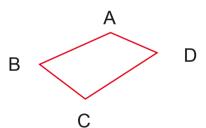
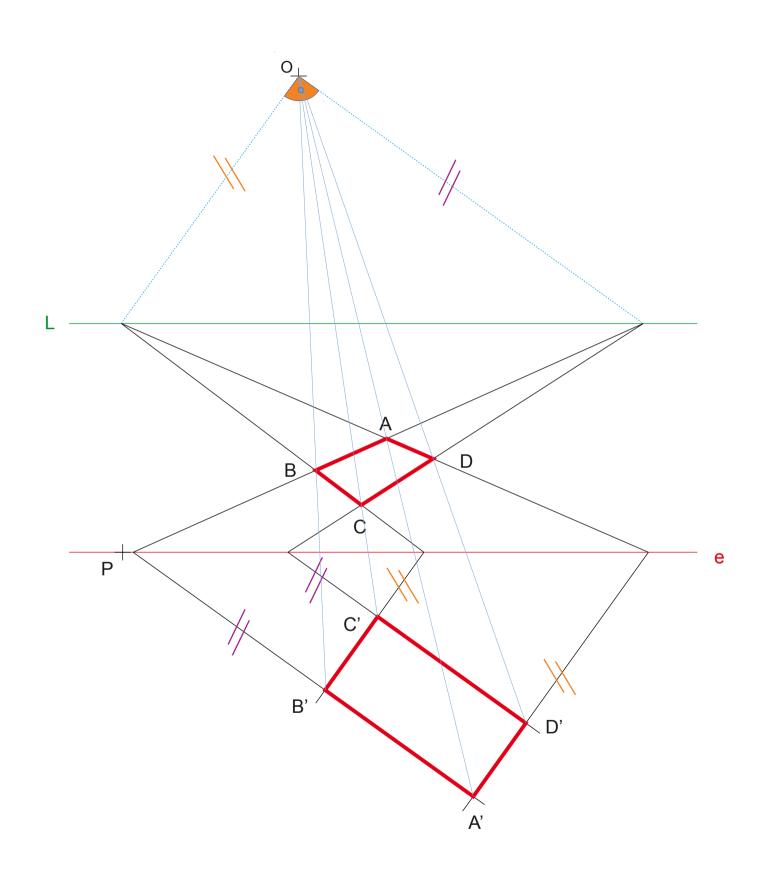


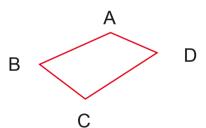
- Transformar, mediante unha homoloxía, cuxo eixe "e" pasa polo punto "P"; un cuadrilátero ABCD nun rectángulo.



