

Image:

- * The figure we end up with.
- * The points will be labeled with a prime symbol (usually). Y', X'

Reflection:

- * Transformation that flips a figure.
- * Can be reflected over a point, line, or plane.

Line of Reflection:

* The line we reflect over.

- * If a point is on the reflecting line, it will stay on the reflecting line.
- * Always reflect over the line at a 90° angle.

Isometry:

- * A congruence transformation.
- * A reflection is an isometry.

Reflections will preserve distance, angle measure, collinearity, and betweenness of points. The image is congruent to the preimage.











