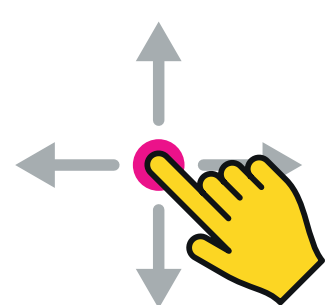
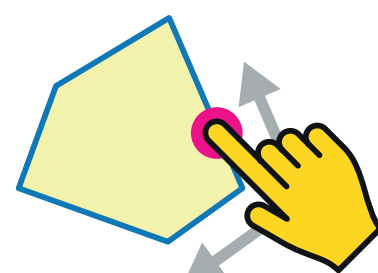
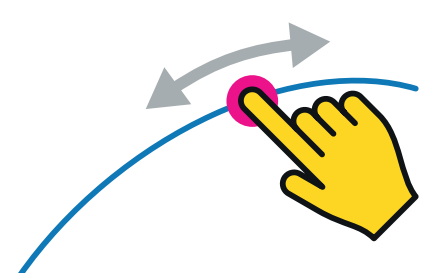




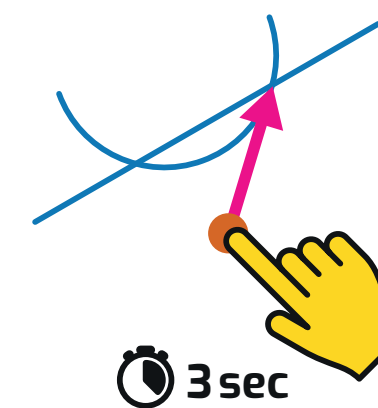
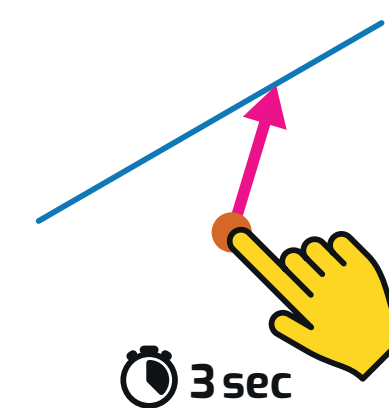
Punkt



