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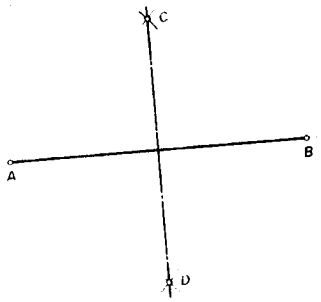
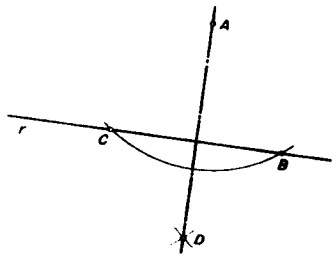
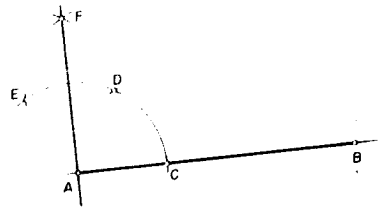
TRAÇAR O EIXO DO SEGMENTO AB



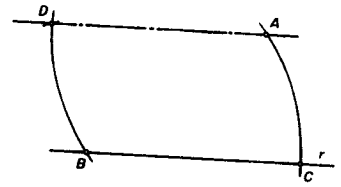
POR UM PONTO A À RETA r TRAÇAR A PERPENDICULAR.



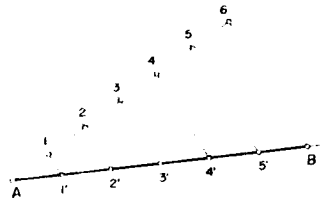
TRAÇAR A PERPENDICULAR À EXTREMIDADE DO SEGMENTO AB.



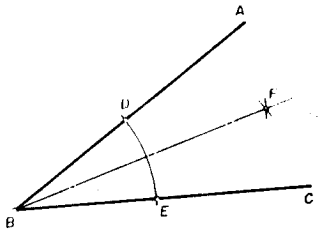
PELO PONTO A, TRAÇAR A PARALELA À RETA r.



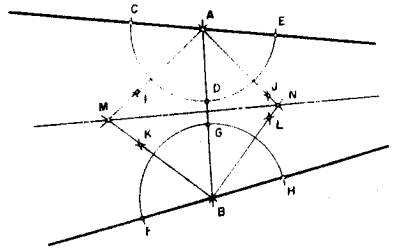
DIVIDIR O SEGMENTO AB EM QUALQUER NÚMERO DE PARTES IGUAIS. EXEMPLO: 6 PARTES



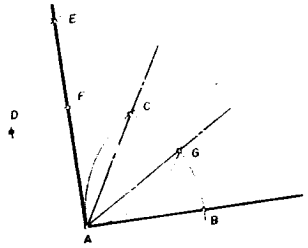
TRAÇAR A BISSETRIZ DO ÂNGULO AB̂C.



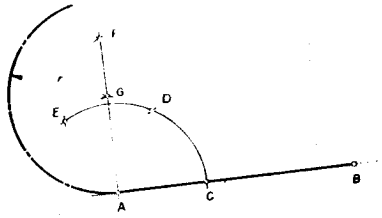
TRAÇAR A BISSETRIZ DE UM ÂNGULO QUALQUER, DESCONHECENDO-SE O VÉRTICE.



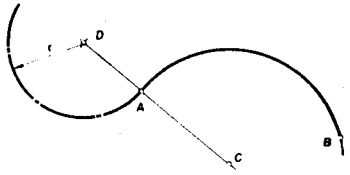
DIVIDIR O ÂNGULO RETO EM 3 PARTES IGUAIS



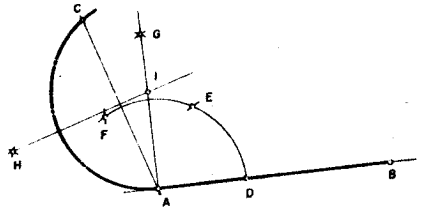
CONCORDAR O SEGMENTO AB COM O ARCO DE CIRCUNFERÊNCIA DE RAIO r.



