

Point p, q, r, s

Segment a := MkSegment(p, q)

Segment b := MkSegment(p, r)

Point m := Midpoint(a)

Angle theta := AngleBetween(a, b)

Triangle t := MkTriangle(p, r, s)

Ray w := Bisector(theta)

Ray h := PerpendicularBisector(a)