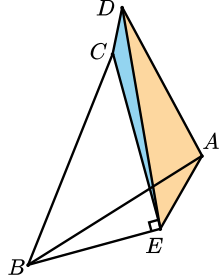


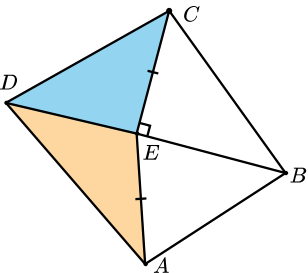
Correct - general position

Point A, B, C, D, E
 Triangle CED, DEA, CEA, BEA
 Collinear(D, E, B)
 Collinear(C, E, A)
 RightMarked(a_CEB)
 EqualLengthMarked(CE, EA)



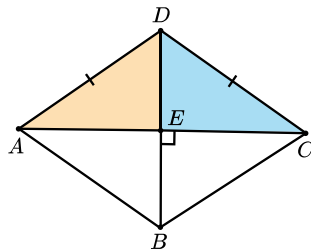
Incorrect - random

Point A, B, C, D, E
 Triangle CED, DEA, CEA, BED
~~Collinear(D, E, B)~~
~~Collinear(C, E, A)~~
 RightMarked(a_CEB)
~~EqualLengthMarked(CE, EA)~~



Incorrect - distractor

Point A, B, C, D, E
 Triangle CED, DEA, CEA, BED
 Collinear(D, E, B)
~~Collinear(C, E, A)~~
 RightMarked(a_CEB)
 EqualLengthMarked(CE, EA)
 Acute(a_AEB)



Correct - special cases

Point A, B, C, D, E
 Triangle CED, DEA, CEA, BED
 Collinear(D, E, B)
 Collinear(C, E, A)
 RightMarked(a_CEB)
 EqualLengthMarked(AD, DC)