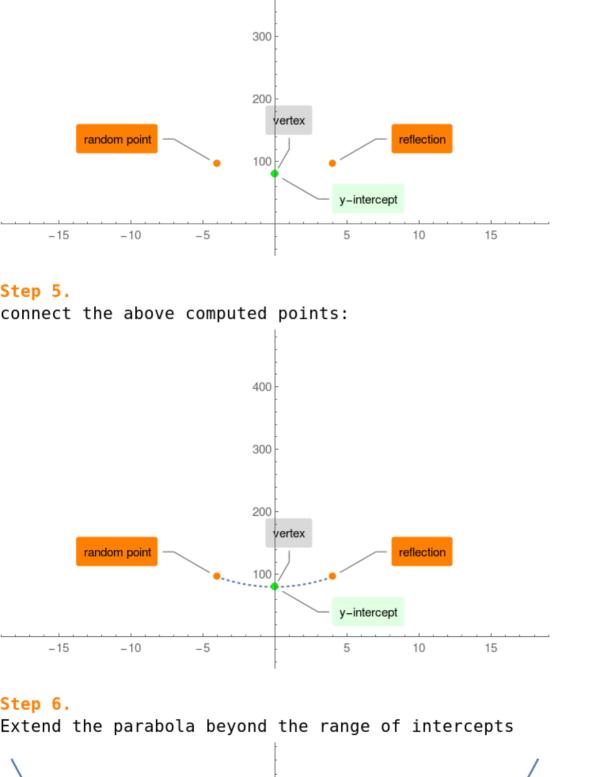


Reflect the point against the vertex's vertical axes:

400

Reflection = (4,96)



400 -

300

200

100

random point

-10

-5

-15

vertex

reflection

10

15

y-intercept

5