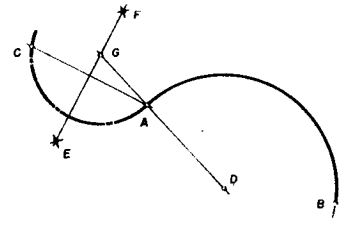
CONCORDAR O ARCO DE CIRCUNFERÊNCIA $\overset{\frown}{AB}$, COM UM OUTRO ARCO DE CIRCUNFERÊNCIA DE RAIO r.



CONCORDAR O SEGMENTO AB, COM O ARCO DE CIRCUNFERÊNCIA QUE PASSA PELO PONTO C.



CONCORDAR O ARCO DE CIRCUNFERÊNCIA $\overset{\frown}{AB}$, COM UM OUTRO ARCO DE CIRCUNFERÊNCIA QUE PASSA PELO PONTO C.



EDITORA F. PROVENZA
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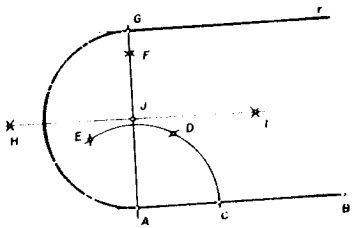
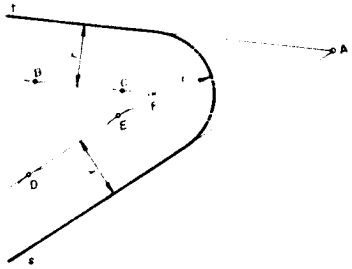
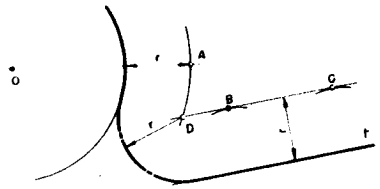
CONCORDAR A RETA r, PARALELA AO SEGMENTO AB, COM UM ARCO DE CIRCUNFERÊNCIA



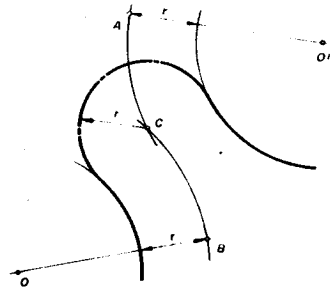
CONCORDAR AS RETAS r e s CONVERGENTES NO PONTO A COM UM ARCO DE CIRCUNFERÊNCIA DE RAIO r.



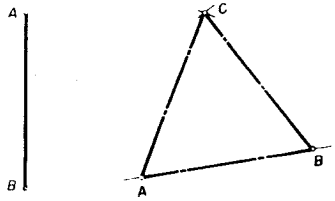
CONCORDAR A RETA t E O ARCO DE CIRCUNFERÊNCIA DE CENTRO O, COM UM OUTRO ARCO DE CIRCUNFERÊNCIA DE RAIO r.



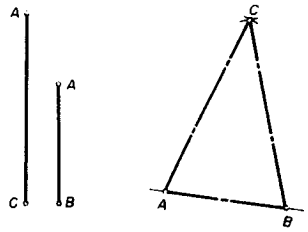
CONCORDAR OS ARCOS DE CIRCUNFERÊNCIA DE CENTROS O e O' COM UM OUTRO ARCO DE CIRCUNFERÊNCIA DE RAIO r.



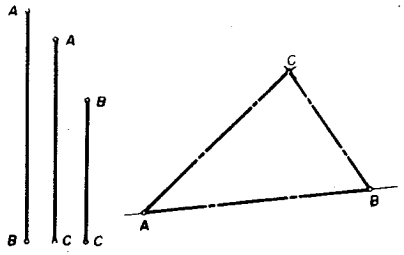
CONSTRUIR O TRIÂNGULO EQUILÁTERO DE LADO AB.



