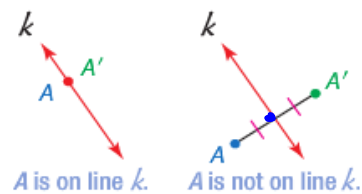


1 Draw Reflections In Lesson 4-7, you learned that a reflection or *flip* is a transformation in a line called the **line of reflection**. Each point of the preimage and its corresponding point on the image are the same distance from this line.

KeyConcept Reflection in a Line

A reflection in a line is a function that maps a point to its image such that

- if the point is on the line, then the image and preimage are the same point, or
- if the point is not on the line, the line is the perpendicular bisector of the segment joining the two points.



A', A'', A''' , and so on, name corresponding points for one or more transformations.

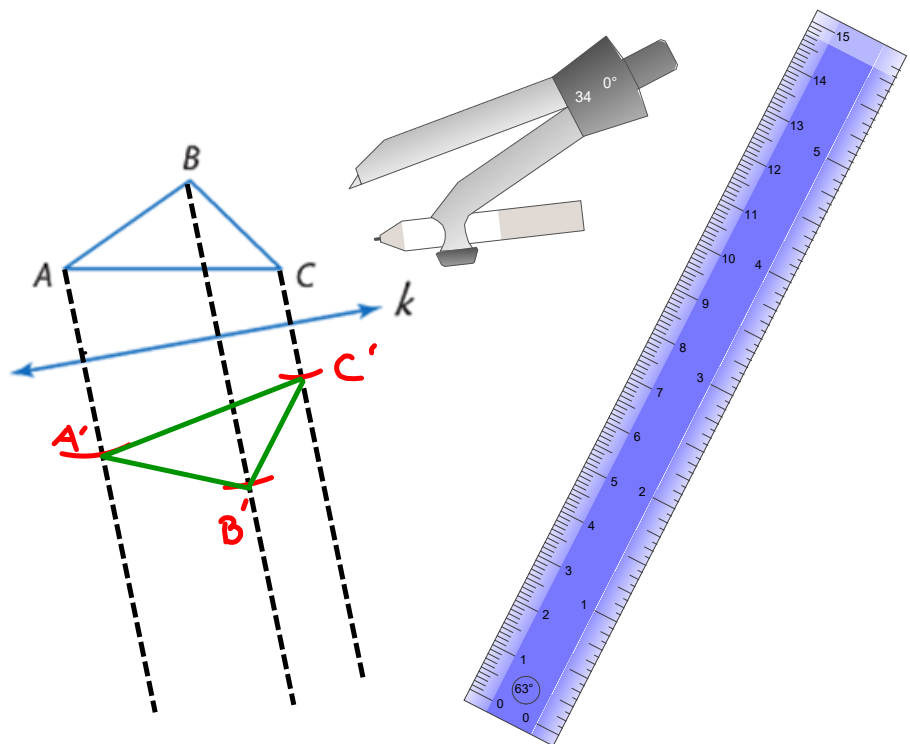
To reflect a polygon in a line, reflect each of the polygon's vertices. Then connect these vertices to form the reflected image.

