

Reflect the triangle with vertices at $A(1, 1)$, $B(4, 1)$ and $C(4, 3)$ in the line $y = -x$.

Toggle on the axes and grid.

Tap on the **infinite line** tool.

Tap on the **select** tool.

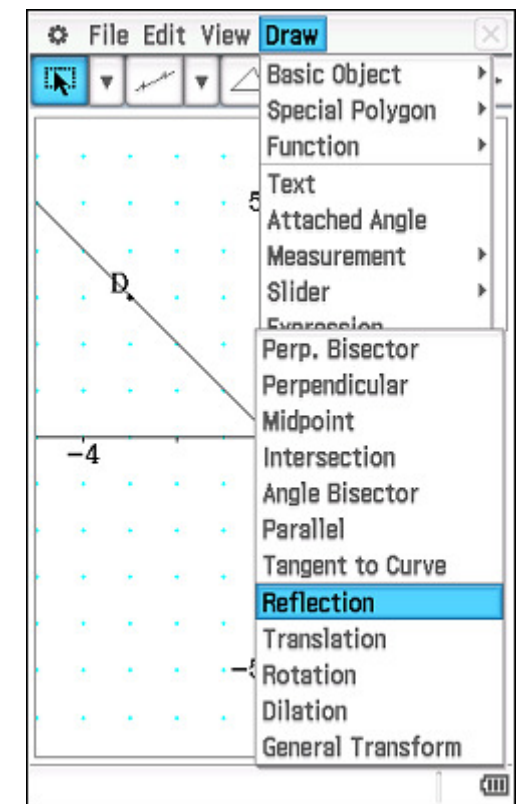
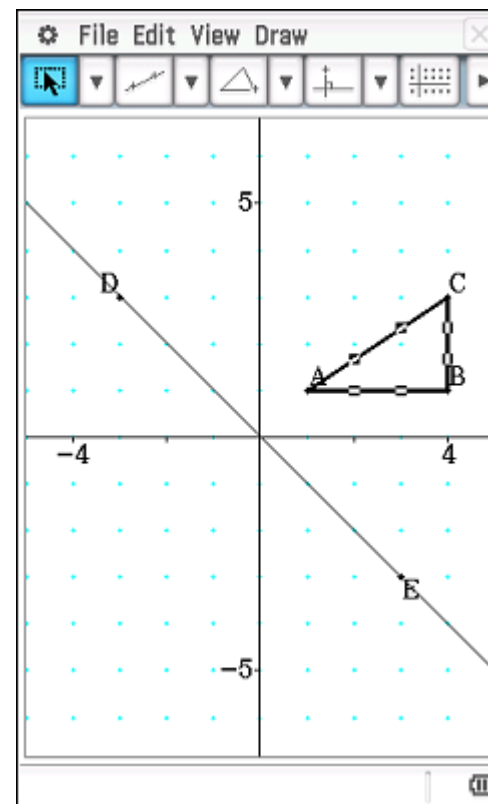
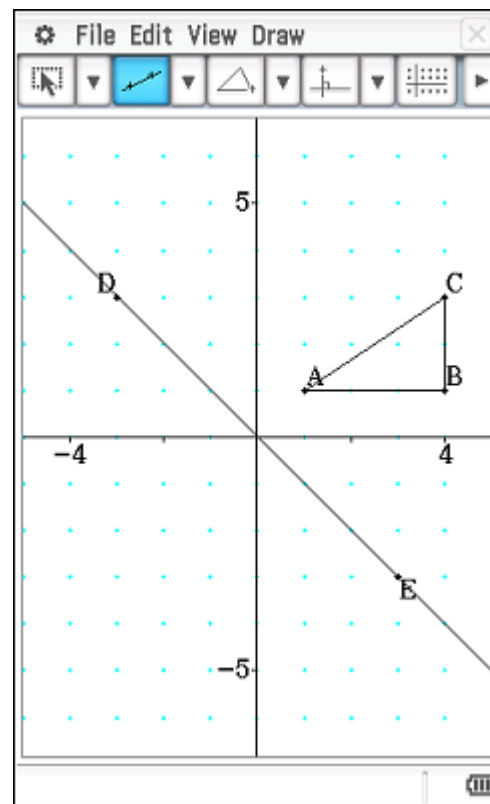
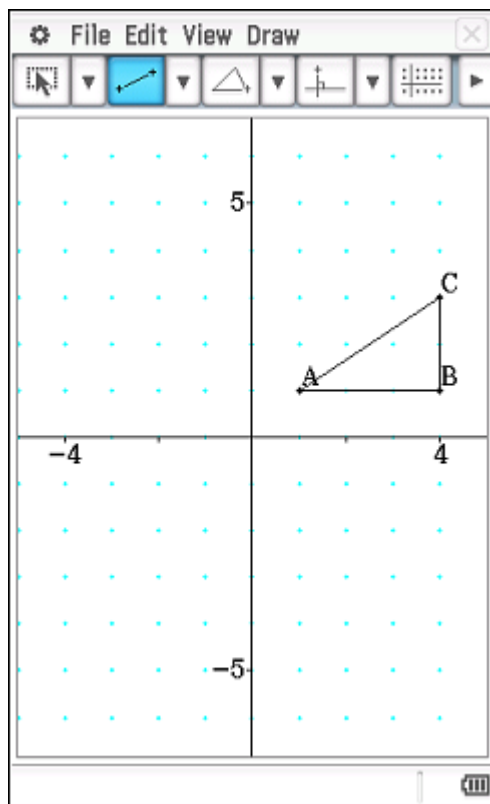
Tap on the **line segment** tool.

Tap on $(-3, 3)$ then $(3, -3)$ to draw the line $y = -x$.

Tap on each side of the triangle in turn to select all sides.

Draw sides AB, BC and CA.

Tap **Draw, Construct, Reflection**.



In general, create the shape to be transformed and the required mirror lines, centres of rotation, etc. Then select all sides of the object.

Next, use the construct menu and follow the prompts at the bottom of the screen and in the setting windows that open.

Note that all reflection lines, points of rotation, centres of dilation and so on must be points that the user has created in the drawing. Existing points and lines such as the x- and y-axes cannot be used. To use the origin, draw a point at the origin. To use an axis, draw a line on top of the axis.

Tap onto the reflection axis DE.

The triangle is reflected.

