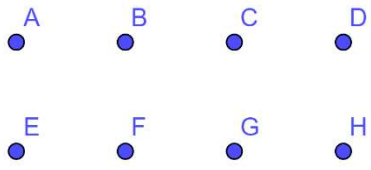
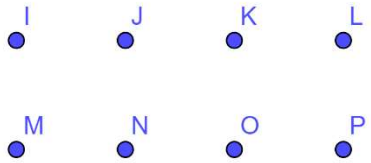
Transformation practice name:_____

1. Use Axiom 3 to define an isometry that translates the plane, moving M to J.



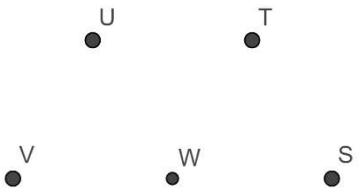
2. Use Axiom 3 to define an isometry that reflects the plane across the line through B and F.



3. Use Axiom 3 to define an isometry that rotates the plane 90° clockwise around point K.

4. Use Axiom 3 to define an isometry that rotates the plane 90° counterclockwise around point K.

5. Use Axiom 3 to define an isometry that translates the plane, moving Q to W



6. Use Axiom 3 to define an isometry that reflects the plane across the line through U and W.

7. Use Axiom 3 to define an isometry that rotates the plane 60° clockwise around point W.

8. Use Axiom 3 to define an isometry that rotates the plane 60° counterclockwise around point W.