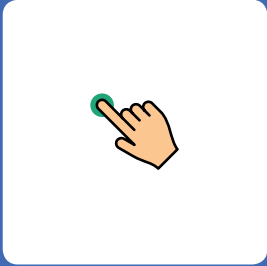
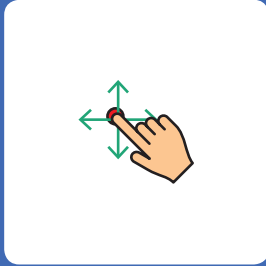


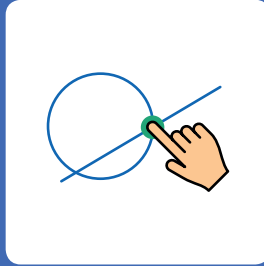
Punkt



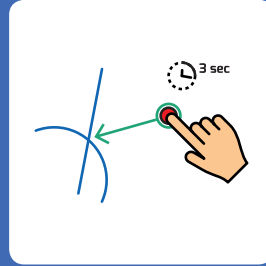
Punkt ziehen



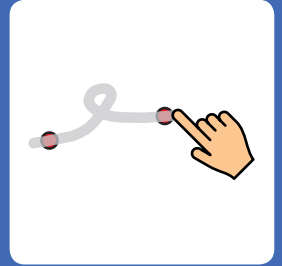
Schnittpunkt



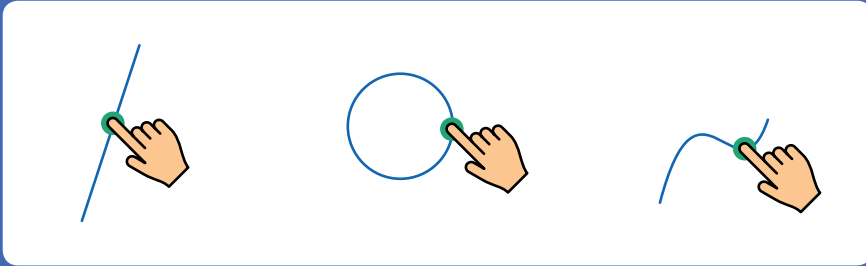
Punkt als Schnittpunkt



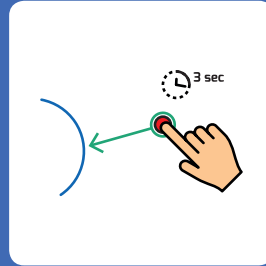
Mittelpunkt



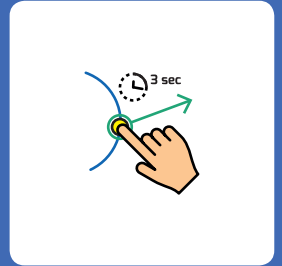
Gleiter



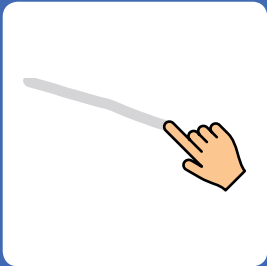
Punkt als Gleiter



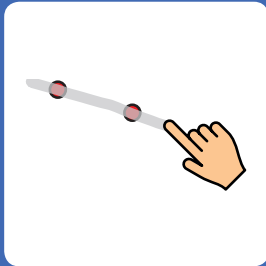
Gleiter lösen



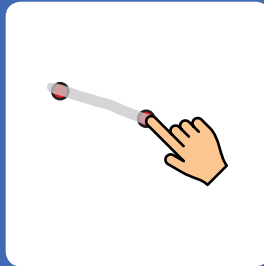
