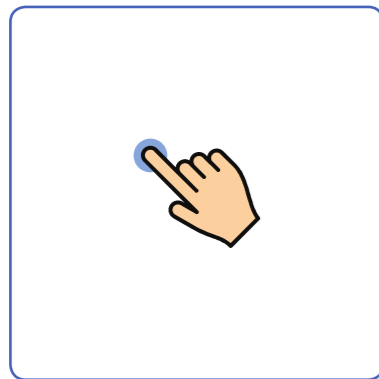
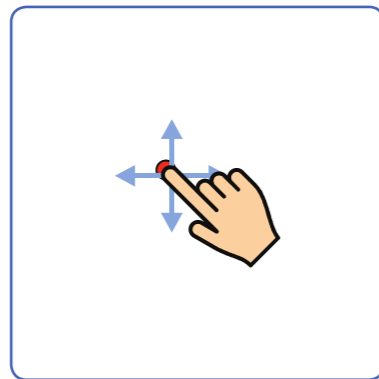




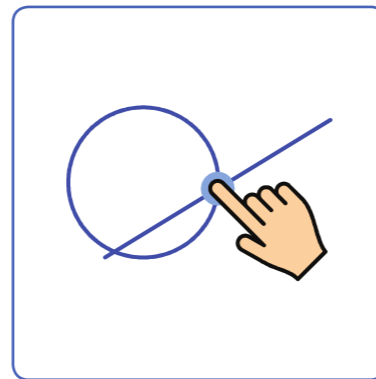
point



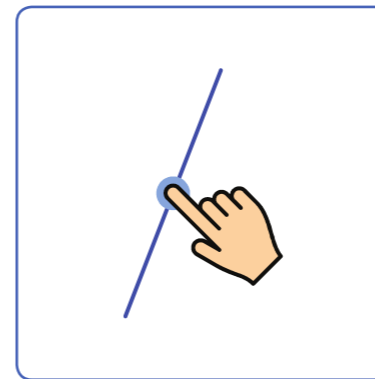
déplacer point



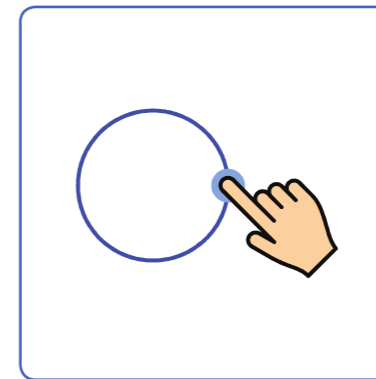
intersection



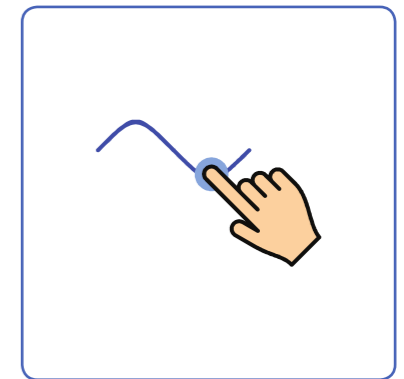
glisseur



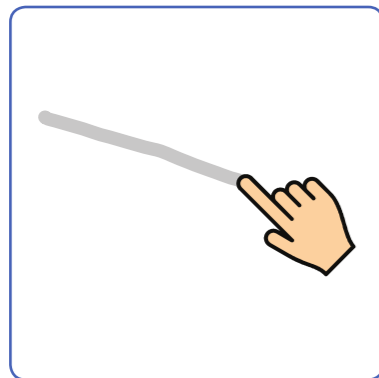
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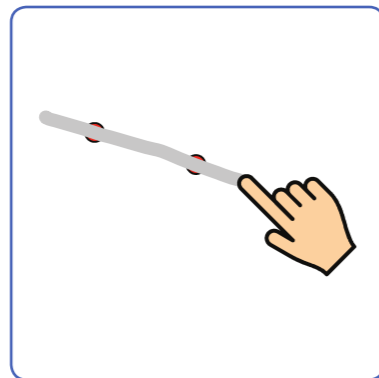
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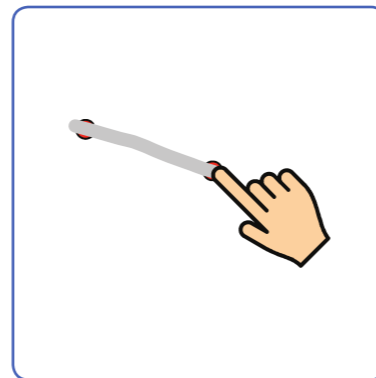
droite



