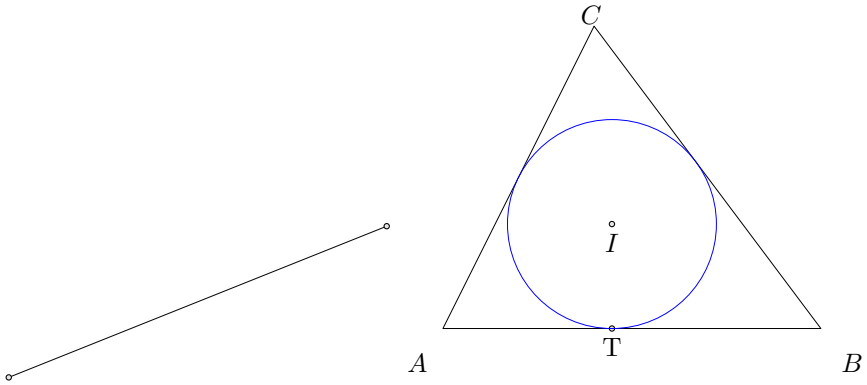
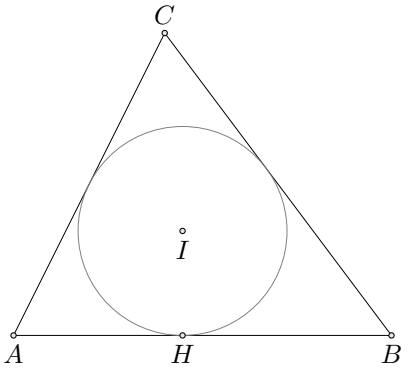
Geometry Drawing in LaTeX

Drawing geometry in LaTeX is supported through various methods ranging from native environments to specialized packages. The built-in `picture` environment allows for the placement of basic shapes such as `\line`, `\circle`, and `\vector` by specifying coordinates with the `\put` command. While efficient for simple diagrams, more complex scientific illustrations typically utilize the `TikZ` package, which provides a powerful framework for defining paths and nodes with mathematical precision.

Choose a numbered entry point to begin the learning process:

1. **Native Foundations**: Exploring the basic `picture` environment and coordinate-based positioning using `\put` and `\qbezier`.
2. **The TikZ Framework**: An introduction to modern vector graphics, focusing on flexible path commands and logical node structures.
3. **Classical Euclidean Geometry**: Utilizing `tkz-euclide` to create precise geometric constructions like angle bisectors, circles, and intersections.