Freie Gerade



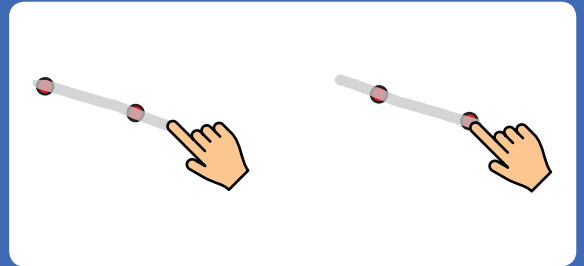
Gerade



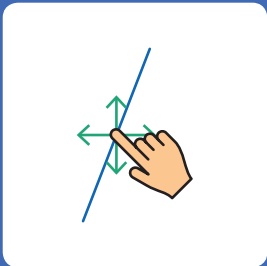
Strecke



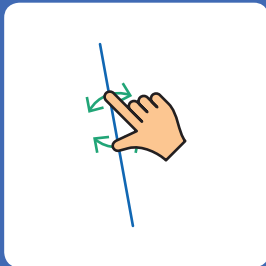
Halbgerade



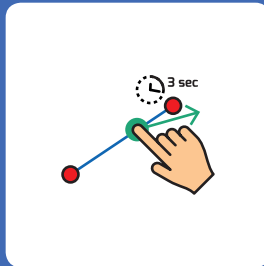
Gerade bewegen



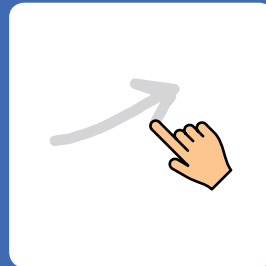
Gerade drehen



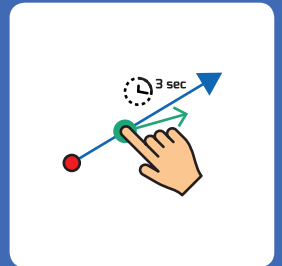
Länge abtragen



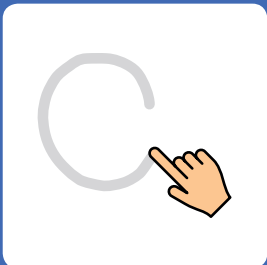
Vektor



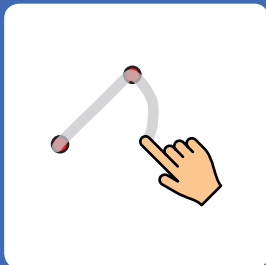
Vektor kopieren



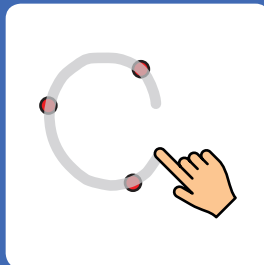
Freier Kreis



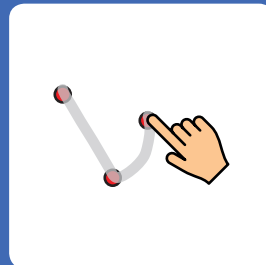
Kreis (Mittelpunkt)