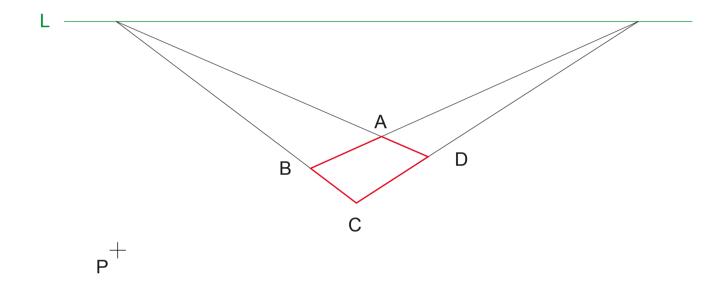
 $_{\mathsf{P}}^{+}$

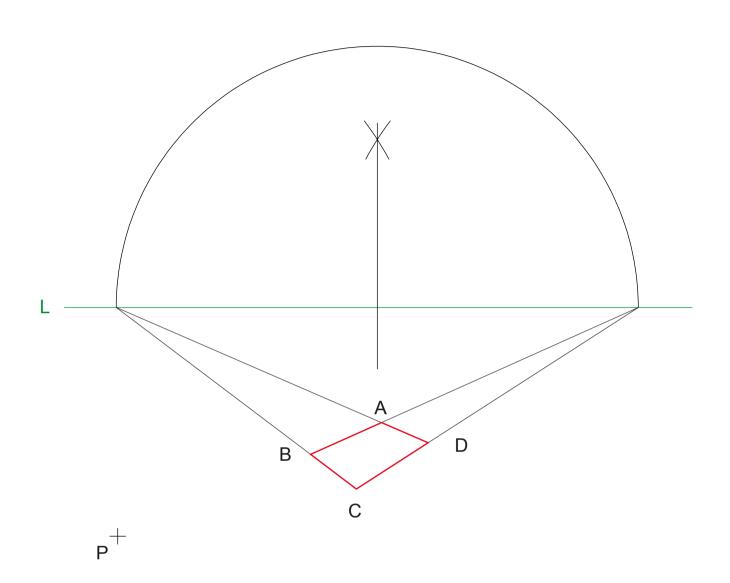


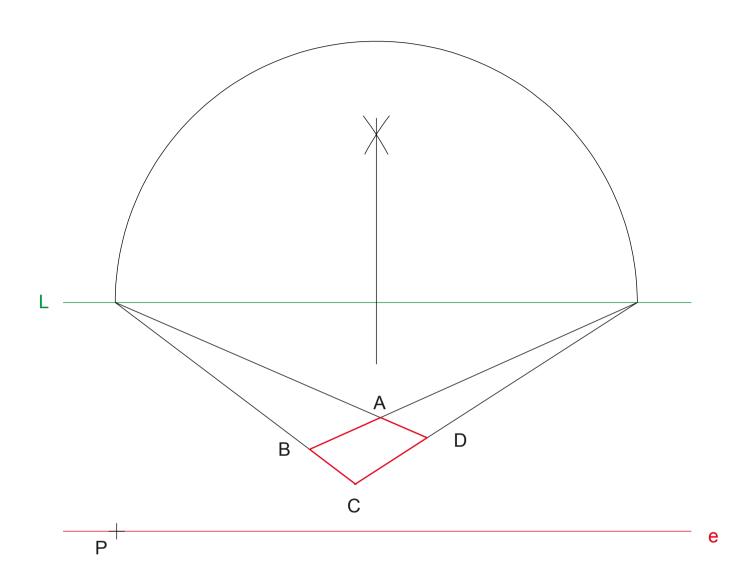
- Transformar, mediante unha homoloxía, cuxo eixe "e" pasa polo punto "P"; un cuadrilátero ABCD nun rectángulo.

