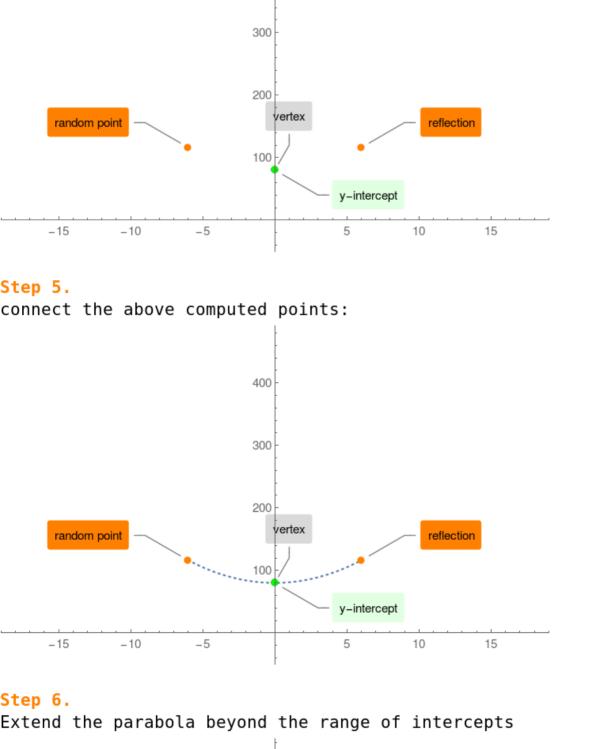


Reflect the point against the vertex's vertical axes:

400

Step 4.

Reflection = (6,116)



400 -

300

200

100

random point

-10

-5

-15

vertex

reflection

15

10

y-intercept

5