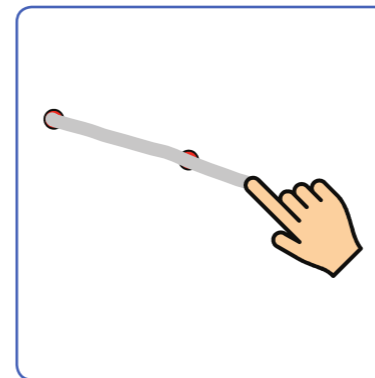
droite



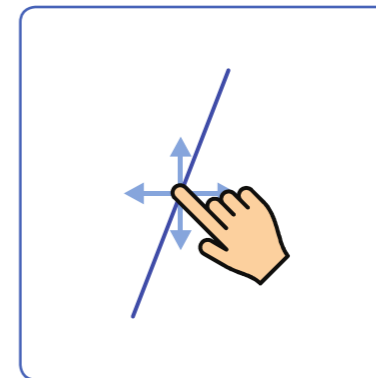
segment



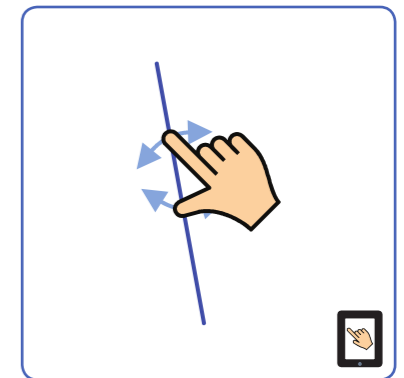
demi-droite



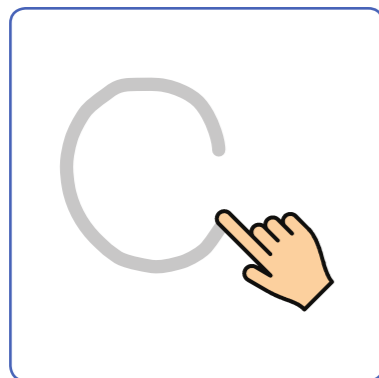
déplacer droite



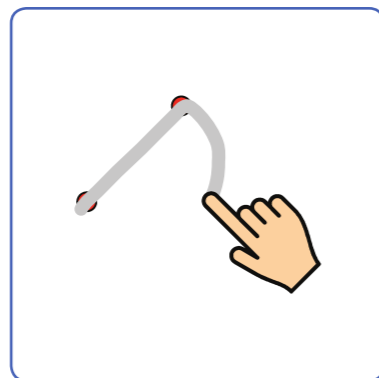
pivoter droite



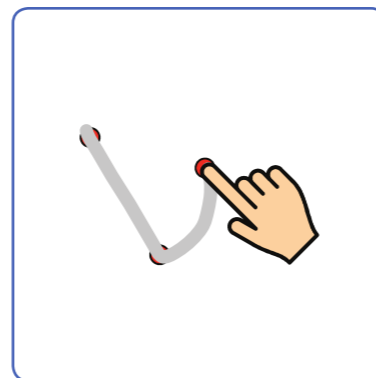
cercle



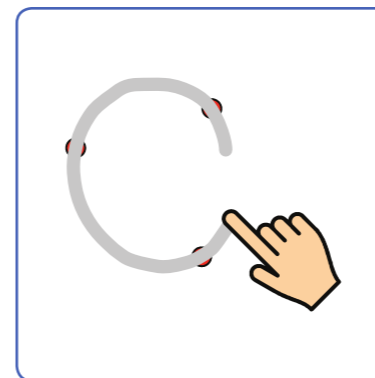
cercle (point milieu)



