

Outline

- 1 Points
 - Points in Cartesian coordinate system
 - Polar coordinate system
 - Relative coordinates
- 2 Lines, Segments, Rays
 - Connect points
 Intersections
 - Orthogonal and Parallel
- 3 Angles
 - Specifying angle Labeling and Markers
 - Angle bisector
- 4 Circles
 - **Drawing Circles**
 - Circle Intersection
 - Circle and Tangents
- **5** Triangles
 - Drawing triangles
 - Centroid, Orthocenter, Circumcircle, Inscribed Circle

Drawing in LATEX

Packages for drawing in LATEX:

TikZ

Points

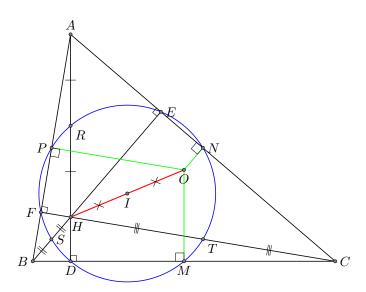
- PSTricks
- •

Sources: What graphics packages are there for creating graphics in LaTeX documents?

GUI tools for vector graphics:

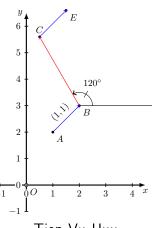
- GeoGebra (online GeoGebra)
- Inkscape
- •

In the following videos, I'll focus on drawing **Euclidean** geometric shapes using tkz-euclide package.



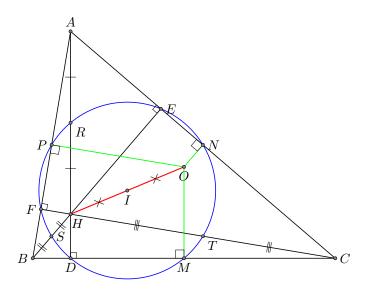
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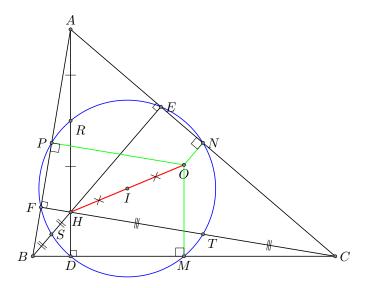


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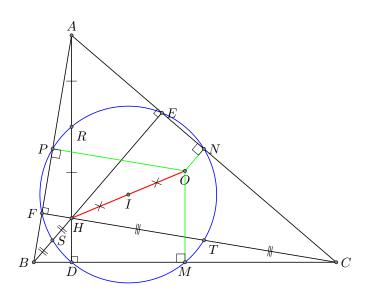
Points ○●○○○



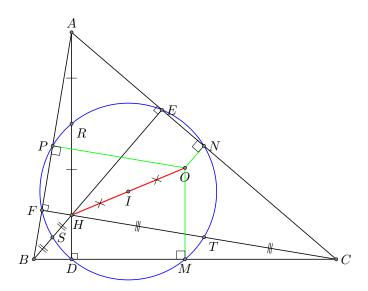
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Points ○○○●○



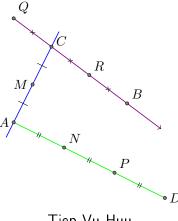
Points ○○○○●

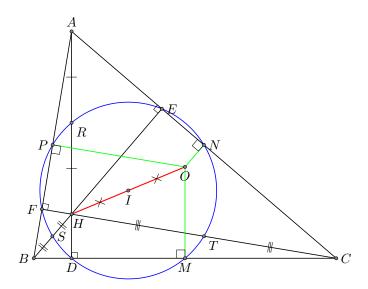


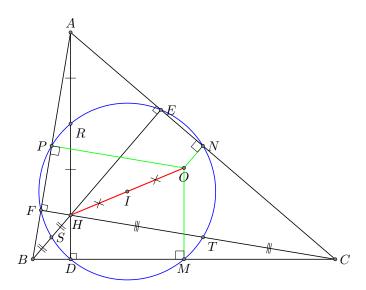
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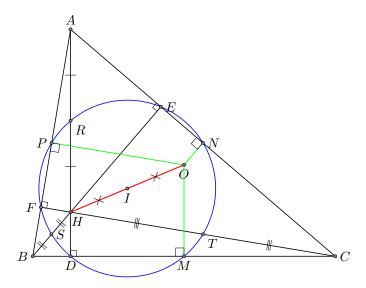
Lines, Segments, Rays