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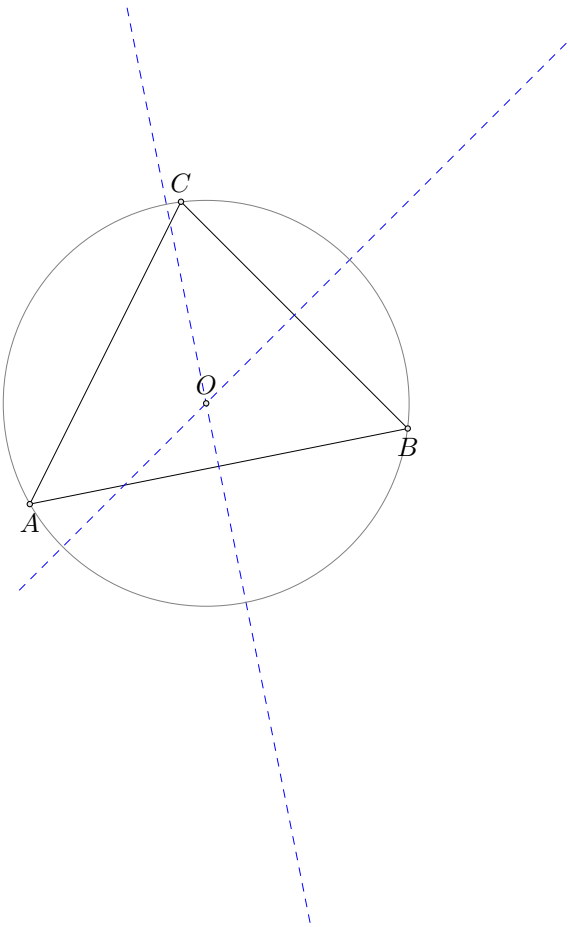
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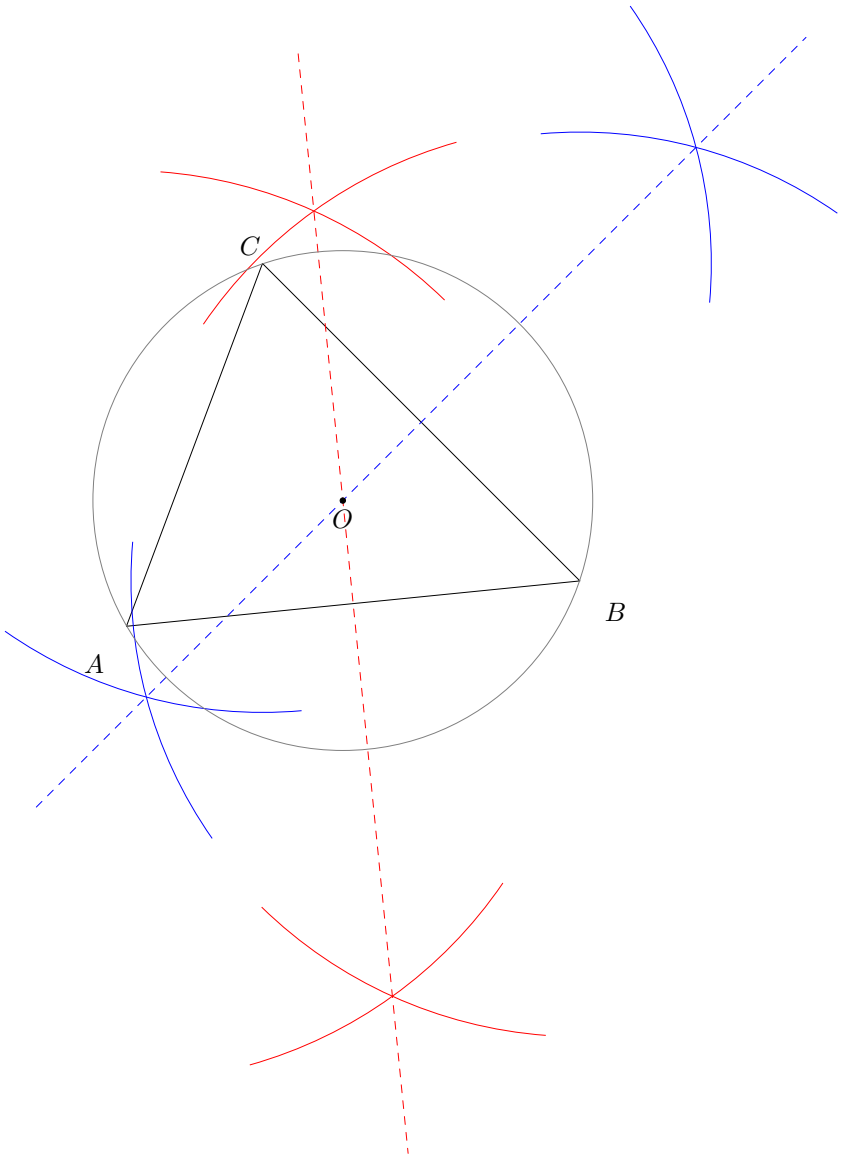
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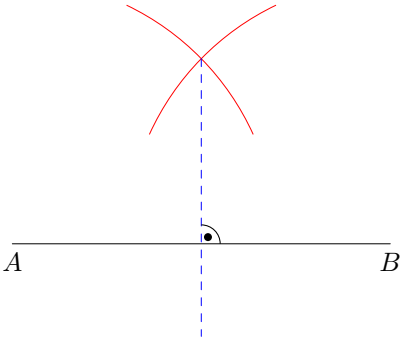
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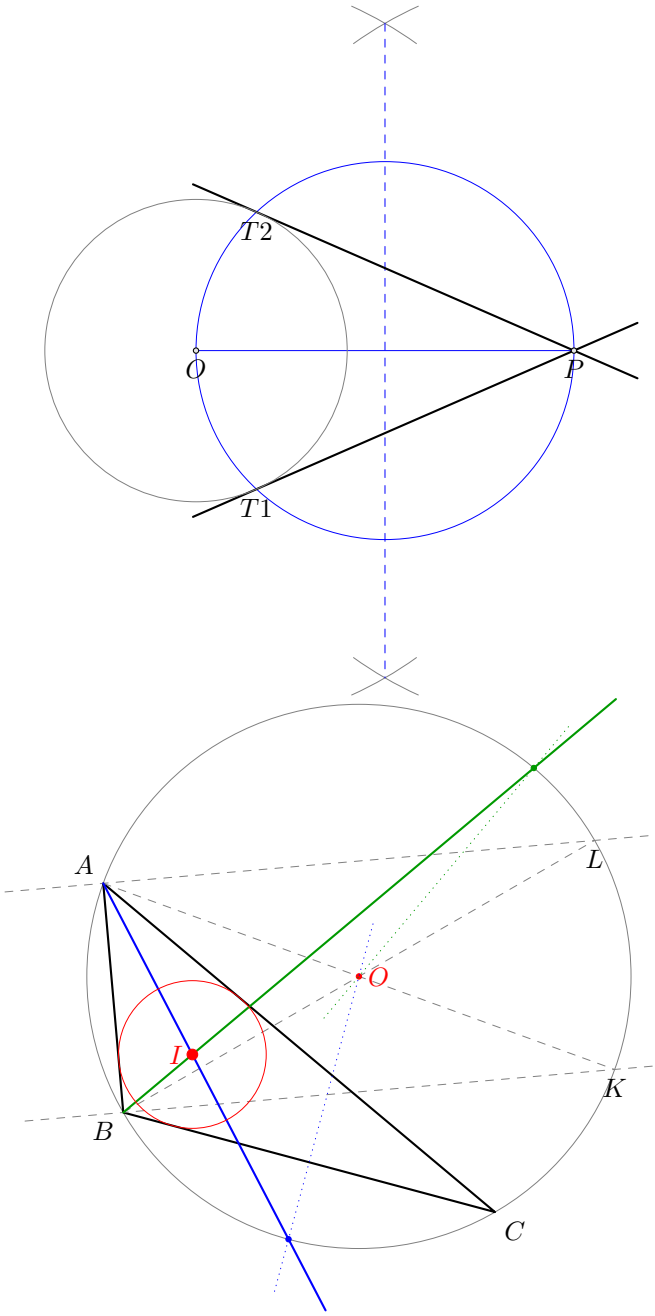
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