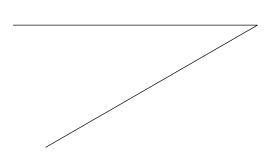
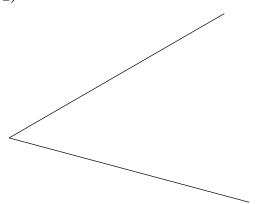
Kuta Software - Infinite Geometry

Construct the bisector of each angle.

1)

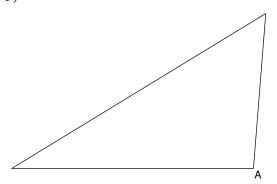


2)

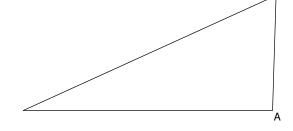


For each triangle, construct the angle bisector of angle A.

3)



4)

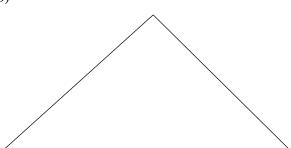


Locate the incenter of each triangle.

5)

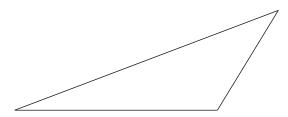


6)



For each triangle, construct all three angle bisectors to show they are concurrent.

7)



8)