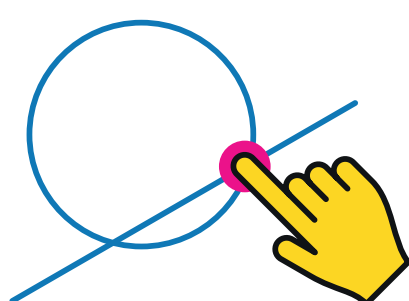
Gleiter



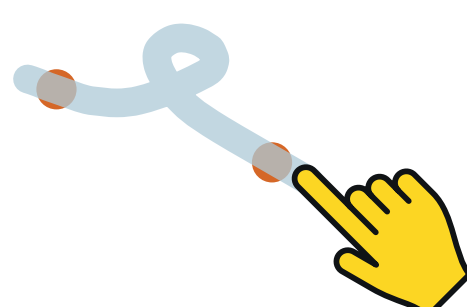
Punkt an Objekte binden



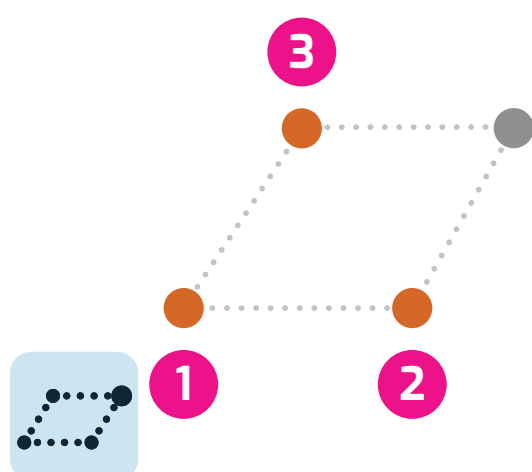
Schnittpunkt



Mittelpunkt



Parallelogrammpunkt

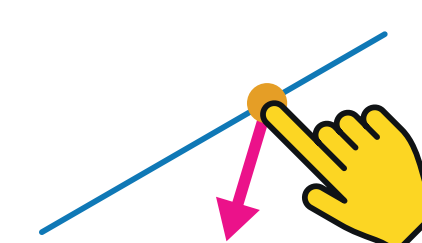


Punkt von Objekten lösen

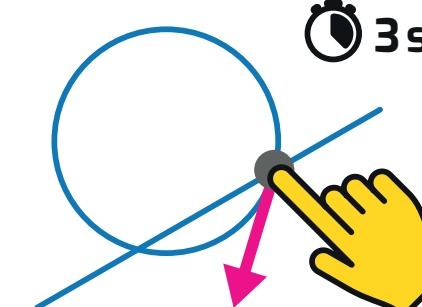
3 sec



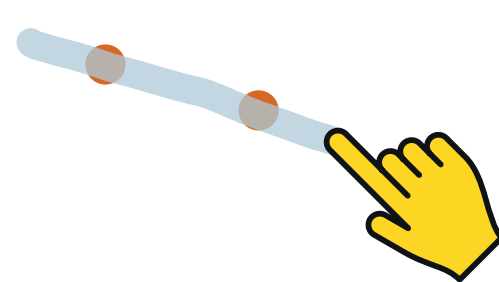
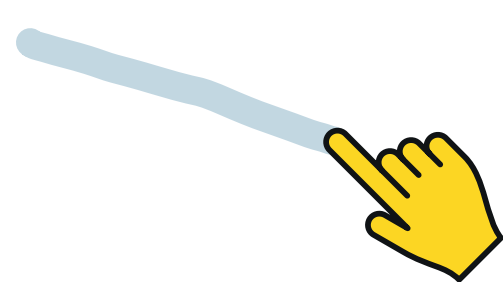
3 sec



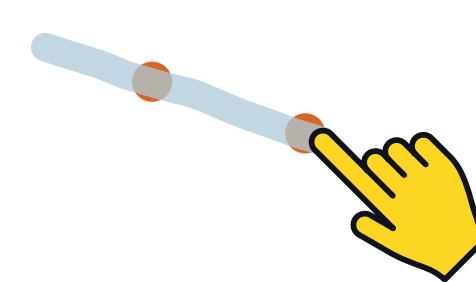
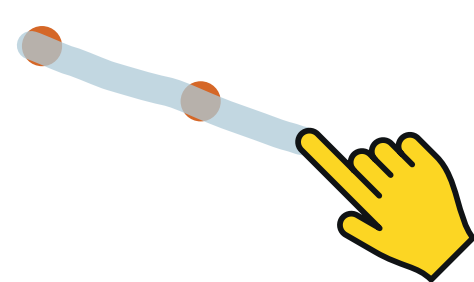
3 sec