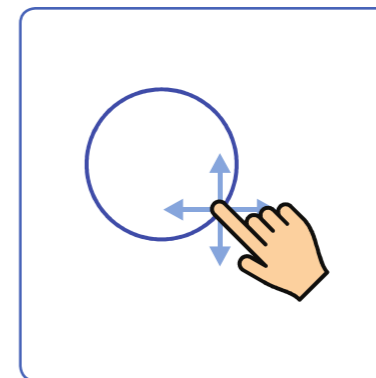
secteur



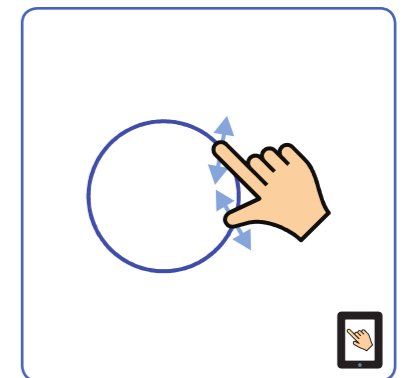
cercle/ circonscrit



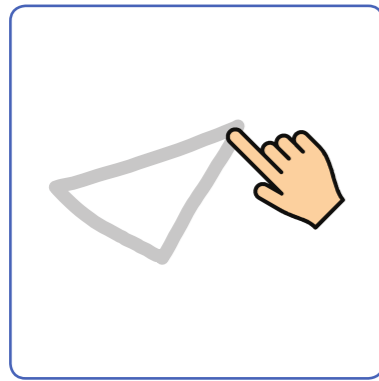
déplacer cercle



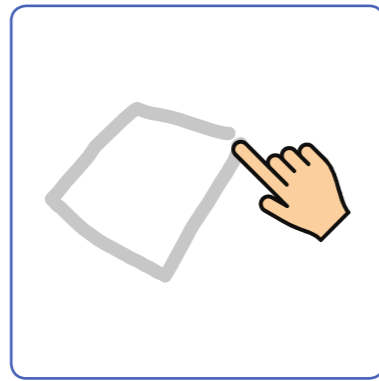
redimensionner cercle



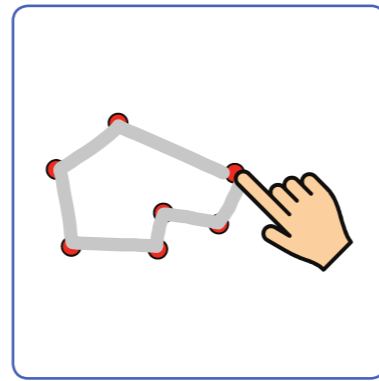
triangle



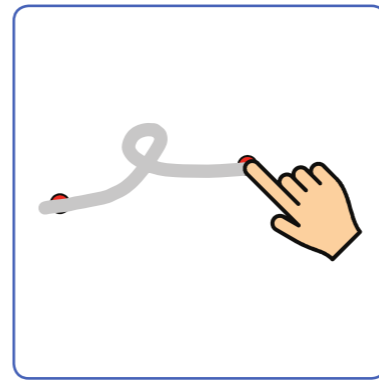
quadrilatère



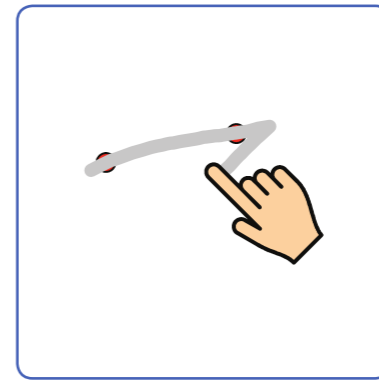
