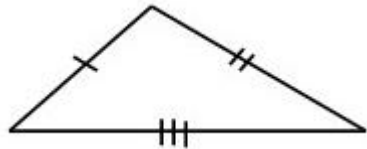
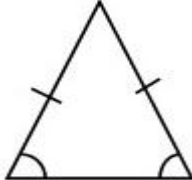
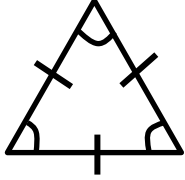
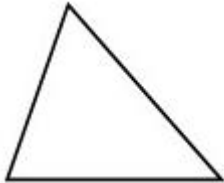
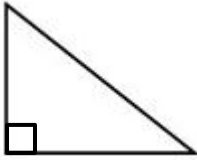
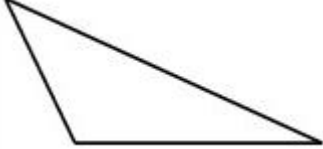


**Classifying Triangles**

Any triangle can be classified by side length, or by its angle measures

<b>Classifying by Side Length</b>	<b>Scalene Triangle</b> All 3 side lengths and angles are different.	<b>Isosceles Triangle</b> 2 side lengths (and 2 angles) are the same	<b>Equilateral Triangle</b> All side lengths are the same. All angles are 60°
			
<b>Classifying by Angle Measure</b>	<b>Acute Triangle</b> All angles are less than 90°	<b>Right Triangle</b> One angle is exactly 90°	<b>Obtuse Triangle</b> One angle is more than 90°
			

**Polygons**

A polygon is a closed figure formed by 3 or more line segments

Polygon Name	# of sides	Polygon Name	# of sides	Polygon Name	# of sides
Triangle	3	Hexagon	6	Nonagon	9
Quadrilateral	4	Heptagon	7	Decagon	10
Pentagon	5	Octagon	8		

A **regular polygon** – is a polygon where all side lengths are equal (so all angles are equal too).

e.g.



← Regular Octagon

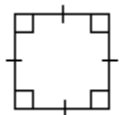


← Irregular Octagon

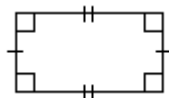
**Quadrilaterals**

Some important quadrilaterals:

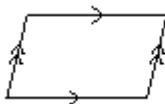
Square



Rectangle



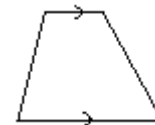
Parallelogram



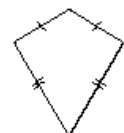
Rhombus



Trapezoid

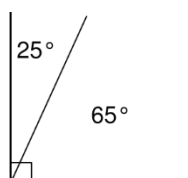


Kite

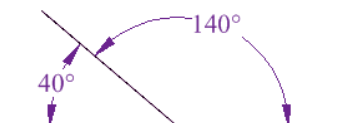


**Complementary and Supplementary**

**Complementary** angles add up to **90°**



**Supplementary** angles add up to **180°**



**Interior Angles**

If you add up the interior angles in a polygon, the answer will be constant, depending on the type of polygon:

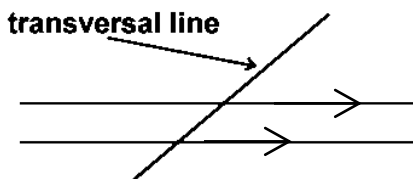
<b>Type of Polygon</b>	<b>Sum of Interior Angles</b>	Here's the formula to calculate the total: <i>Let n be the number of sides the polygon has</i>  <b>Sum of interior angles = <math>180(n - 2)</math></b>
Triangle	180°	
Quadrilateral	360°	
Pentagon	540°	
Hexagon	720°	

**Exterior Angles**

For *any* polygon, the sum of the exterior angles is *always* 360°

**Angle Patterns**

When two or more *parallel lines* intersect with a *transversal*, angle patterns are created



Property Name	Memory Aid	Description	Diagram
Opposite angles	<b>X</b> Pattern	When two lines intersect, the opposite angles are <i>equal</i>	<p><b>A = D</b> <b>B = C</b> <b>E = H</b> <b>F = G</b></p>
Alternate Angles	<b>Z</b> Pattern	Alternate angles are <i>equal</i>	<p><b>C = F</b> <b>D = E</b></p>
Corresponding Angles	<b>F</b> Pattern	Corresponding angles are <i>equal</i>	<p><b>D = H</b> <b>C = G</b> <b>E = A</b> <b>F = B</b></p>
Co-interior Angles	<b>C</b> Pattern	Co-interior angles have a <i>sum of 180°</i> (they are supplementary)	<p><b>D + F = 180°</b> <b>C + E = 180°</b></p>