Example 1 Reflect a Figure in a Line

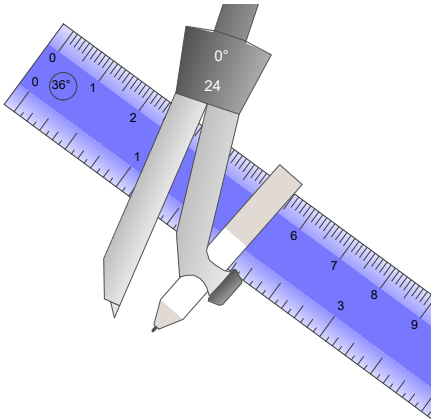
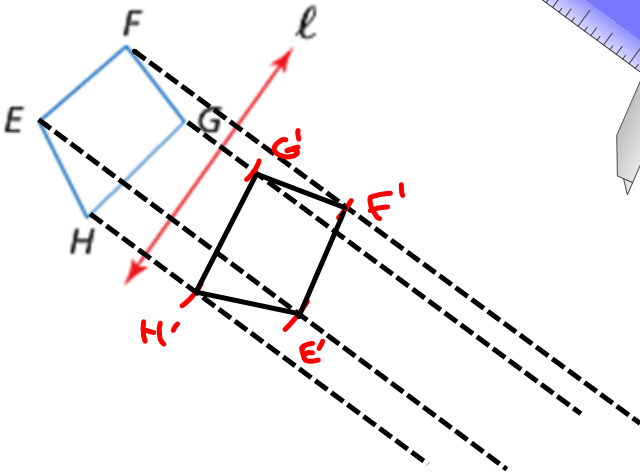
Copy the figure and the given line of reflection. Then draw the reflected image in this line using a ruler.

- Step 1** Draw a line through each vertex that is perpendicular to line k .
- Step 2** Measure the distance from point A to line k . Then locate A' the same distance from line k on the opposite side
- Step 3** Repeat Step 2 to locate points B' and C' . Then connect vertices A' , B' , and C' to form the reflected image.

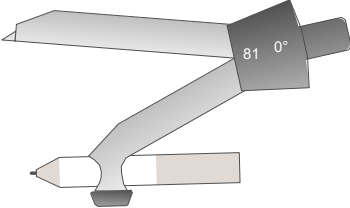
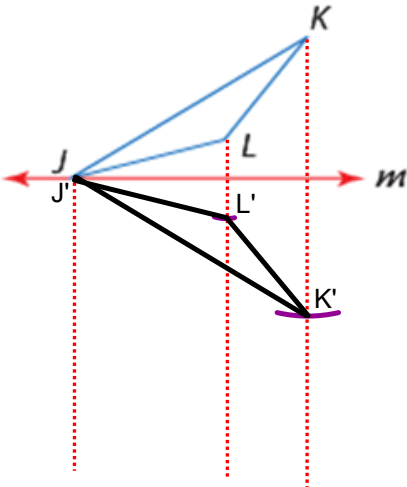
$\Delta A'B'C'$ is a reflection of ΔABC over line k

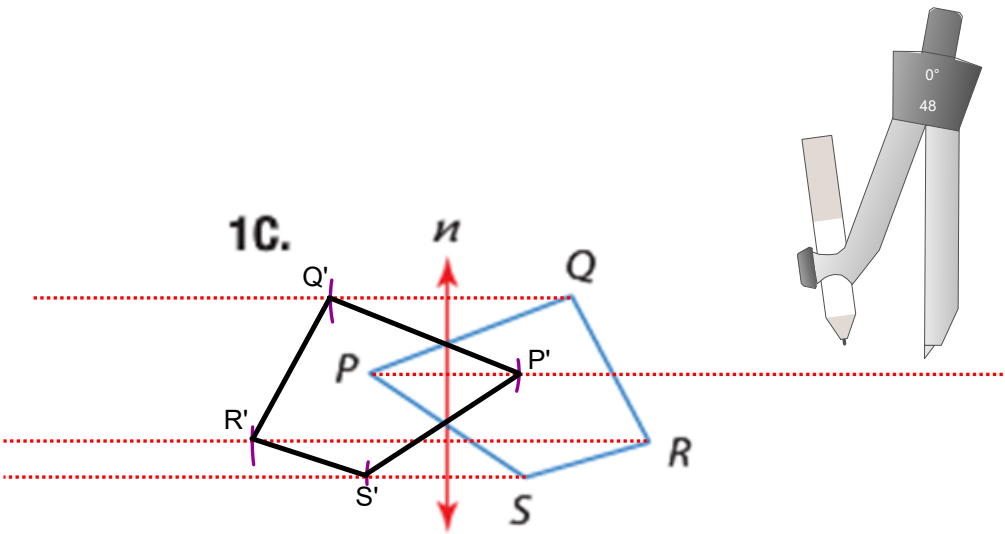


1A.



