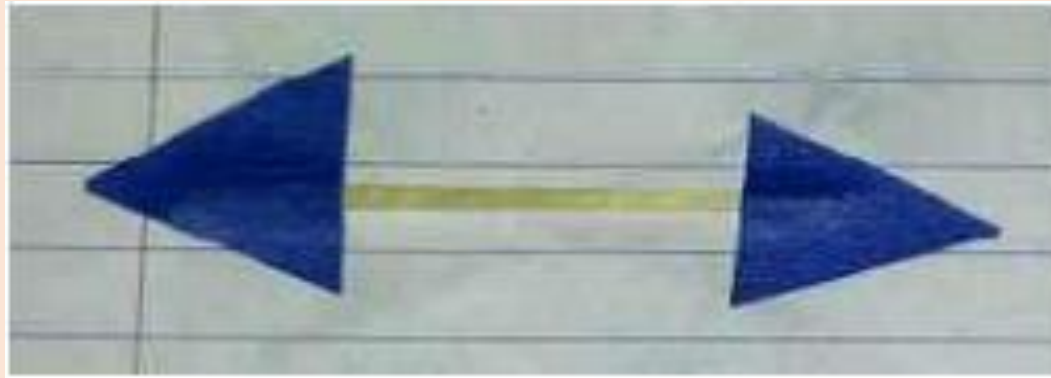


**2-D Geometry**

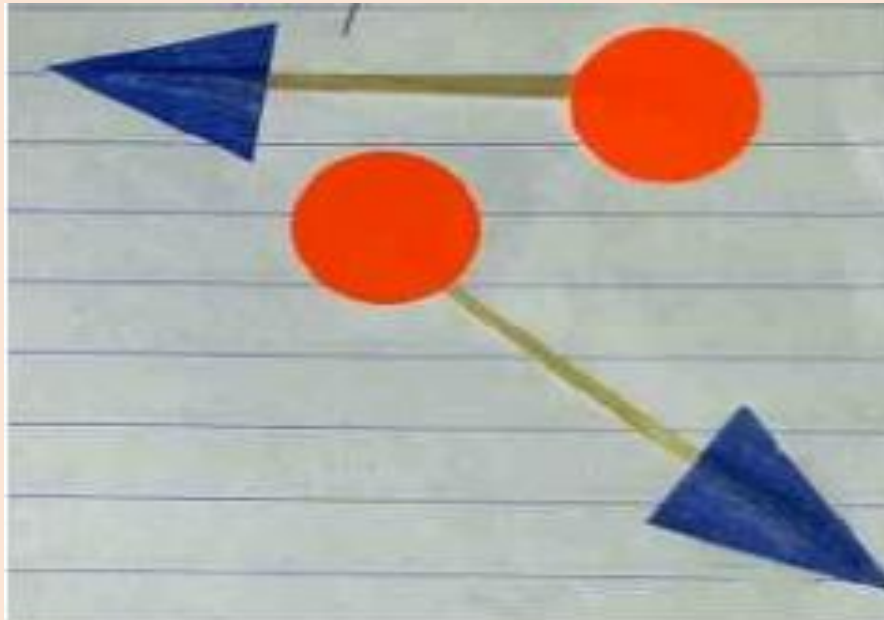
Line – a straight path in a plane made up of points that goes on forever in both directions.



Line segment– a part of a line  
with 2 endpoints.



**Ray** – a part of a line with 1 endpoint that goes on forever in 1 direction. (Like a “sun-ball”)



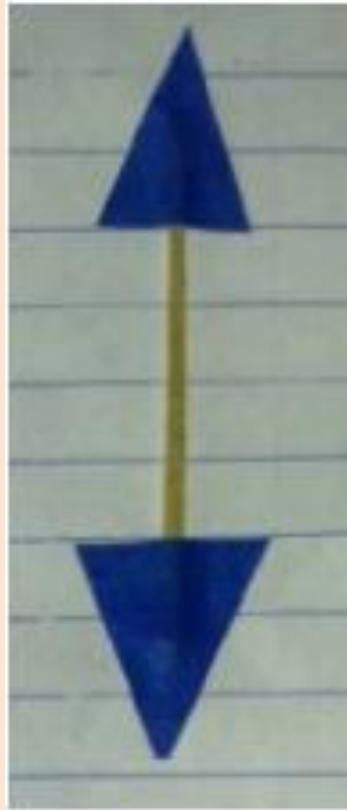
Point– identifies a location in space.