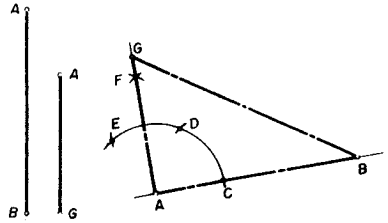
CONSTRUIR O TRIÂNGULO ISÓSCELES DE BASE AB E LADO AC.



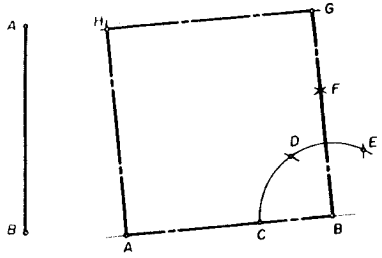
CONSTRUIR O TRIÂNGULO ESCALENO DE LADOS AB, BC e AC.



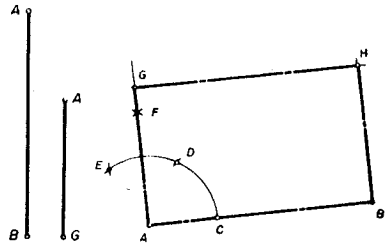
CONSTRUIR O TRIÂNGULO RETÂNGULO DE CATETOS AB e AG.



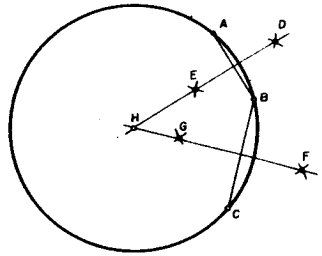
CONSTRUIR O QUADRADO DE LADO AB



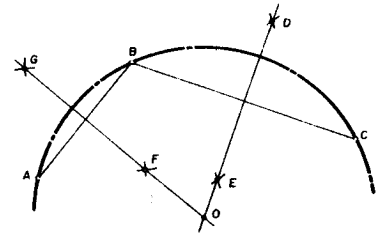
CONSTRUIR O RETÂNGULO DE LADOS AB e AG



ACHAR O CENTRO H DA CIRCUNFERÊNCIA.



TRAÇAR O ARCO DE CIRCUNFERÊNCIA DE CENTRO O, QUE PASSA PELOS PONTOS ABC.



EDITORA F. PROVENZA
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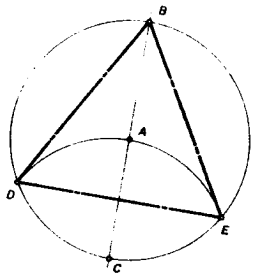
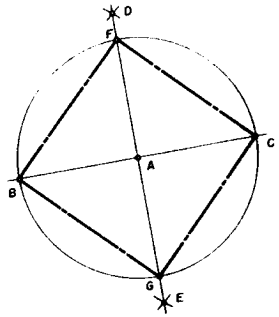
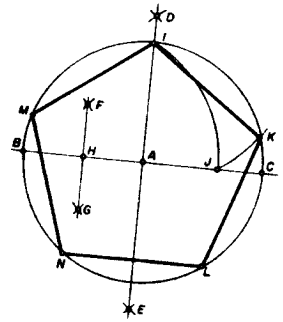
DIVIDIR A CIRCUNFERÊNCIA EM 3 PARTES IGUAIS, E INSCREVER O TRIÂNGULO EQUILÁTERO.



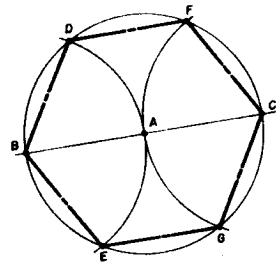
DIVIDIR A CIRCUNFERÊNCIA EM 4 PARTES IGUAIS, E INSCREVER O QUADRADO.