1B.





Real-World Example 2 Minimize Distance by Using a Reflection

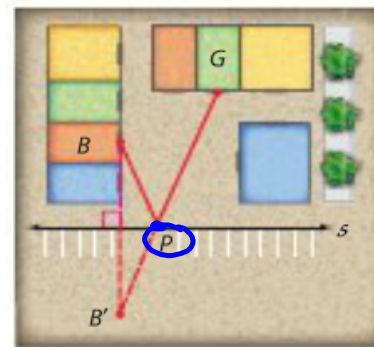
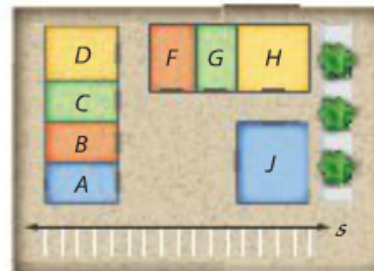
SHOPPING Suppose you are going to buy clothes in Store B, return to your car, and then buy shoes at Store G. Where along line s of parking spaces should you park to minimize the distance you will walk?

Understand You are asked to locate a point P on line s such that $BP + PG$ has the least possible value.

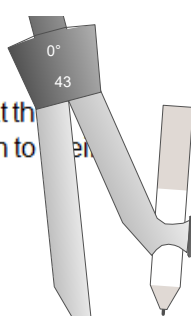
Plan The total distance from B to P and then from P to G is least when these three points are collinear. Use the reflection of point B in line s to find the location for point P .

Solve Draw $\overline{B'G}$. Locate P at the intersection of line s and $\overline{B'G}$.

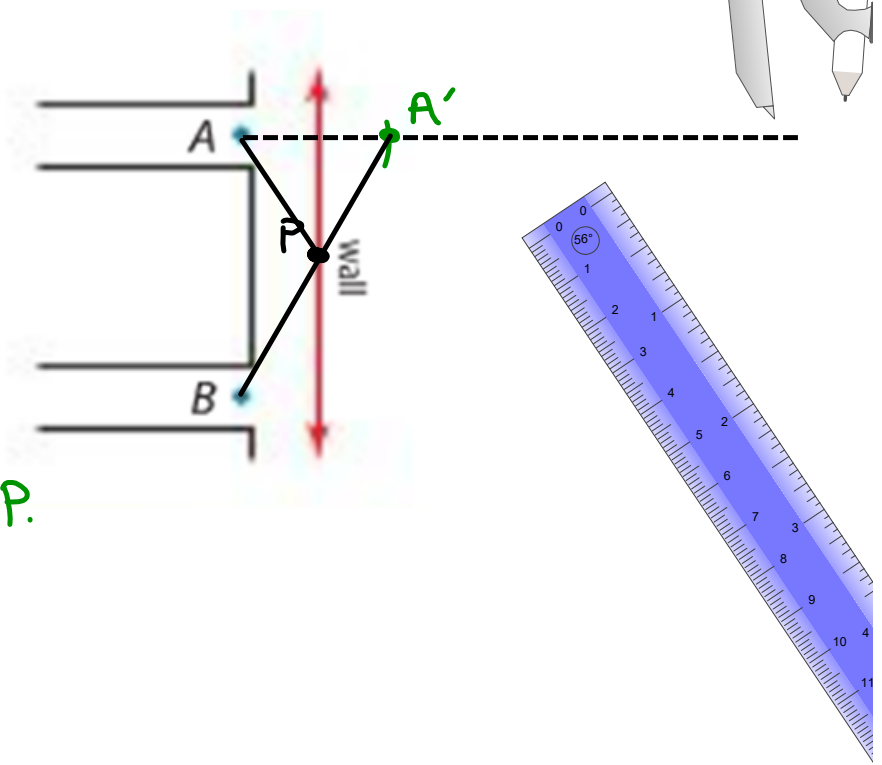
Check Compare the sum $BP + PG$ for each case to verify that the location found for P minimizes this sum.



ex. 2 Joy wants to select a good location to sell tickets for a dance. Locate point P such that the distance someone would have to walk from Hallway A, to point P on the wall, and then to next class in Hallway B is minimized.