polygone



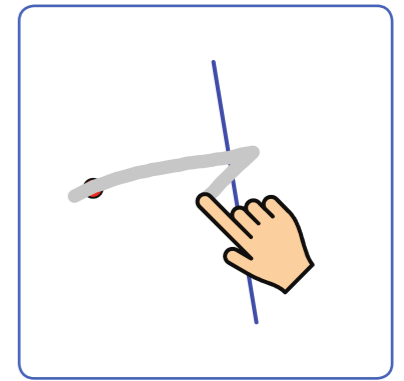
point milieu



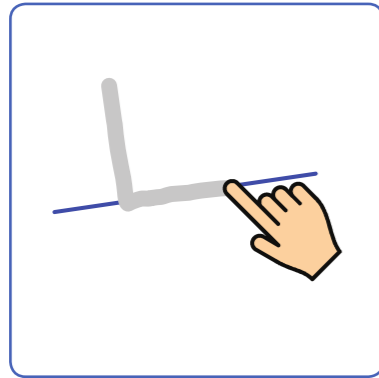
symétrie centrale



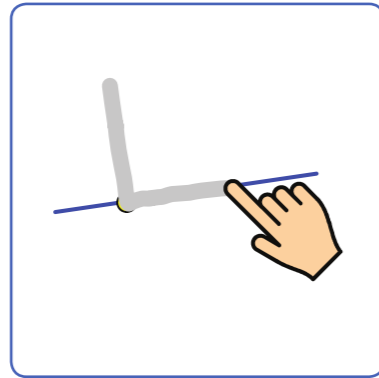
symétrie axiale



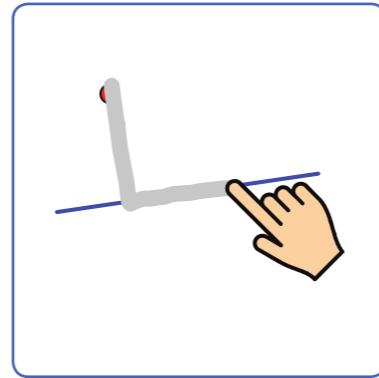
perpendiculaire



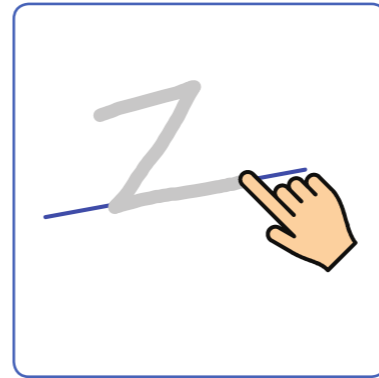
perpendiculaire



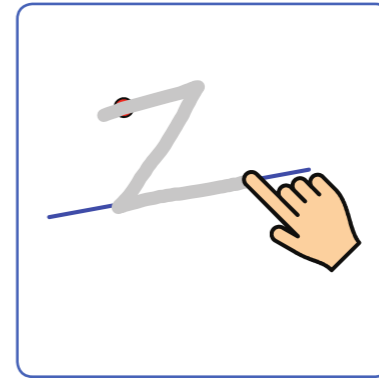
perpendiculaire(segment)