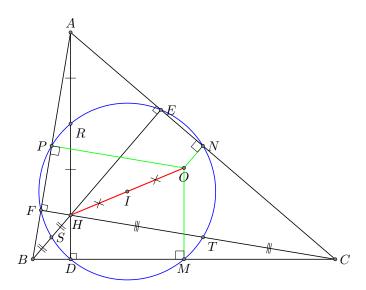


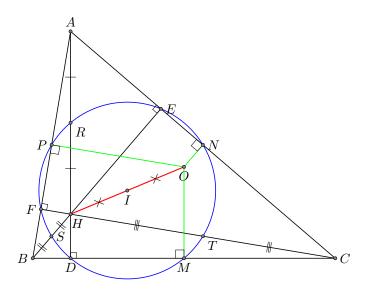




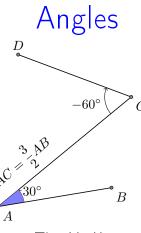
Circles 0000



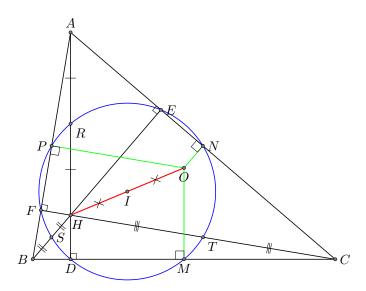




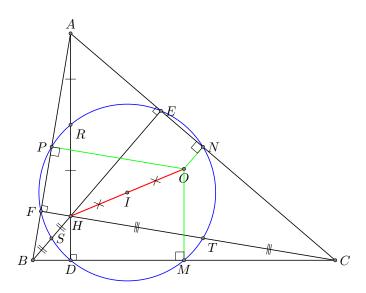
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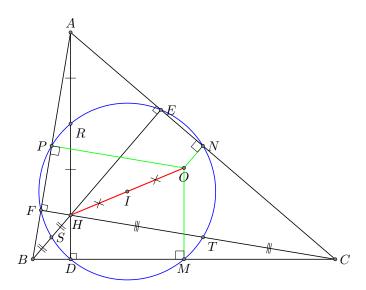


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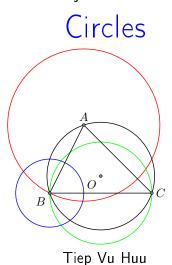


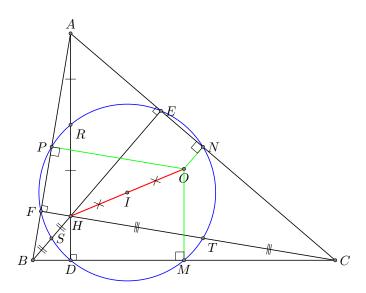
Angles ○●○○

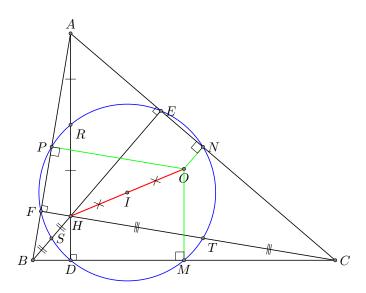


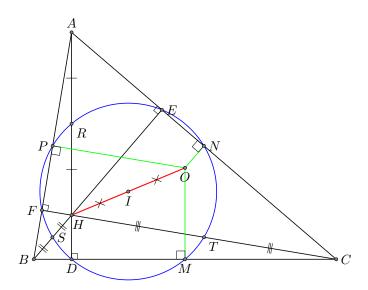


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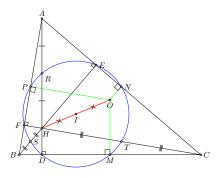






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Triangles



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