- ① find A'
- ② connect A' with B to form $\overline{A'B}$.
- ③ label the intersection of $\overline{A'B}$ with the wall as P .
- ④ connect A with P .



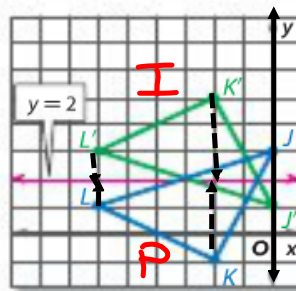
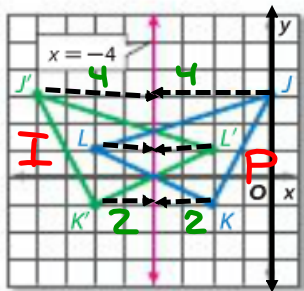
Example 3 Reflect a Figure in a Horizontal or Vertical Line

Triangle JKL has vertices $J(0, 3)$, $K(-2, -1)$, and $L(-6, 1)$. Graph $\triangle JKL$ and its image in the given line.

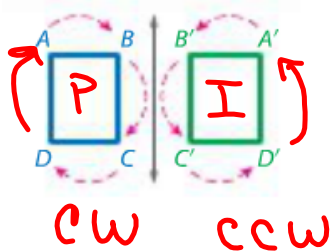
- a. $x = -4$ *line of reflection* b. $y = 2$

Find a corresponding point for each vertex so that a vertex and its image are equidistant from the line $x = -4$.

Find a corresponding point for each vertex so that a vertex and its image are equidistant from the line $y = 2$.



Characteristics of a Reflection Reflections, like all isometries, preserve distance, angle measure, betweenness of points, and collinearity. The orientation of a preimage and its image, however, are reversed.



What type of isometry is a reflection?

indirect isometry

ex. 3

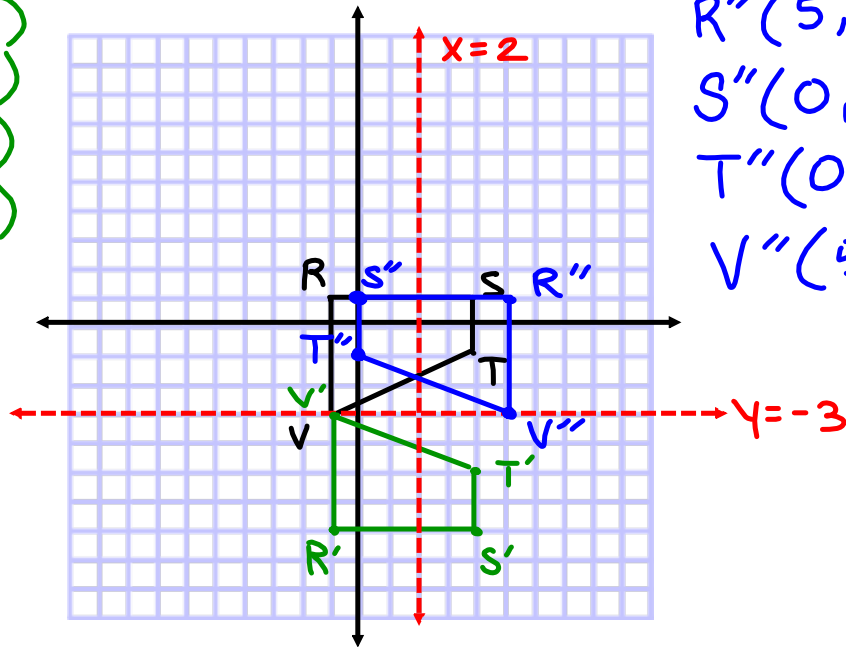
Trapezoid RSTV has vertices $R(-1, 1)$, $S(4, 1)$, $T(4, -1)$, and $V(-1, -3)$. Graph trapezoid RSTV and its image in the given line.