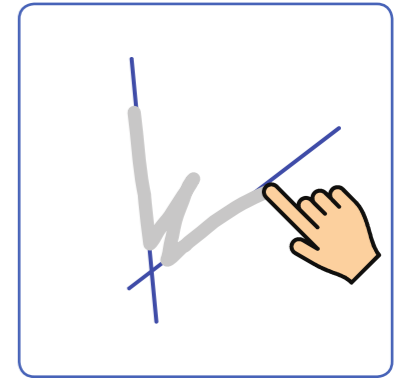
parallèle



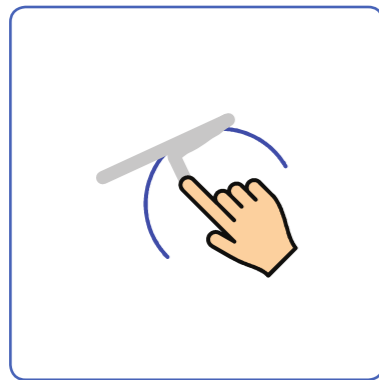
parallèle



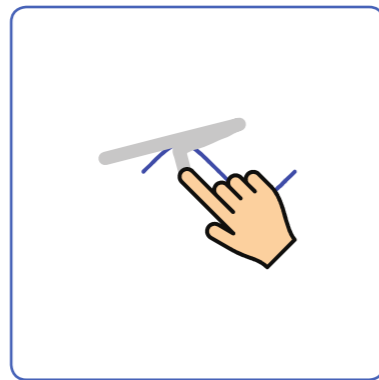
bissectrice



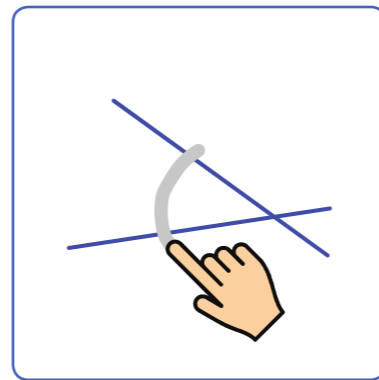
tangente (cercle)



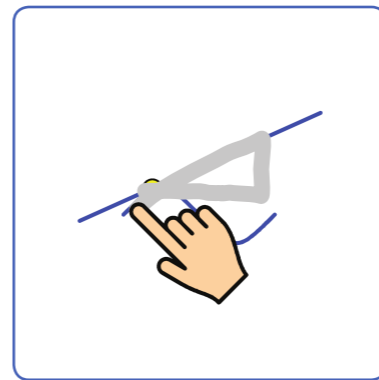
tangente (graphique)



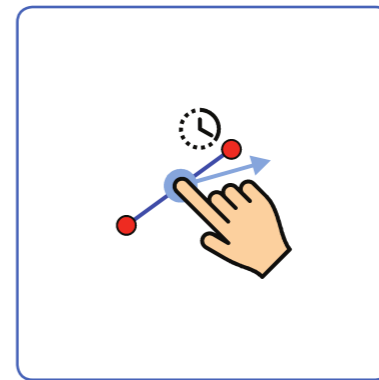
angle



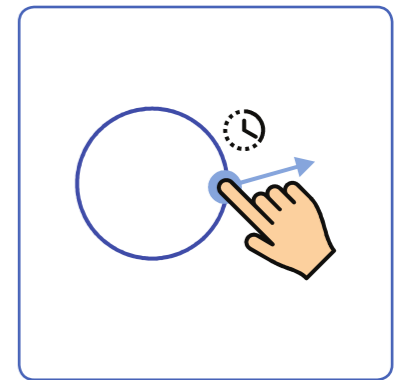
pente



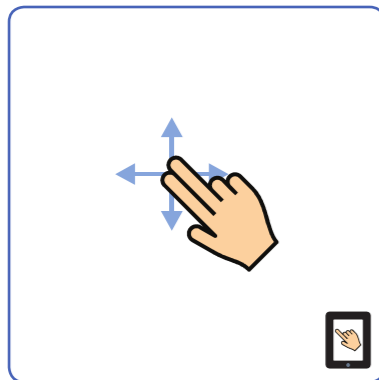
copier longueur



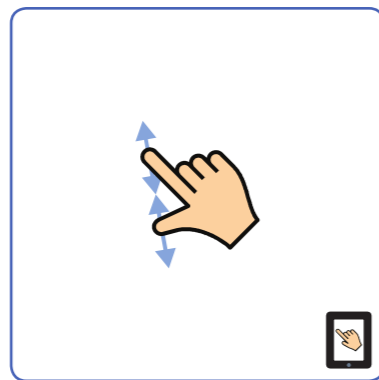
copier rayon



déplacer plan



agrandir plan



<http://sketchometry.org>