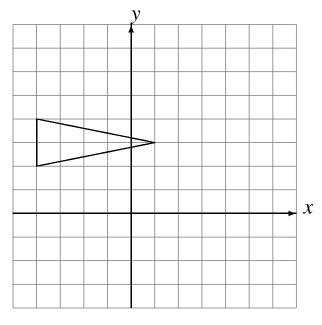
Reflect over y = -3.



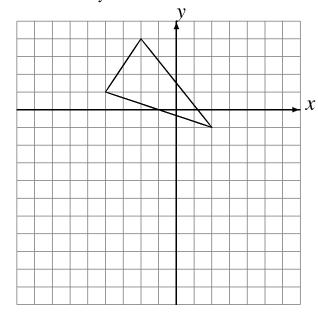
Reflect over x = -4.



Reflect over x = 1.



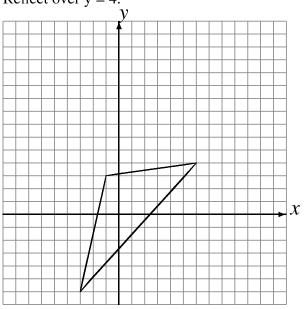
Reflect over y = -3.



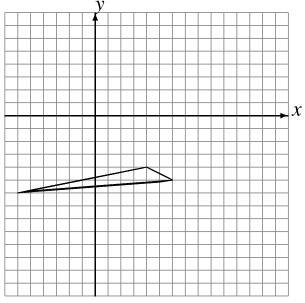
## Reflections (B)

Draw the reflected image.

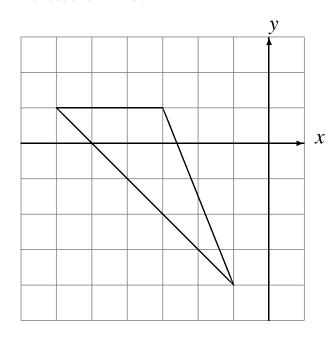
Reflect over y = 4.



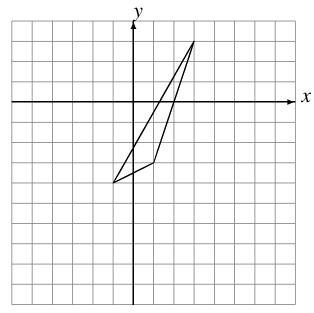
Reflect over x = 4.



Reflect over x = -3.



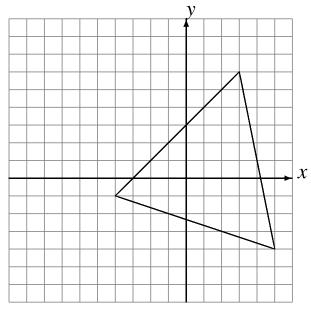
Reflect over y = -3.



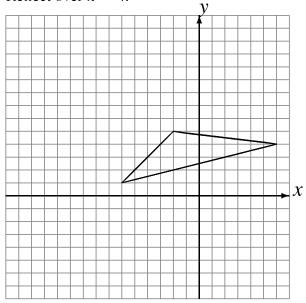
# Reflections (C)

### Draw the reflected image.

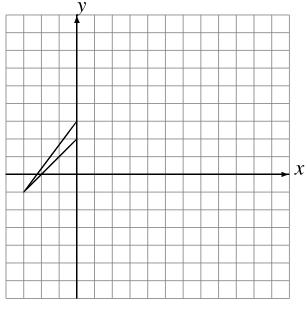
Reflect over x = -2.



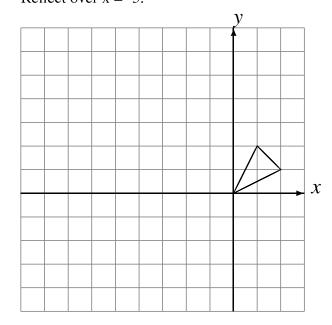
Reflect over x = -4.



Reflect over x = 4.



