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760	Transformation Of Objects	Author	Charlie Watson
		Date	31 January 2010
		CPM OS	**03.04.4000**

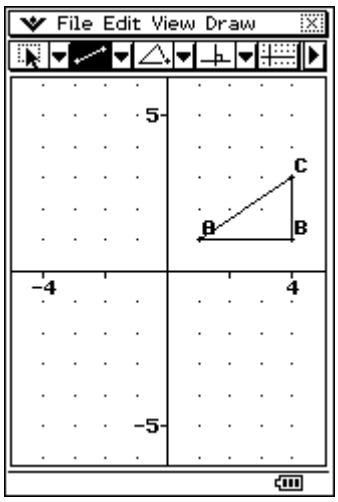
Start in Geometry.

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

Set up the application with axes and integer grid.

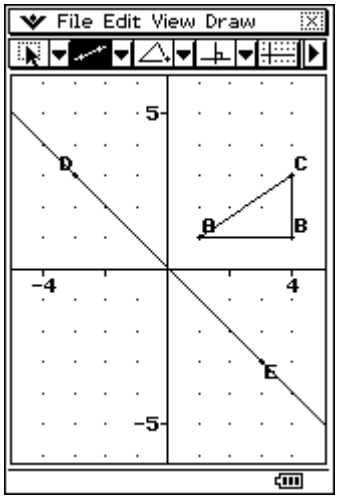
Tap on the **line segment** tool.

Draw sides AB, BC and CA.



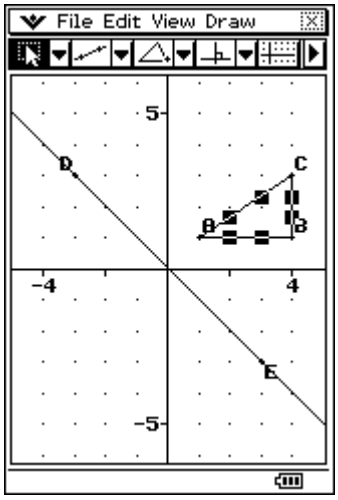
Tap on the **infinite line** tool.

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

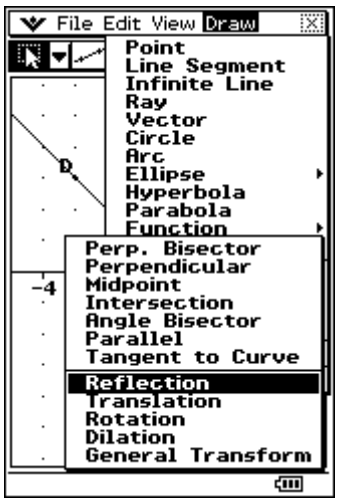


Tap on the **select** tool.

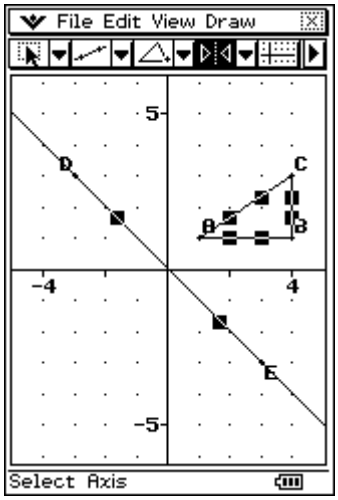
Tap on each side of the triangle in turn to select all sides.



Tap **Draw, Construct, Reflection**.



Tap onto the reflection axis DE.



The triangle is reflected.

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, add a point at the origin. To use an axis, add a line on top of the axis.