

vertex

y-intercept

100

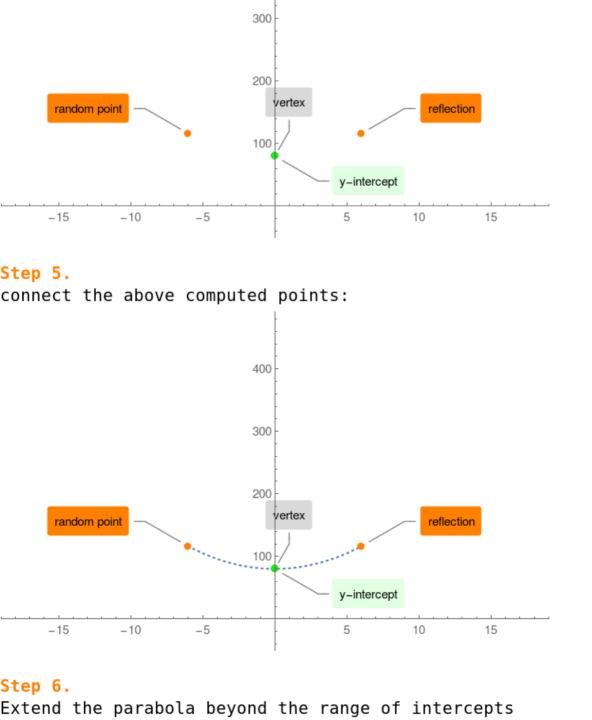
Reflect the point against the vertex's vertical axes:

400

random point

Reflection = (6,116)

Step 4.



400 -

300

200

100

random point

-10

-5

-15

vertex

reflection

15

10

y-intercept

5