3A. $y = -3$

3B. $x = 2$

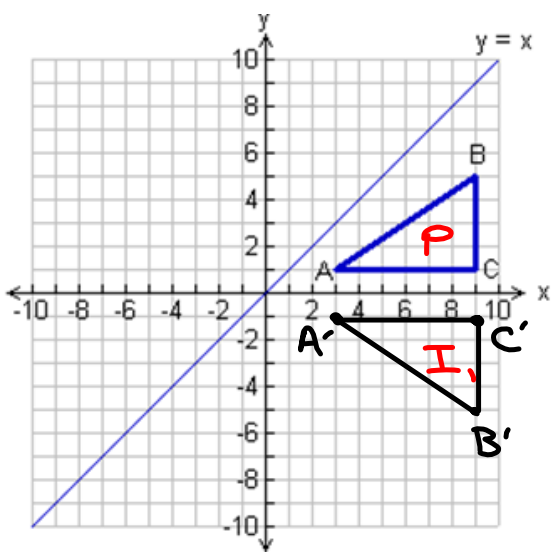
$R'(-1, -7)$
 $S'(4, -7)$
 $T'(4, -5)$
 $V'(-1, -3)$

$R''(5, 1)$
 $S''(0, 1)$
 $T''(0, -1)$
 $V''(5, -3)$



Reflections in the x-axis, y-axis, and the line $y = x$

Graph the image of $\triangle ABC$ after the transformation $r_{x\text{-axis}}$. Label and state the coordinates.



reflection over the x-axis

notation: $r_{x\text{-axis}}$

reflection

P

subscript

I

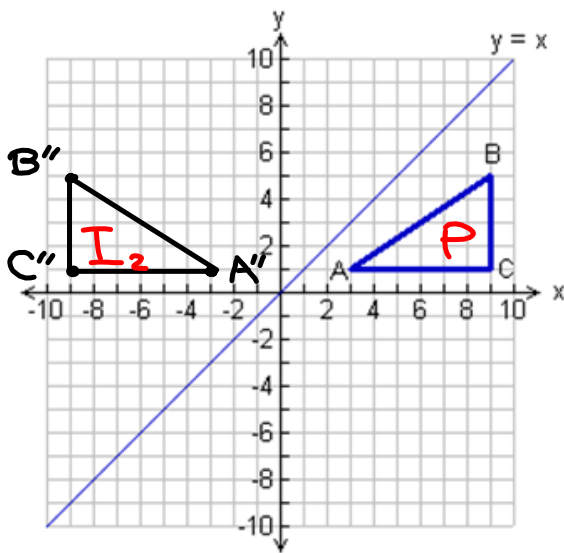
$$A(3, 1) \rightarrow A'(3, -1)$$

$$B(9, 5) \rightarrow B'(9, -5)$$

$$C(9, 1) \rightarrow C'(9, -1)$$

$$P(x, y) \rightarrow I(x, -y)$$

Graph the image of $\triangle ABC$ after the transformation $r_{y\text{-axis}}$. Label and state the coordinates.