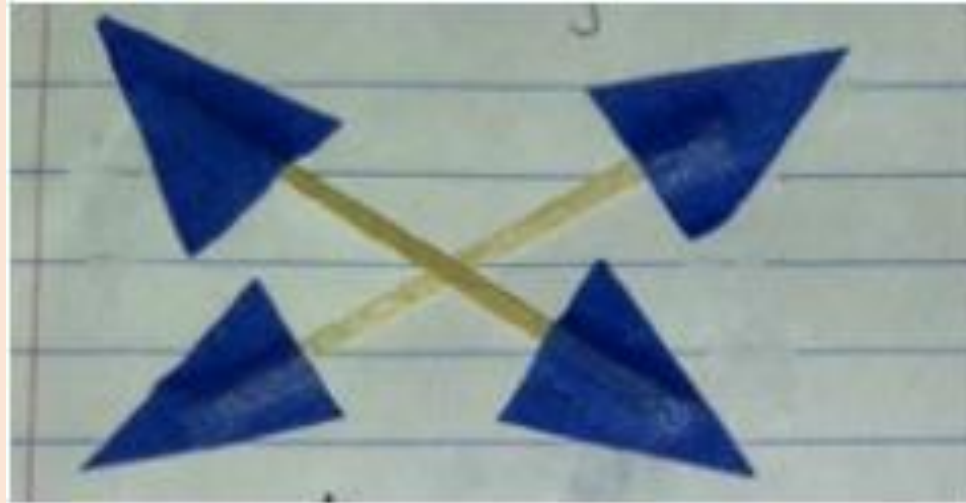
Horizontal line – a straight, flat line that goes from left to right.



Vertical line – a straight, flat line that goes from top to bottom.

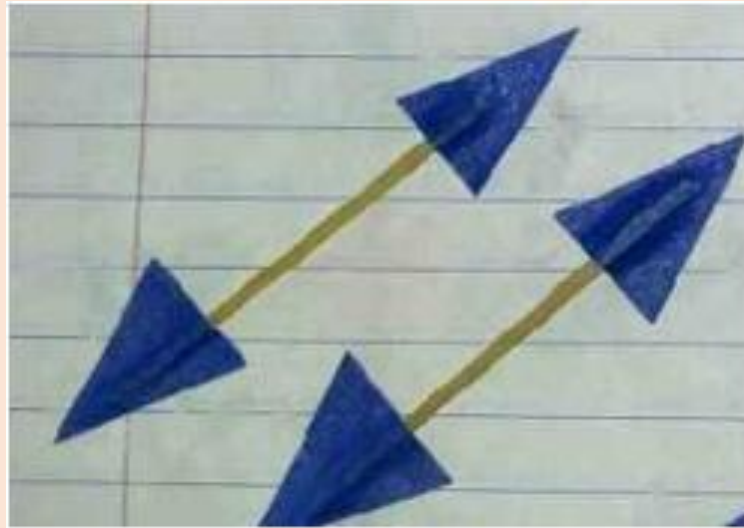


Intersecting lines – lines that cross at a point.

