[model student]

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10.1 Geometry

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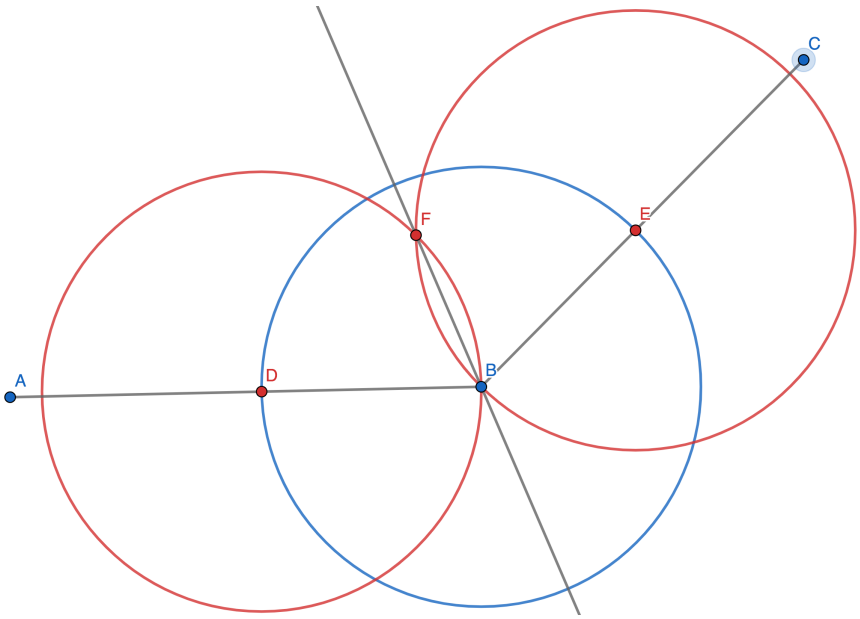
Bisector of an Angle

This paper demonstrates a classical geometry construction using dynamic software. The requirement is as follows: Given $\angle ABC$, construct a ray $\overrightarrow{BF}$ which will be a bisector.



When adjusting a circle's size, GeoGebra adjusts the other 2 circles to keep point *F* as a bisector. Geogebra also adjusts the midpoint when you change the angle itself to make sure point *F* is always a bisector. This is because all of the points are connected so GeoGebra knows that point F will always have to bisect $\angle ABC$ so it adapts to any changes made to the construction to make sure that points *B, D, E,* and are all the same distance.