Angle

**Define:** *Angle* is the difference in direction

I.e. angles could be positive or negative. This make room for 2 *angular directions.*  
**Define:** *Angular Direction* is a qulity derived from the arrangement of directions

For any two directions there are two angular directions, disticted from one other by a + or – sign.

s.t

The positive angular direction for any two direction shall in this treaties be called counterclockwise or ccw and the negative shall be called clockwise or cw.

**Define:** angular vector is the difference in direction between two directions in οnoe of their angular direction

s.t

**Note:** direction themselves can't interact arithmetically, meaning

the angles on the other hand could be added and subtracted according to their values. Those actions are anticommutative and transitive just like the similar actions with the directions themselves.

Angles could be also identified by points.

**Postulate 2:** the angle between 2 opposite direction is constant  
we shall denote this constant π

**Proposition 8**: the angle between any direction and itself is 2π

**Proposition 9:**

So we can notate