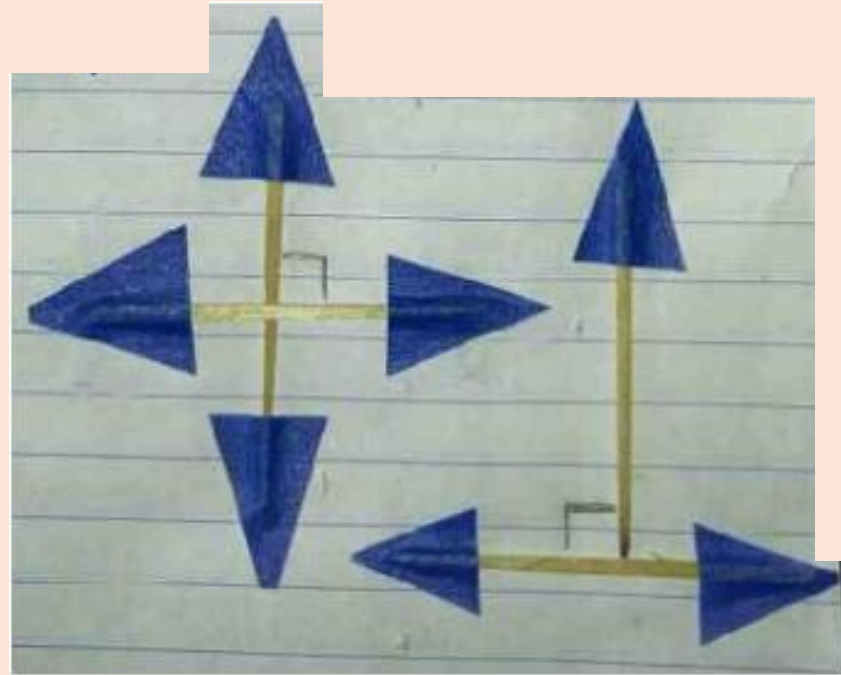




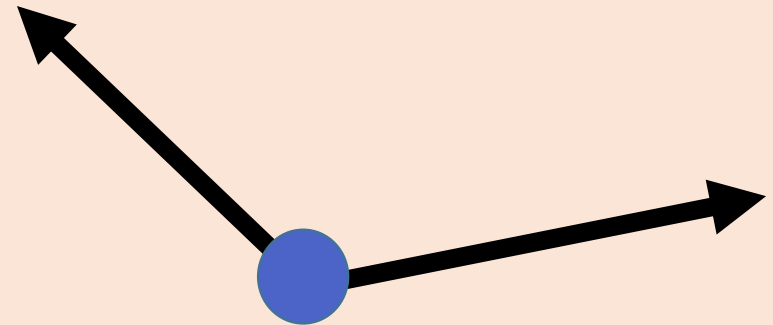
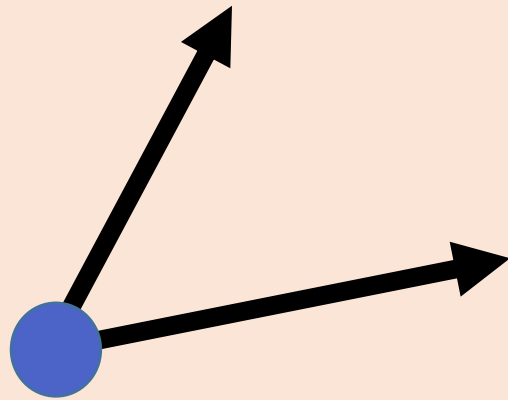
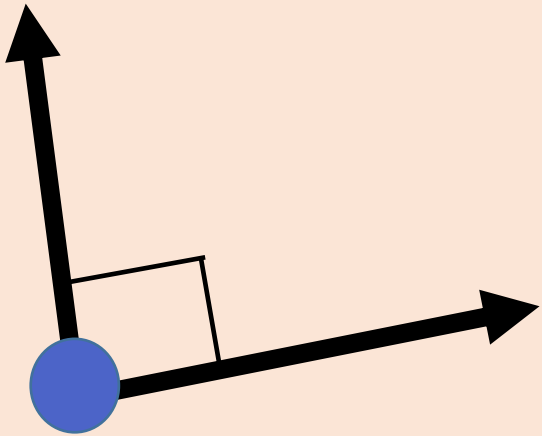
Parallel lines – lines that will never intersect.