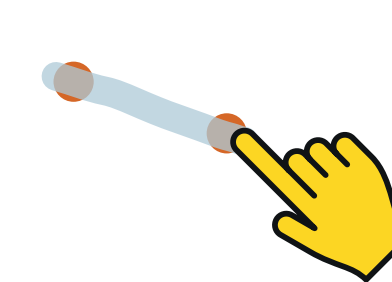
Gerade



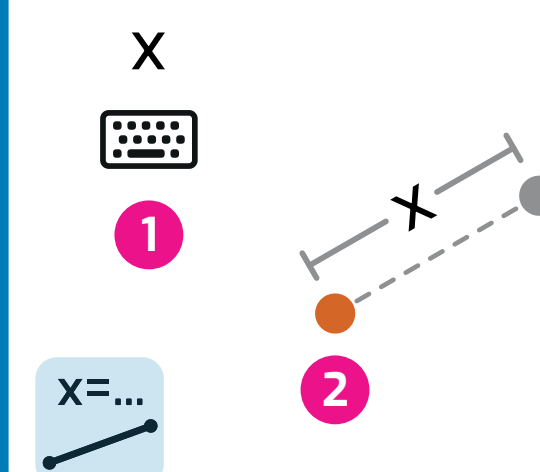
Halbgerade



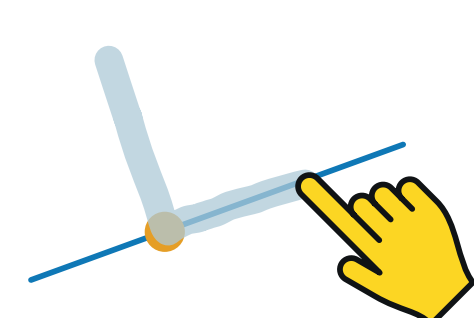
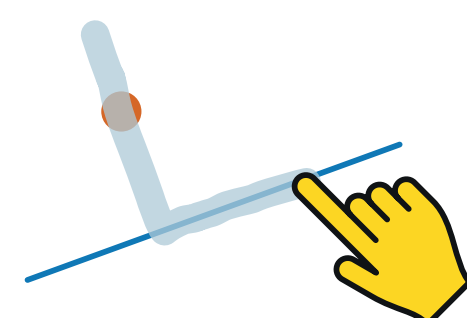
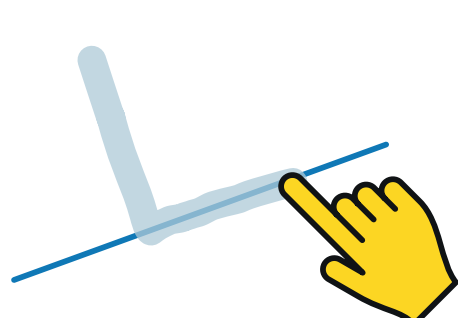
Strecke



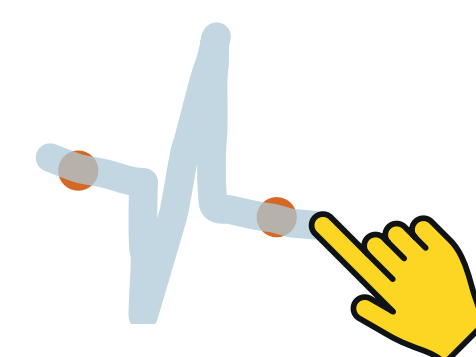
Strecke (feste Länge)



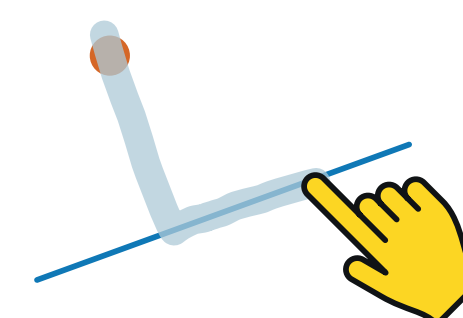
Senkrechte



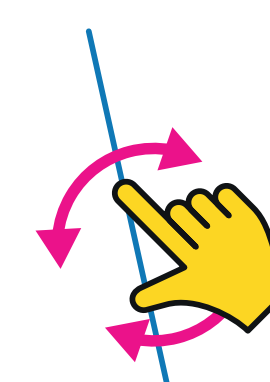
Mittelsenkrechte



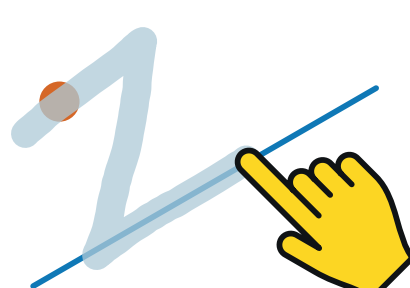
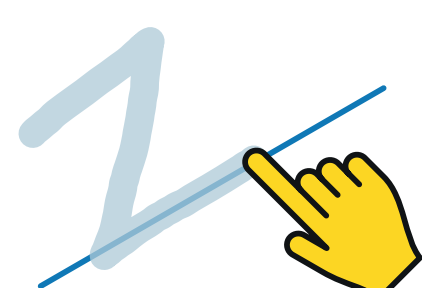
Lotstrecke