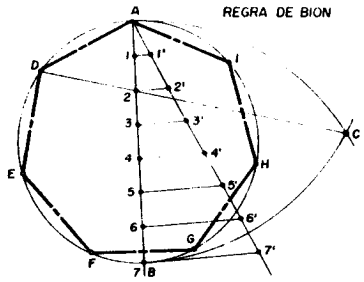
DIVIDIR A CIRCUNFERÊNCIA EM 5 PARTES IGUAIS, E INSCREVER O PENTÁGONO REGULAR.



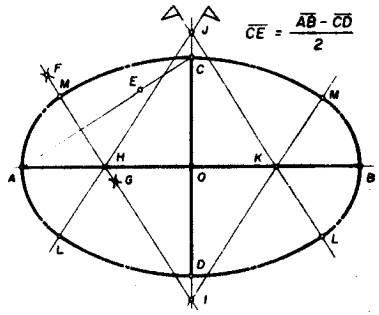
DIVIDIR A CIRCUNFERÊNCIA EM 6 PARTES IGUAIS, E INSCREVER O HEXÁGONO REGULAR.



DIVIDIR A CIRCUNFERÊNCIA EM QUALQUER NÚMERO DE PARTES IGUAIS. EXEMPLO: 7 PARTES E INSCREVER O HEPTÁGONO REGULAR.

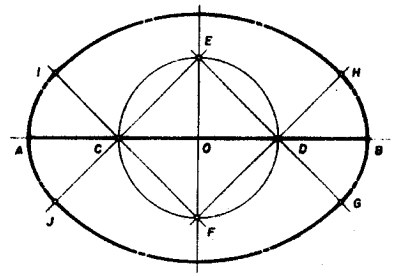


DESENHAR A OVAL DADOS OS EIXOS AB E CD.



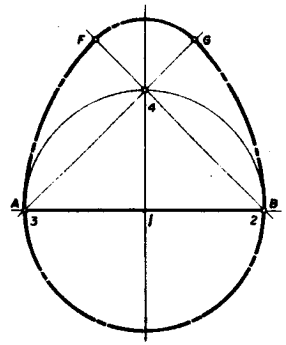
FI = eixo de AE HO = OK

DESENHAR A OVAL DADO O EIXO AB.

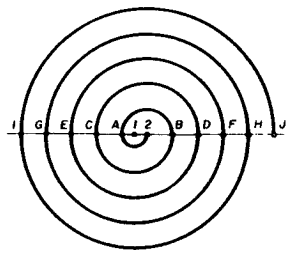


$AC = CO = OD = DB = \frac{1}{4} AB$

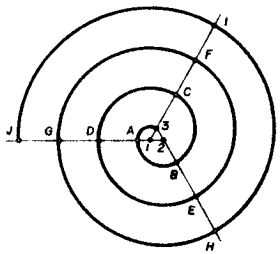
DESENHAR O ÓVULO DE 4 CENTROS COM O EIXO MENOR AB.



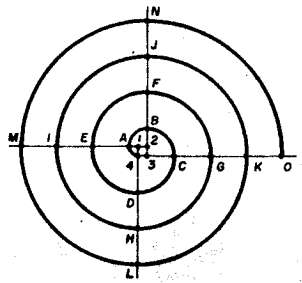
TRAÇAR A ESPIRAL DE DOIS CENTROS. SENTIDO HORÁRIO.



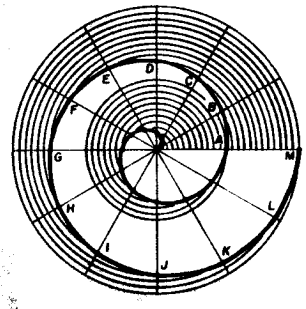
TRAÇAR A ESPIRAL DE TRÊS CENTROS. SENTIDO ANTI-HORÁRIO.



TRAÇAR A ESPIRAL DE QUATRO CENTROS. SENTIDO HORÁRIO.



TRAÇAR A ESPIRAL DE ARQUIMEDES. SENTIDO ANTI-HORÁRIO.



NB: A SEQUÊNCIA DOS TRAÇADOS OBEDECEM A ORDEM NUMÉRICA E ALFABÉTICA.