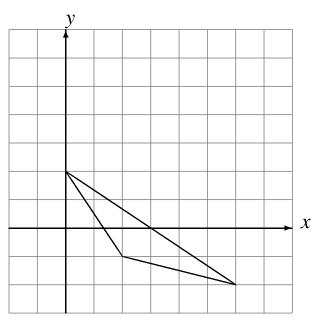
Reflect over x = -3.



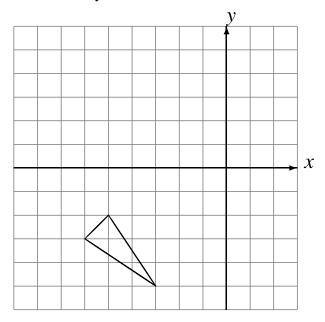
## Reflections (D)

#### Draw the reflected image.

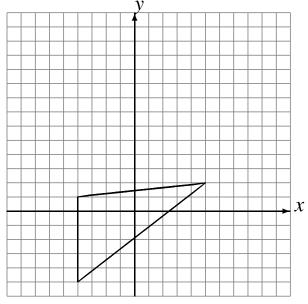
Reflect over y = 2.



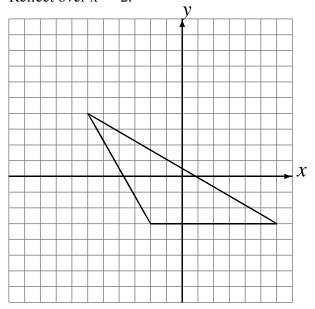
Reflect over y = 0.



Reflect over y = 4.



Reflect over x = -2.

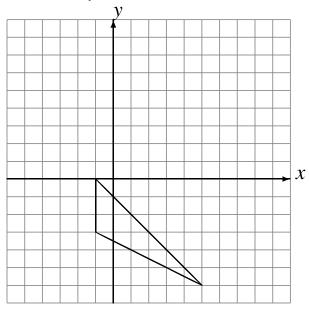


# Reflections (A)

Draw the intermediate and reflected images.

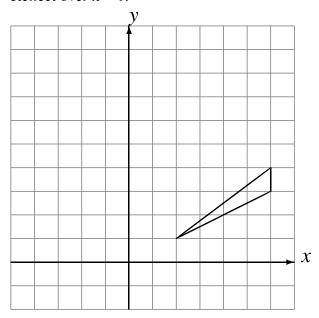
Reflect over y = 1.

Reflect over y = 4.



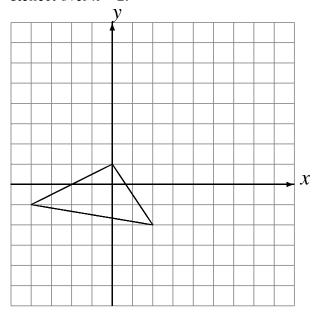
Reflect over y = 4.

Reflect over x = 1.



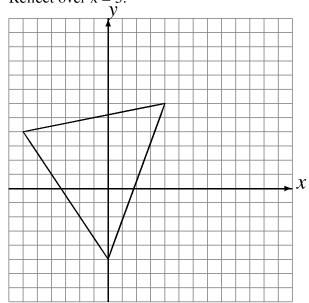
Reflect over y = 1.

Reflect over x = 2.



Reflect over y = 2.

Reflect over x = 3.

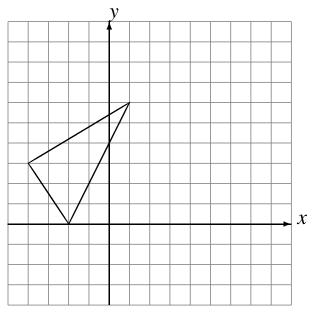


## Reflections (B)

Draw the intermediate and reflected images.

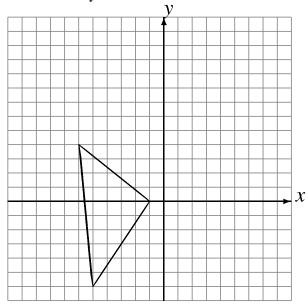
Reflect over x = 2.