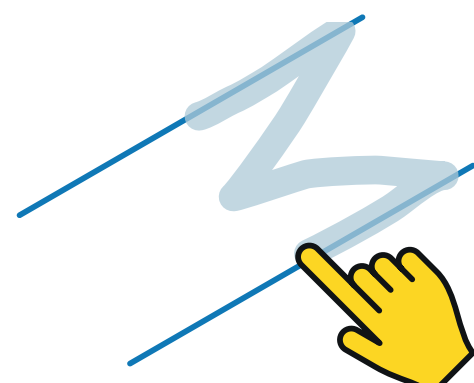
Drehen



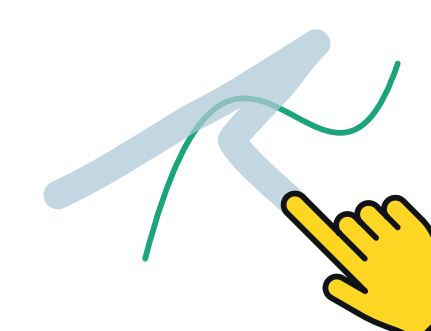
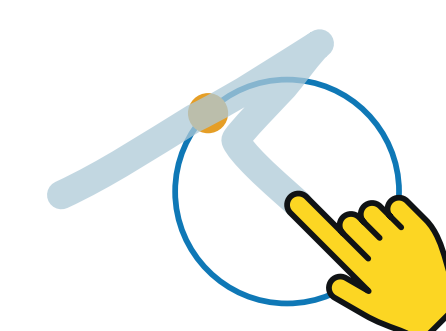
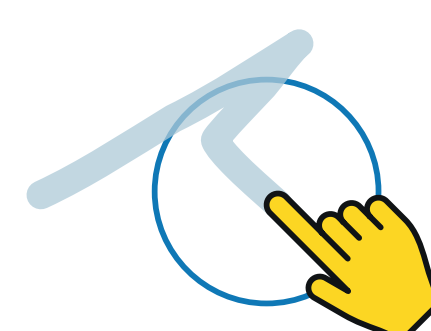
Parallele



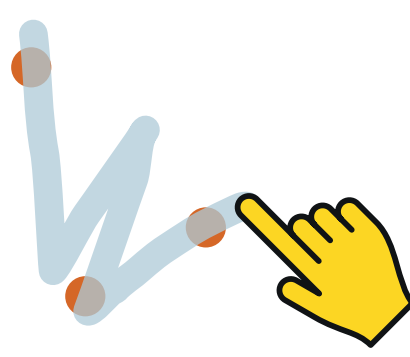
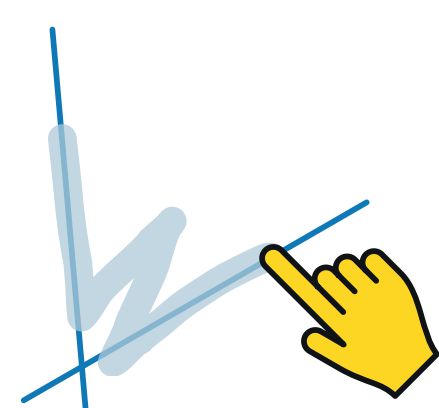
Mittelparallele



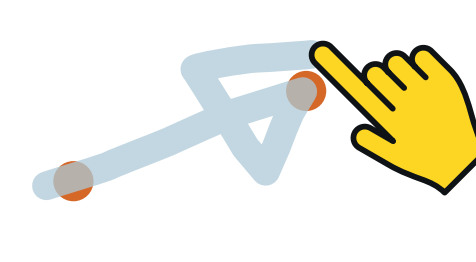
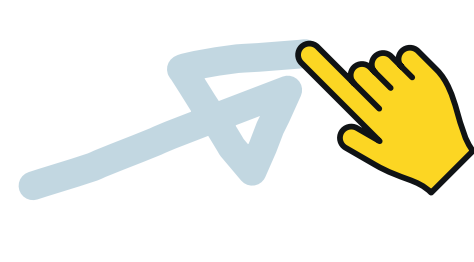
Tangente