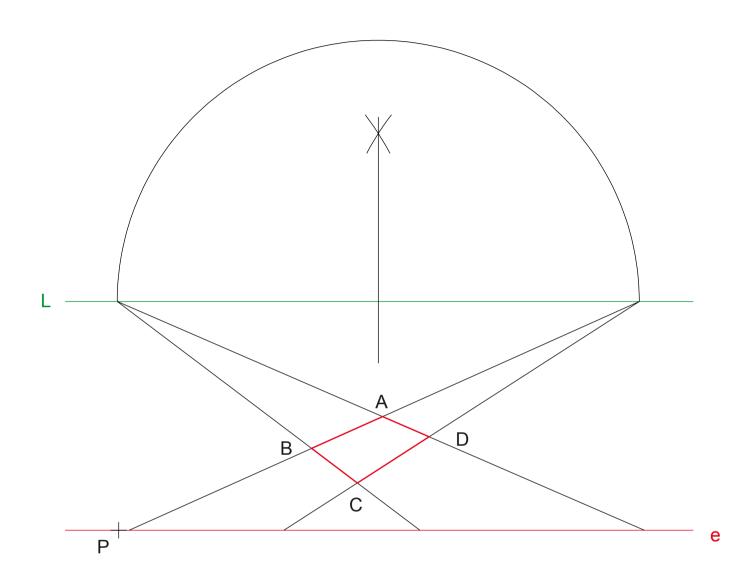


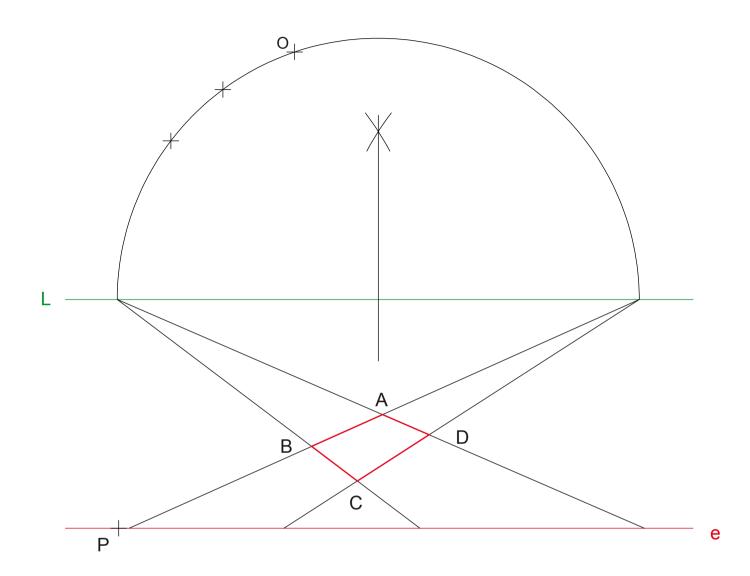
 $_{\mathsf{P}}^{+}$

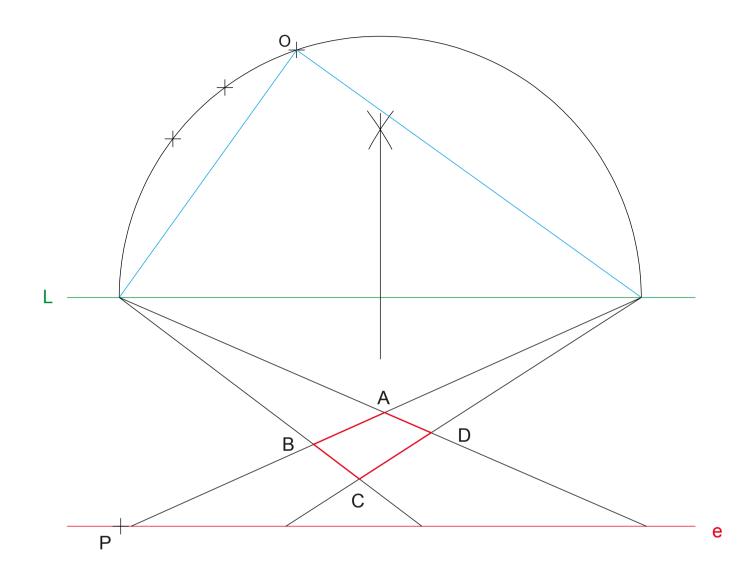


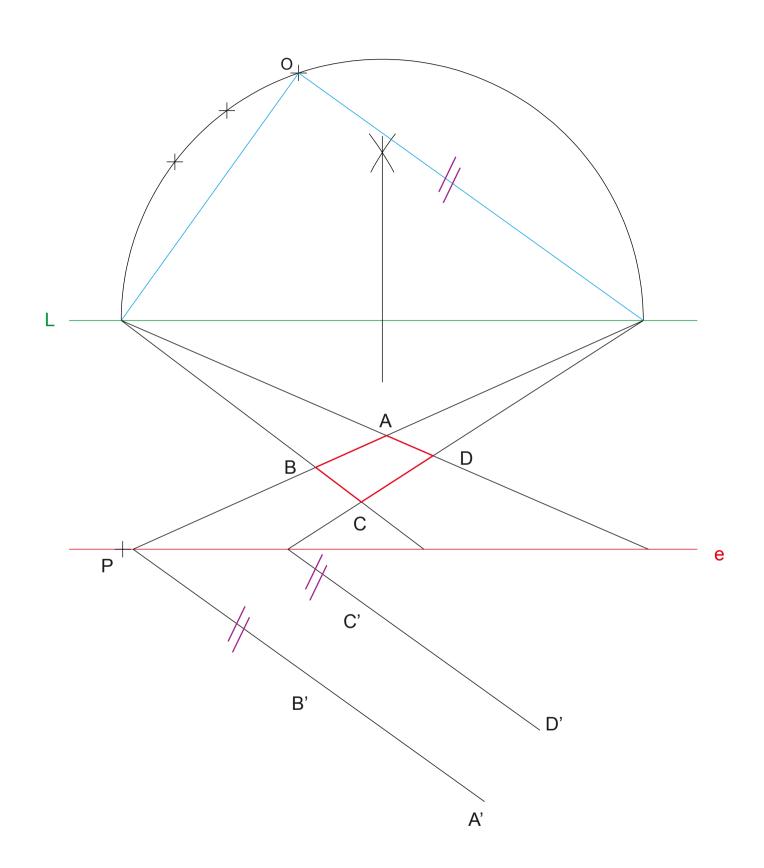


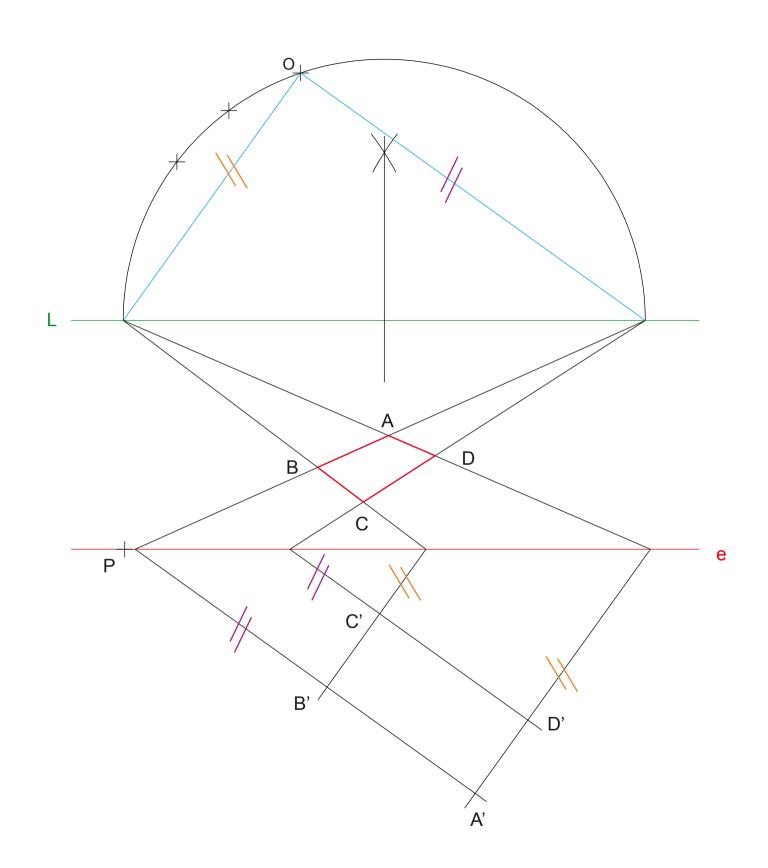


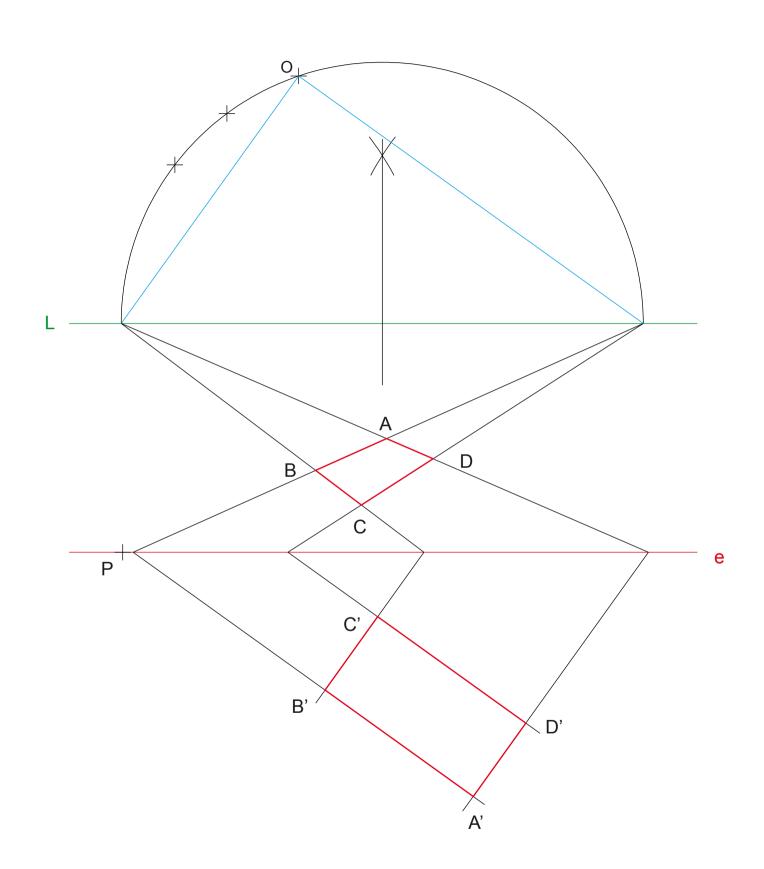




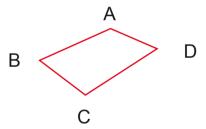