Reflect over x = 4.



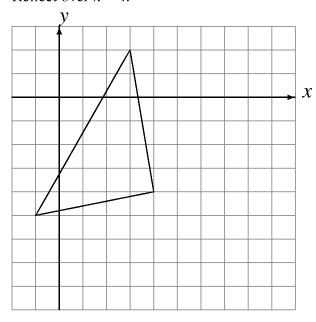
Reflect over x = -1.

Reflect over y = 3.



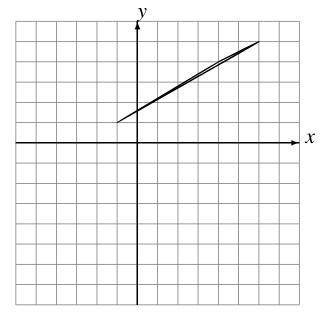
Reflect over y = -3.

Reflect over x = 4.



Reflect over x = 1.

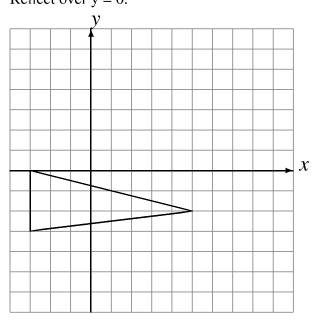
Reflect over y = -1.



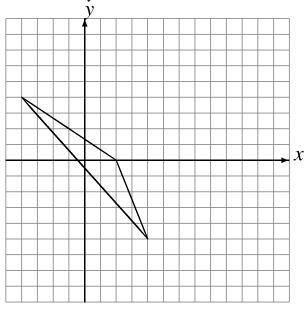
## Reflections (C)

#### Draw the intermediate and reflected images.

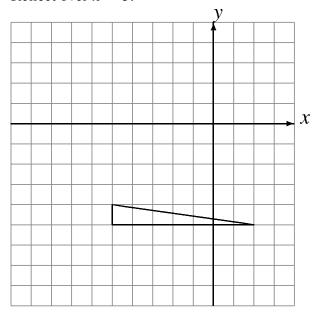
Reflect over x = 3. Reflect over y = 0.



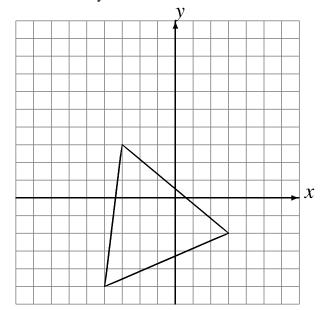
Reflect over x = 4. Reflect over y = 0.



Reflect over x = -1. Reflect over x = -3.



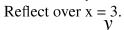
Reflect over x = -1. Reflect over y = 2.

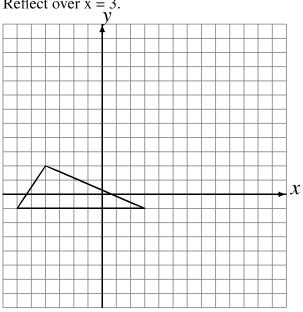


### Reflections (D)

Draw the intermediate and reflected images.

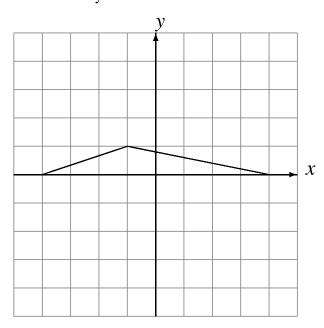
Reflect over y = 2.





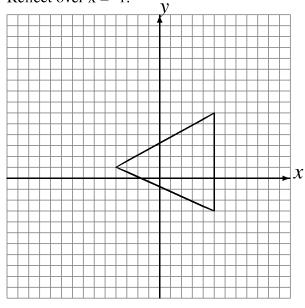
Reflect over y = 0.

Reflect over y = 0.



Reflect over x = -4.

Reflect over x = -1.



Reflect over x = 2.

Reflect over y = -4.