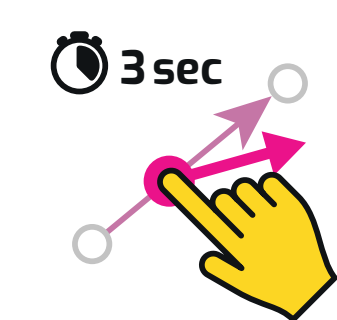
Winkelhalbierende



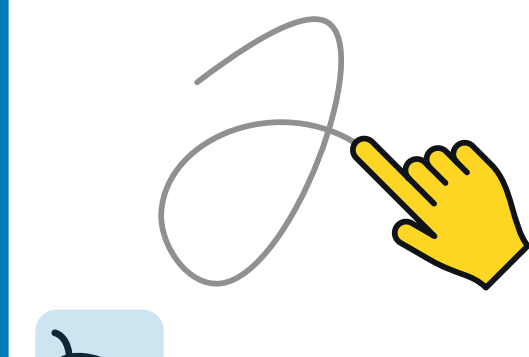
Vektor



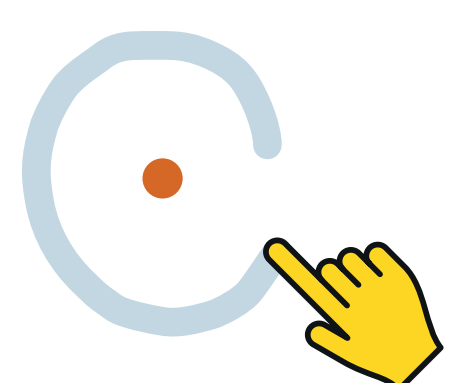
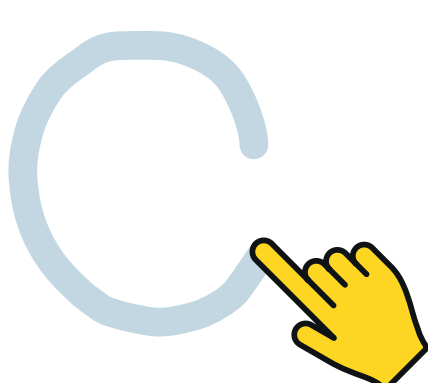
Vektor kopieren



