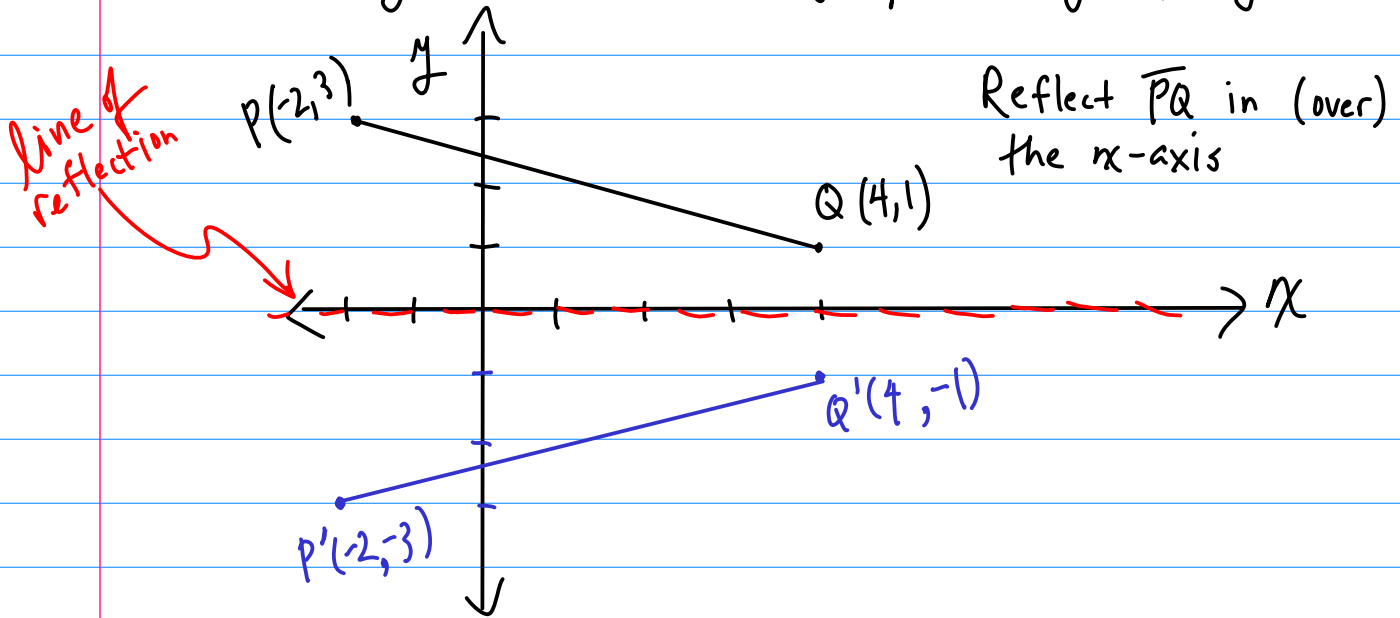


Reflection

* Reflection: flip pts/image over/in a "line of reflection"; gives a mirror image of the original figure. (mirror)