$r_{y\text{-axis}}$

reflection over the y-axis

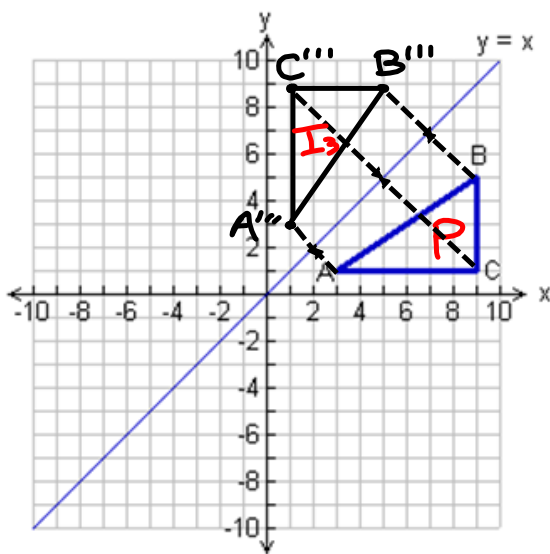
$$A(3,1) \rightarrow A''(-3,1)$$

$$B(9,5) \rightarrow B''(-9,5)$$

$$C(9,1) \rightarrow C''(-9,1)$$

$$P(x,y) \rightarrow I(-x,y)$$

Graph the image of $\triangle ABC$ after the transformation $r_{y=x}$. Label and state the coordinates.



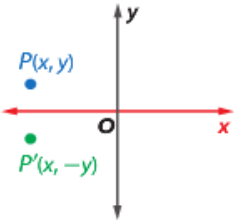
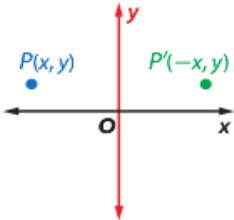
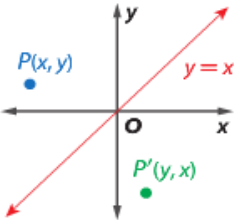
$r_{y=x}$
 reflection over $y=x$
 $A(3,1) \longrightarrow A'(1,3)$
 $B(9,5) \longrightarrow B'(5,9)$
 $C(9,1) \longrightarrow C'(1,9)$
 $P(x,y) \longrightarrow I(y,x)$

Based on the graph above, determine the **Reflection Coordinate Rules?**

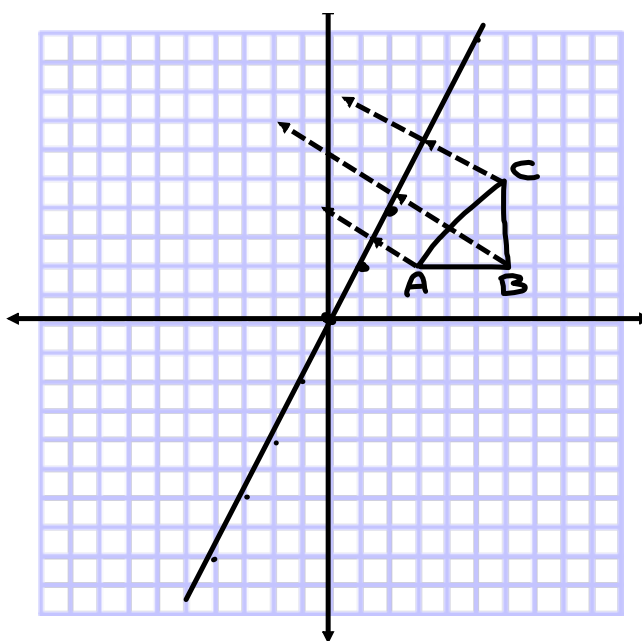
Reflection over the x-axis ($r_{x\text{-axis}}$):
 $(x, y) \rightarrow (\underline{x}, \underline{-y})$

Reflection over the y-axis ($r_{y\text{-axis}}$):
 $(x, y) \rightarrow (\underline{-x}, \underline{y})$

Reflection over the line $y = x$ ($r_{y=x}$):
 $(x, y) \rightarrow (\underline{y}, \underline{x})$

Concept Summary Reflection in the Coordinate Plane		
Reflection in the x -axis	Reflection in the y -axis	Reflection in the line $y = x$
 <p>$(x, y) \rightarrow (x, -y)$</p>	 <p>$(x, y) \rightarrow (-x, y)$</p>	 <p>$(x, y) \rightarrow (y, x)$</p>

$y = 2x$	
x	y
0	0
1	2
2	4
3	6
4	8
5	10



$A = (3, 2)$
 $B = (6, 2)$
 $C = (6, 5)$