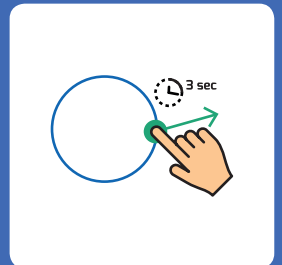
Kreis/Umkreis



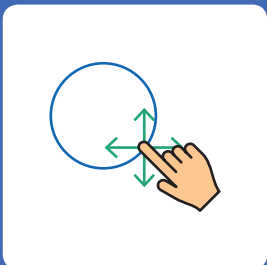
Sektor



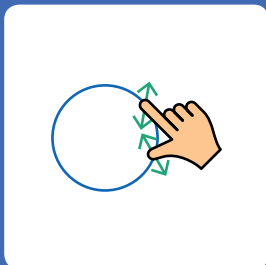
Kreis kopieren



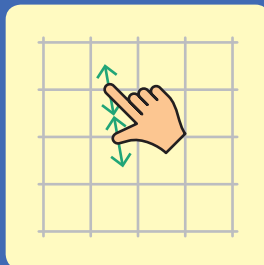
Kreis bewegen



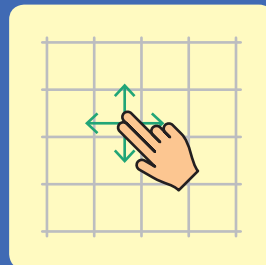
Radius verändern



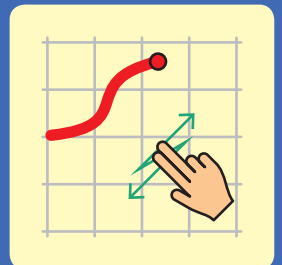
Zoomen



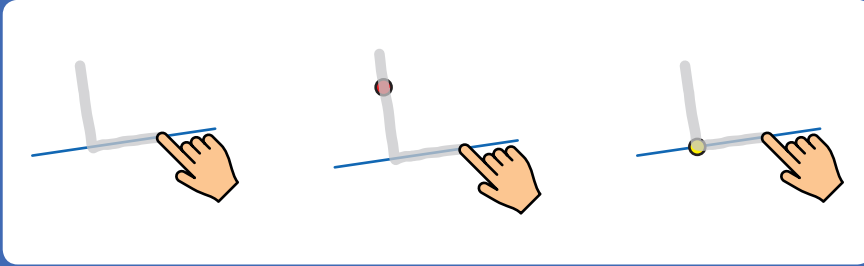
Verschieben



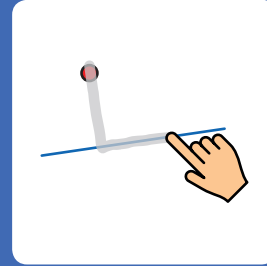
Spur löschen



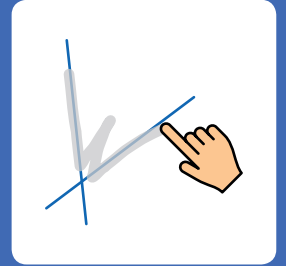
Senkrechte



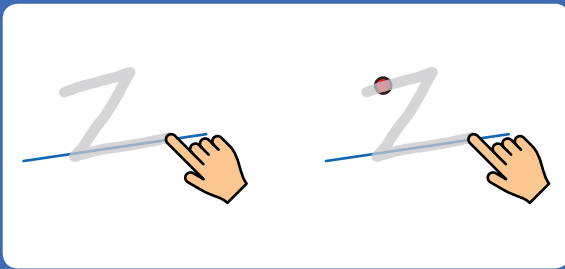
Lotstrecke



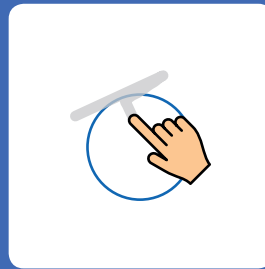
Winkelhalbierende



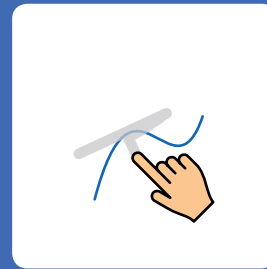
Parallele



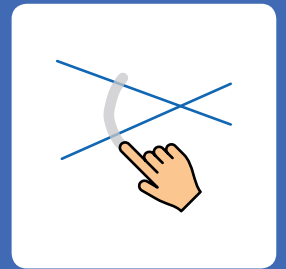
Kreistangente



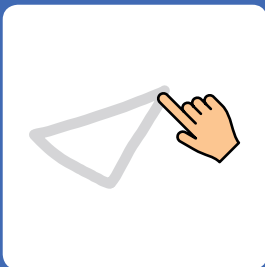
Tangente an Graph



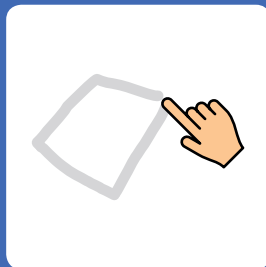
Winkel(markierung)