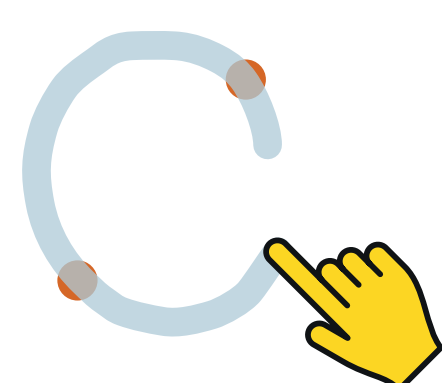
Freihandkurve



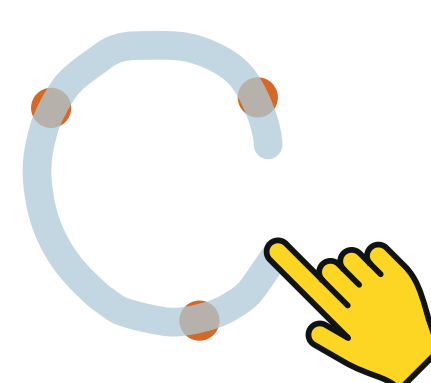
Kreis



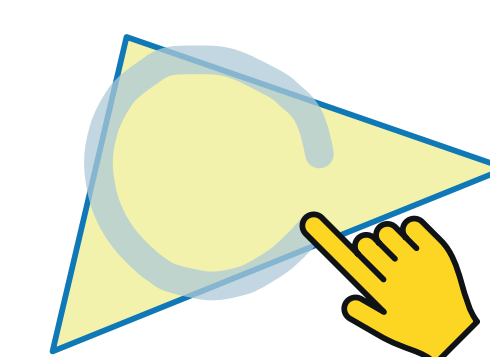
Thaleskreis



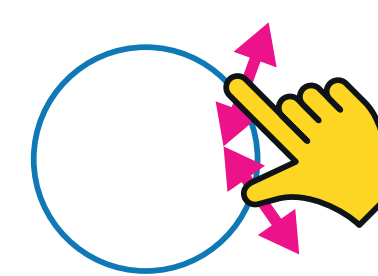
Umkreis



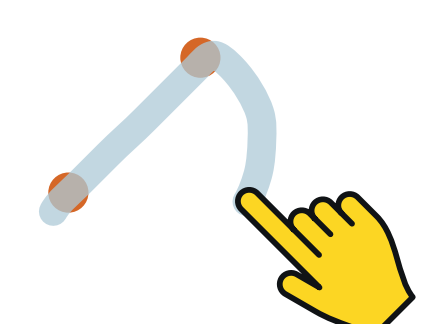
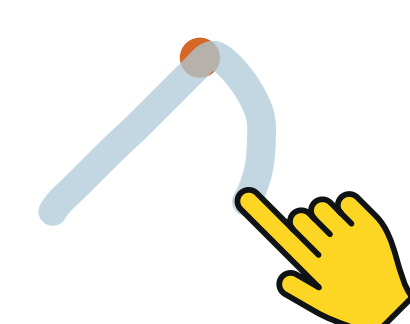
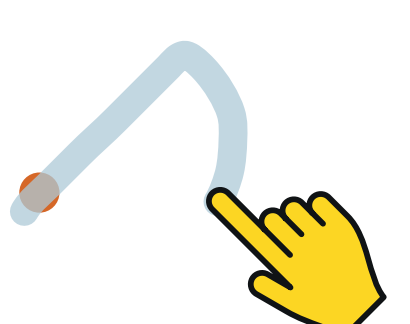
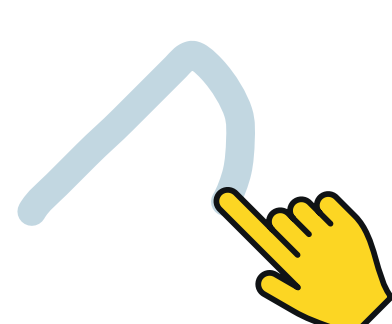
Inkreis



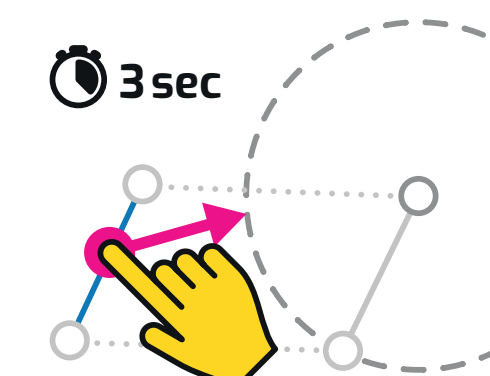
Radius ändern



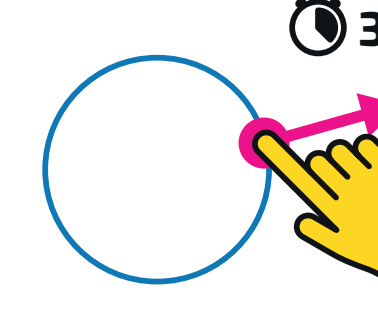
Kreis (Radius)



Länge abtragen



Kreis kopieren





<p>Dreieck</p>	<p>Viereck</p>	<p>Vieleck</p>	<p>Bewegen</p>	<p>Drehen</p>	<p>Vieleck kopieren</p>
<p>Gleichseitiges Dreieck</p>	<p>Quadrat</p>	<p>Regelm. Sechseck</p>	<p>Regelm. Vieleck</p>	<p>Parallelogramm</p>	
<p>Winkel</p>				<p>Sektor</p>	
<p>Winkel (feste Größe)</p>		<p>Innenwinkel</p>		<p>Messung</p>	
<p>Achsenspiegelung</p>				<p>Summe</p>	
<p>Punktspiegelung</p>				<p>Differenz</p>	
<p>Funktionsgraph</p>				<p>Produkt</p>	
<p>Schieberegler</p>				<p>Quotient</p>	
<p>Steigungsdreieck</p>				<p>Verkleinern</p>	
<p>Vergrößern</p>					
<p>Ziehen</p>	<p>Sichtbarkeit</p>	<p>Einstellungen</p>	<p>Galerie</p>	<p>Text</p>	<p>Verschieben</p>
<p>Konstruieren</p>	<p>Löschen</p>	<p>Teilen</p>	<p>Objekteigenschaften</p>	<p>Spur löschen</p>	