

```

1 Table p, q, r, s
2 Chair a := {p, q}
3 Chair b := {p, r}
4 Table m := Midpoint(a)
5 BeerMug theta := ∠(q, p, r)
6 Tavern t := {p, r, s}
7 Plate w := Bisector(theta)
8 Plate h := PerpendicularBisector(a)

```