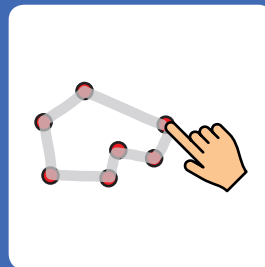
Dreieck



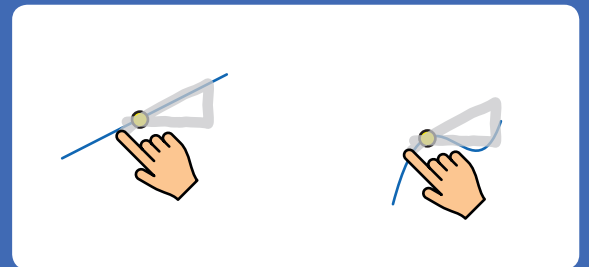
Viereck



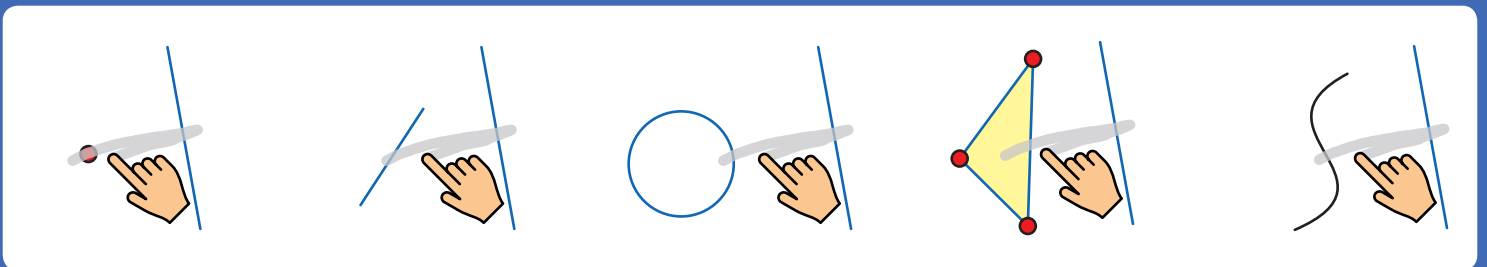
Polygon



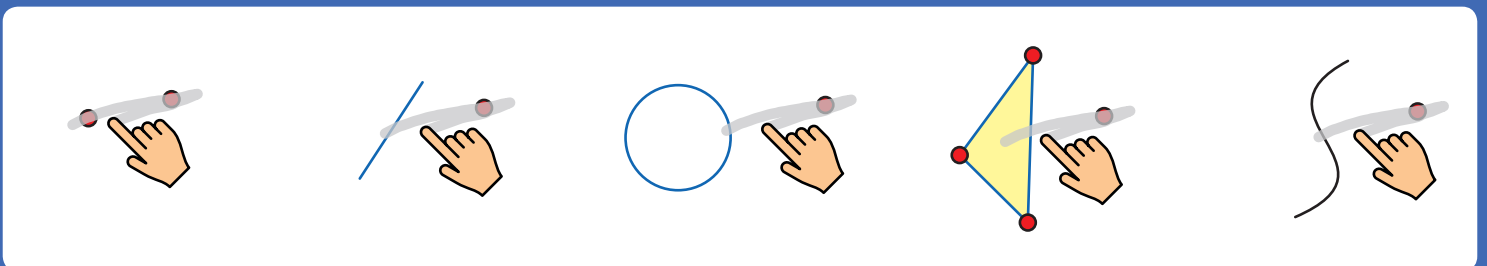
Steigungsdreieck



Achsen Spiegelung



Punktspiegelung



Hauptmenü

