

```

1 Point p, q, r, s
2 Segment a := {p, q}
3 Segment b := {p, r}
4 Point m := Midpoint(a)
5 Angle theta := ∠(q, p, r)
6 Triangle t := {p, r, s}
7 Ray w := Bisector(theta)
8 Ray h := PerpendicularBisector(a)

```

