

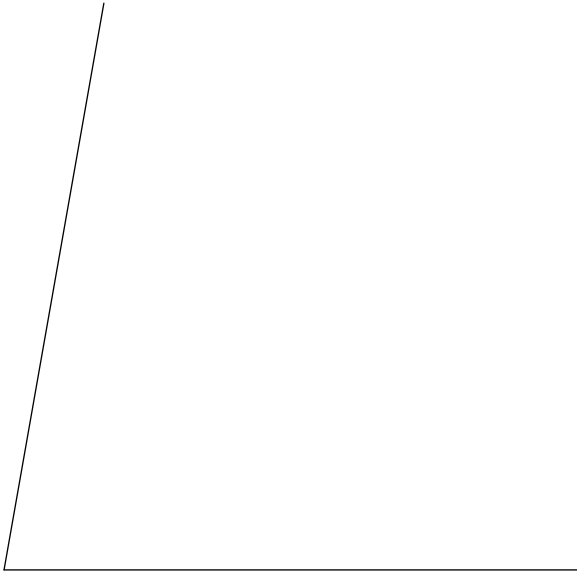
Kuta Software - Infinite Geometry

© 2010 Kuta Software LLC. All rights reserved.

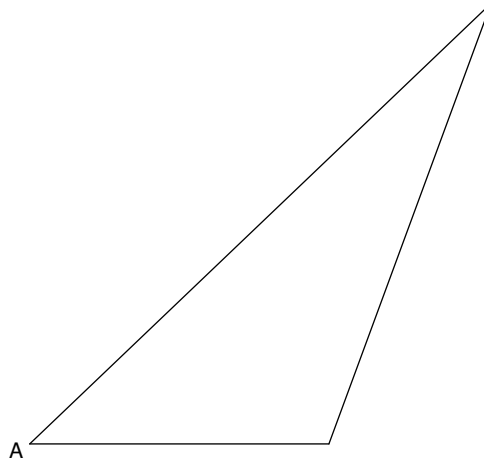
Construct the bisector of each angle.

For each triangle, construct the angle bisector of angle A.

1)

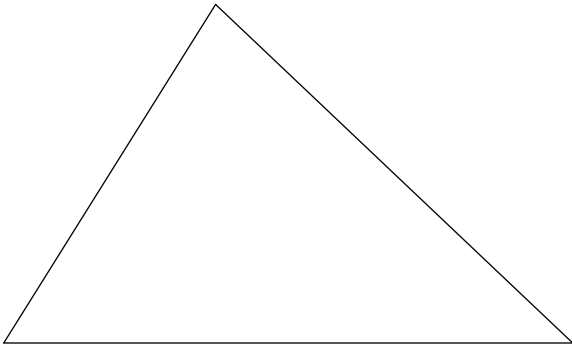


2)



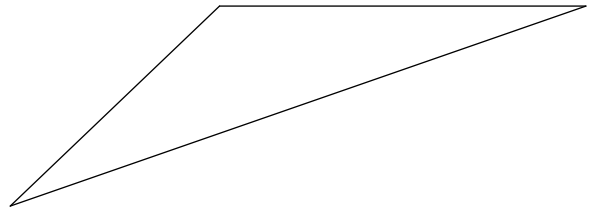
Locate the incenter of each triangle.

3)



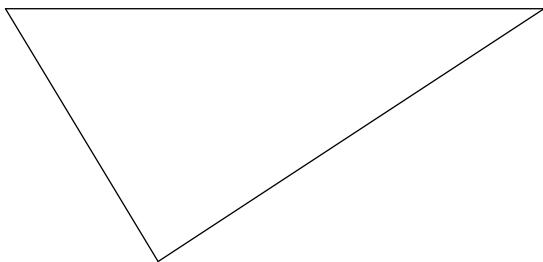
For each triangle, construct all three angle bisectors to show they are concurrent.

4)



Inscribe a circle in each triangle.

5)



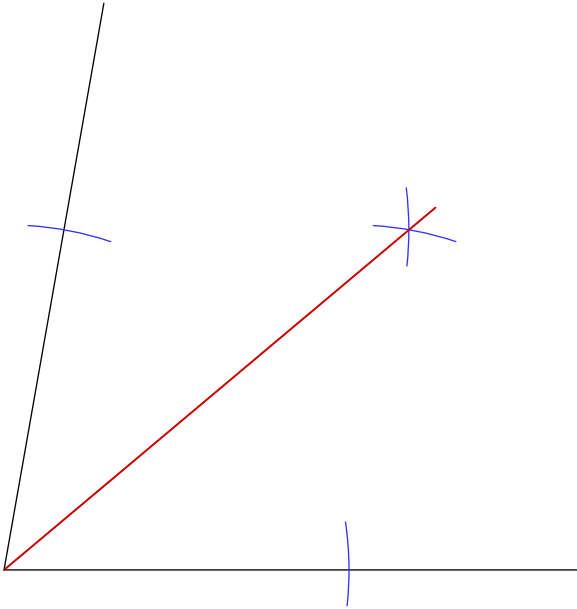
Kuta Software - Infinite Geometry

© 2010 Kuta Software LLC. All rights reserved.

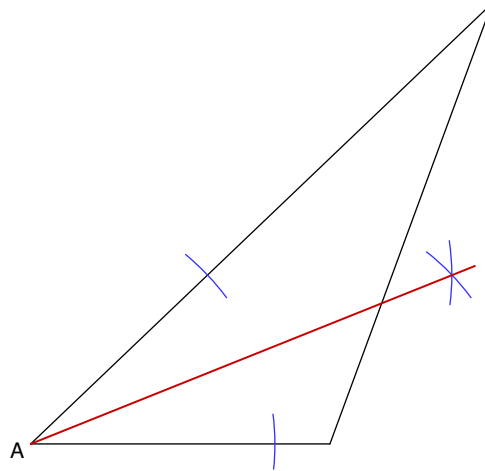
Construct the bisector of each angle.

For each triangle, construct the angle bisector of angle A.

1)

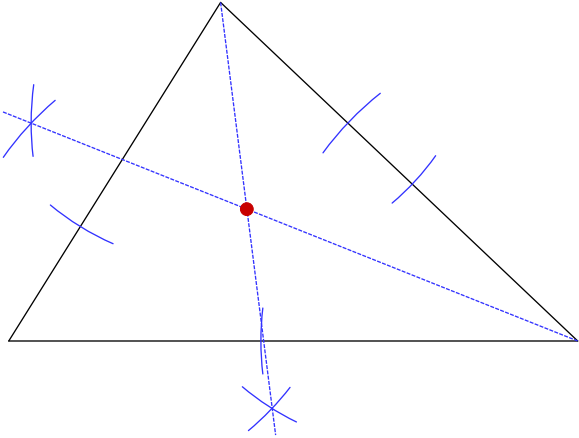


2)



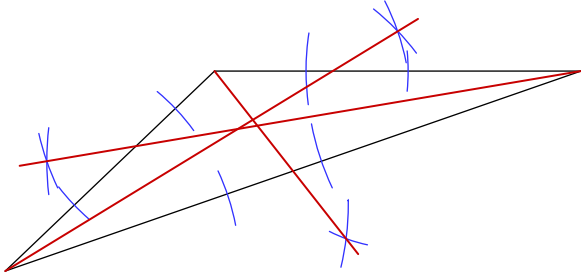
Locate the incenter of each triangle.

3)



For each triangle, construct all three angle bisectors to show they are concurrent.

4)



Inscribe a circle in each triangle.

5)

