

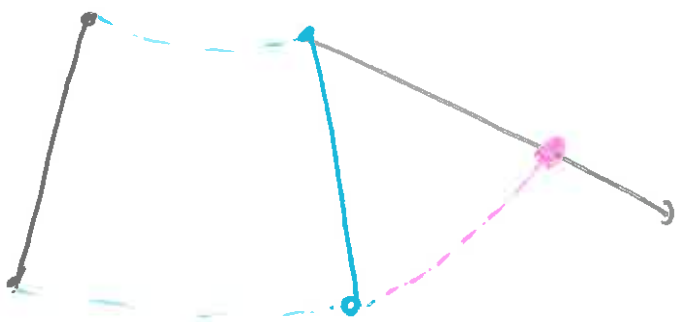
Theorem 12 proof

Big idea



2 ways to get isometry

Rotate & rotate



Pros: don't need extra points

Cons: need to re-prove part of thm. 9

Add extra points & use thm 9



application

Cons: need to name extra points

Pros: don't need to prove as much stuff