



<p>Point</p>	<p>Glider</p>	<p>Merge point</p> <p>3sec</p>			
<p>Intersection</p>	<p>Midpoint</p>	<p>Parallelogram point</p> <p>1 2 3</p>	<p>Split point</p> <p>3sec</p>	<p>Split point</p> <p>3sec</p>	<p>Split point</p> <p>3sec</p>
<p>Line</p>		<p>Ray</p>		<p>Segment</p>	<p>Segment (fixed length)</p> <p>X</p> <p>1</p> <p>2</p> <p>X=...</p>
<p>Perpendicular line</p>			<p>Perpendicular bisector</p>	<p>Perpendicular segment</p>	<p>Rotate</p>
<p>Parallel line</p>		<p>Centerline</p>	<p>Tangent</p>		
<p>Angular bisector</p>		<p>Vector</p>		<p>Copy vector</p> <p>3sec</p>	<p>Sketched curve</p>
<p>Circle</p>		<p>Circle (diameter)</p>	<p>Circumcircle</p>	<p>Copy length</p> <p>3sec</p>	<p>Copy circle</p> <p>3sec</p>
<p>Circle (radius)</p>				<p>Resize radius</p>	<p>Text</p> <p>1</p> <p>2</p> <p>ABC</p> <p>x²</p>



<p>Triangle</p>	<p>Quadrilateral</p>	<p>Polygon</p>	<p>Drag</p>	<p>Rotate</p>	<p>Copy polygon</p>
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<p>Equilateral triangle</p>	<p>Square</p>	<p>Regular hexagon</p>	<p>Regular polygon</p>	<p>Parallelogram</p>
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Angle

Sector

Angle (fixed size)

Interior angle

Measurement

Reflection through an axis

Sum

Difference

Reflection through a point

Product

Ratio

Function graph

$f(x)$

Slider

Slope triangle

Zoom out

Zoom in

Drag

Construct

Visibility

Delete

Settings

Share

Object properties

Gallery

Move board

Erase trace