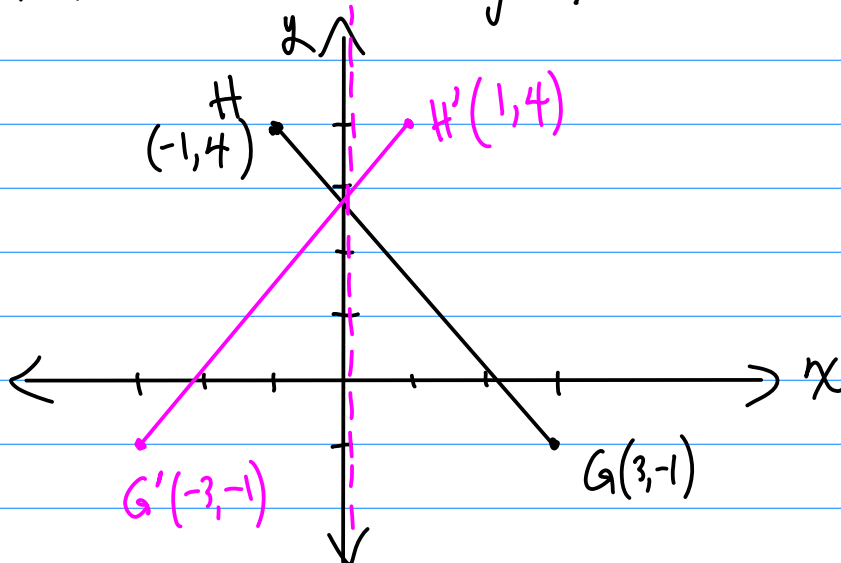


* Rule for reflection in the x -axis:

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

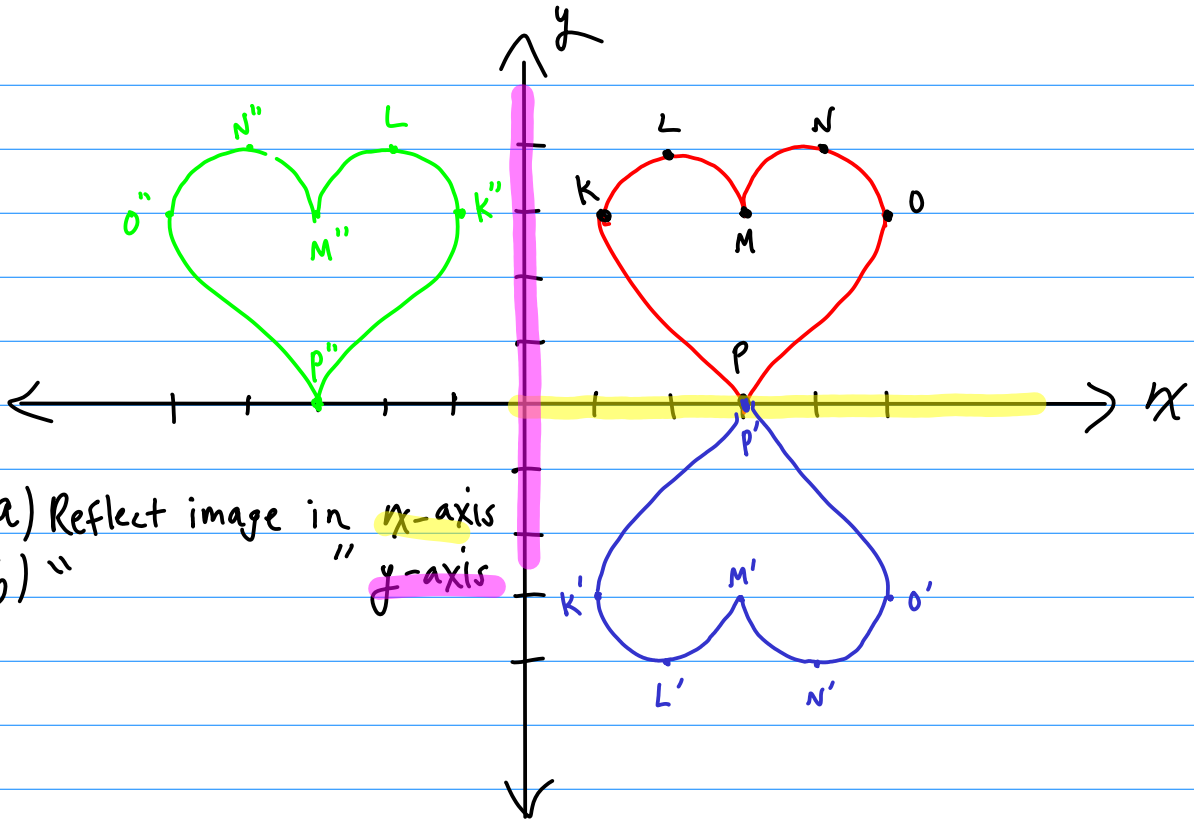
Ex: Reflect \overline{GH} in the y -axis.

$$G(3, -1); H(-1, 4)$$



* Rule for reflection in the y -axis:

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



(a) Reflect image in x -axis
 (b) " " y -axis