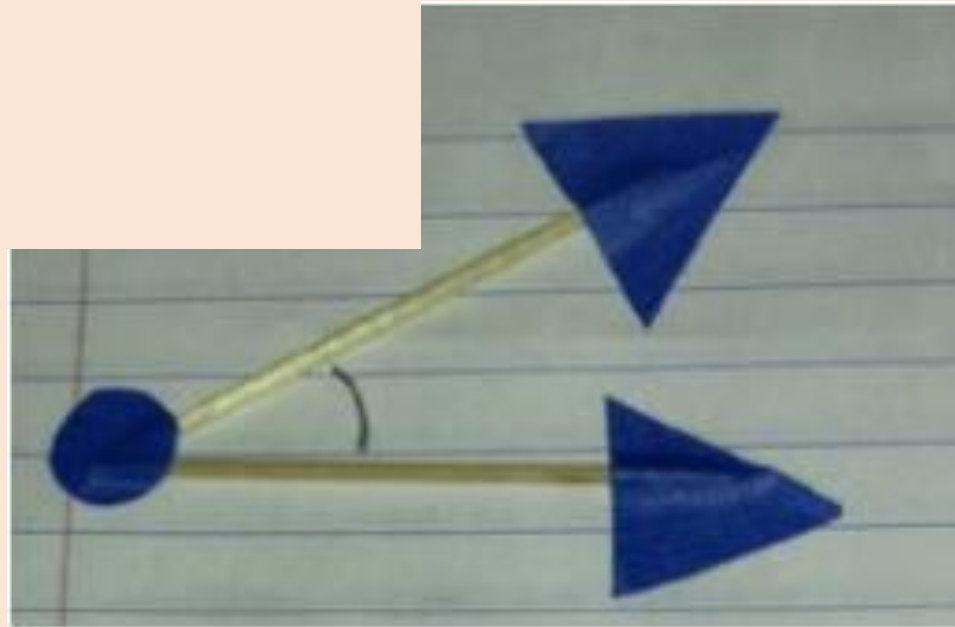
Perpendicular lines – lines that intersect at a right angle.



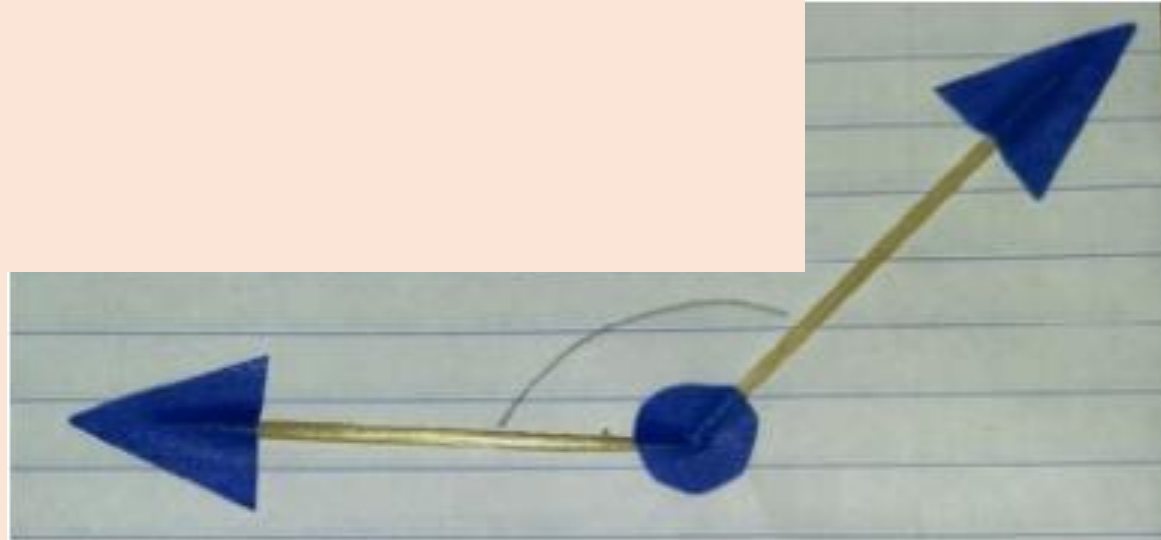
Angle – two rays that share an endpoint.