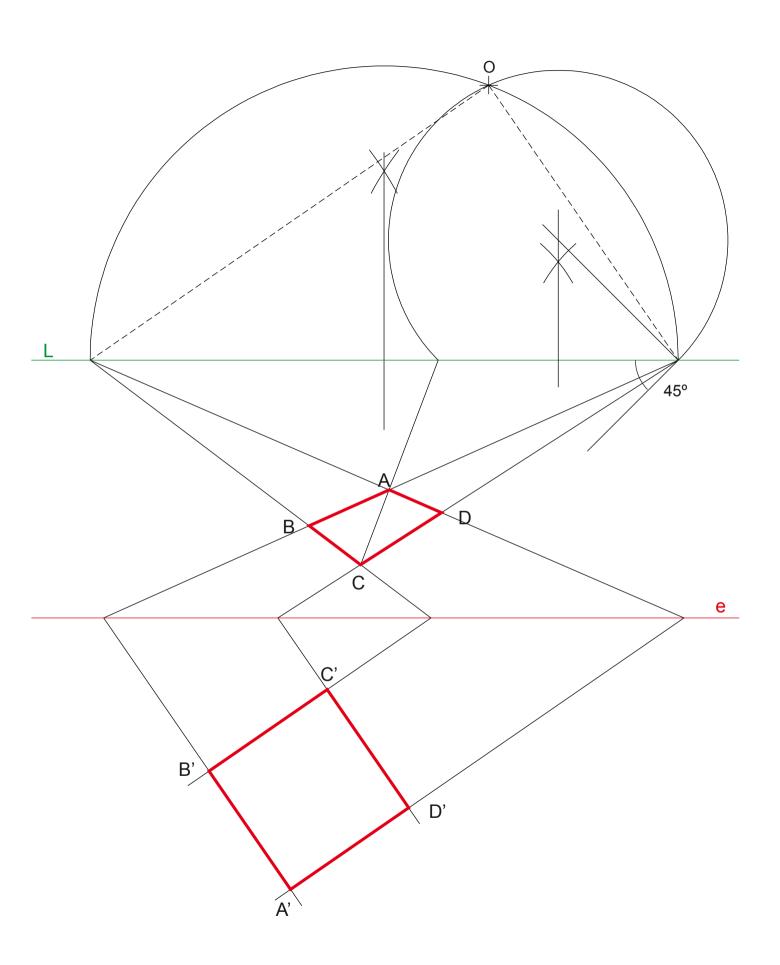




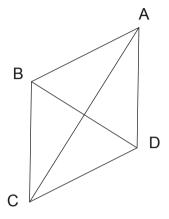
- Transformar, mediante unha homoloxía, cuxo eixe "e" pasa polo punto "P"; un cuadrilátero ABCD nun cadrado.



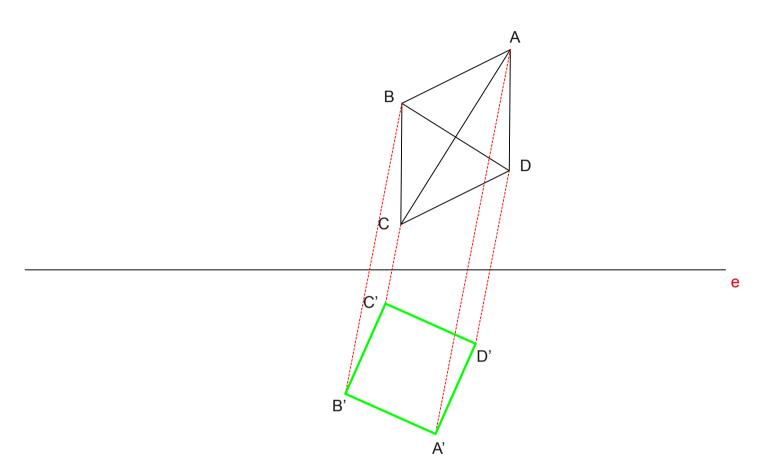
 $_{\mathsf{P}}^{+}$

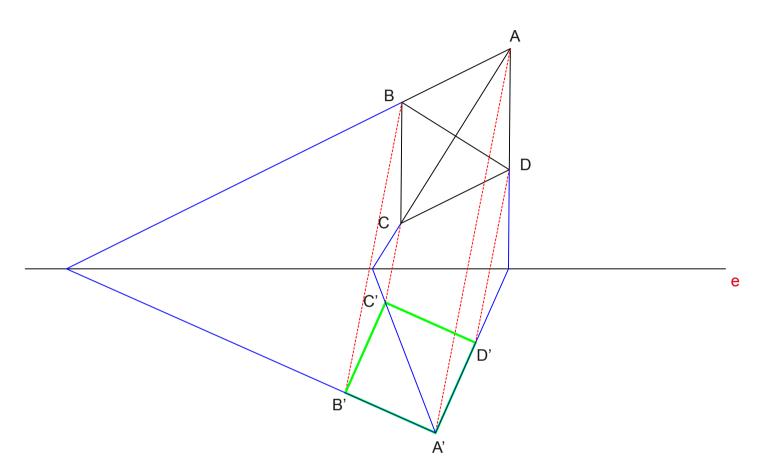


- Dado o eixe "e", transformar o rombo A-B-C-D nun cadrado mediante unha **afinidade homolóxica**.

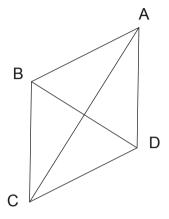


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- Dado o eixe "e", transformar o rombo A-B-C-D nun cadrado mediante unha **afinidade homolóxica**.



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