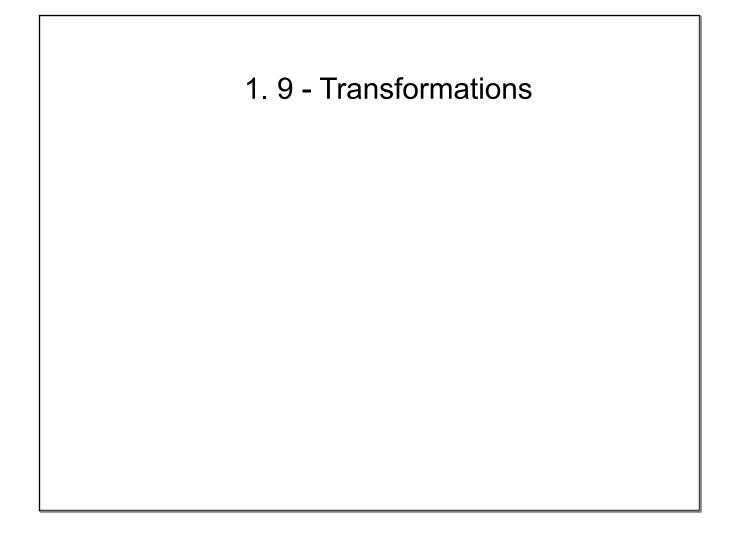
1. Write an equation of a line parallel to the line 20x - 4y = 16 and goes through the point (6, 3)

opposite

5x-4

2. Write an equation of a line perpendicular to the line

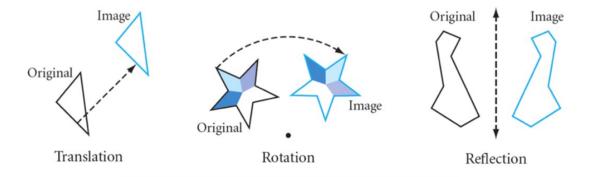
20x - 4y = 16 and goes through the point (-10, 7)



Transformation - a rule that assigns each point of a figure another point in a plane

Rigid Transformation or Isometry - a transformation where the transformed image is congruent to the original figure

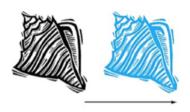
Three types of rigid transformation are translation, rotation, and reflection.



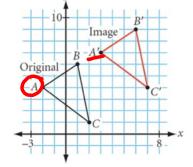
## Translation - "sliding" a figure

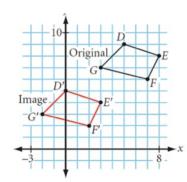
Translation Vector - describes the translation. Tells you which direction to move, and how

far

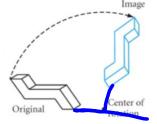


Translation vector





Rotation - A transformation where all points in the original figure rotate



Reflection - a type of transformation that produces a mirror image "Flip"

Line of reflection - the line where the mirror is place