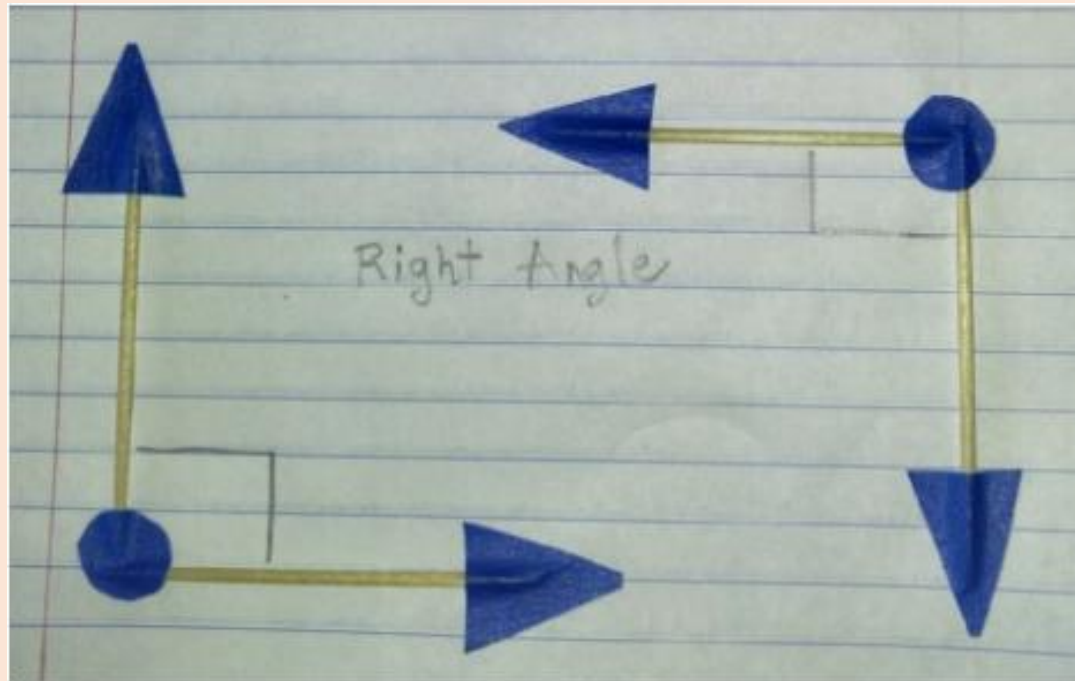
Acute Angle – an angle that measures less than  $90^\circ$ .



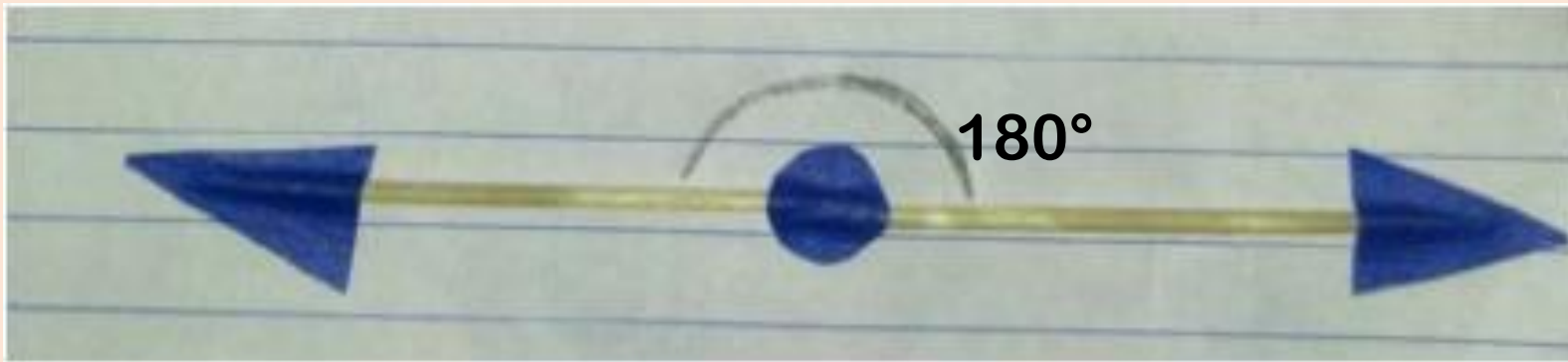
Obtuse Angle – an angle that measures more than  $90^\circ$ .



Right Angle – an angle that measures exactly  $90^\circ$ .



Straight Angle – an angle that measures  $180^\circ$ .



Circle – a curved line whose points are equal distance from a center point.

