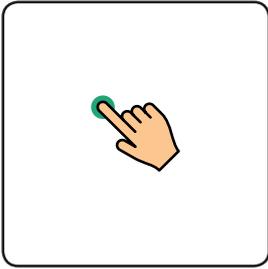
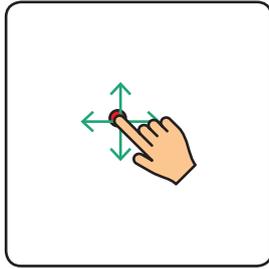


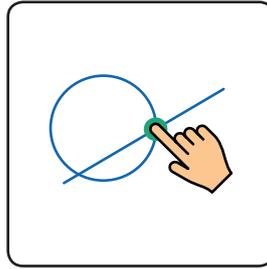
Punkt



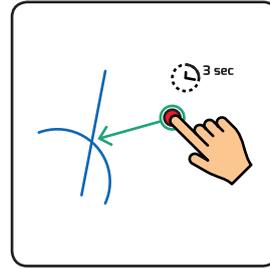
Punkt ziehen



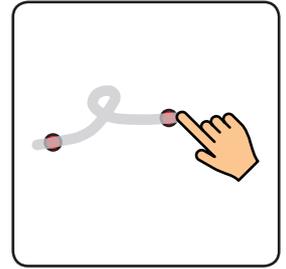
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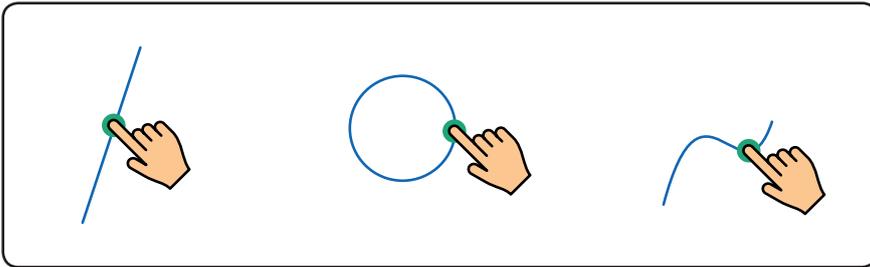
Punkt als Schnittpunkt



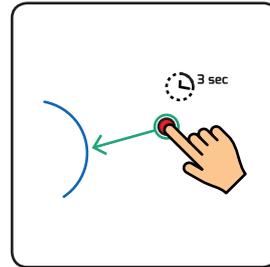
Mittelpunkt



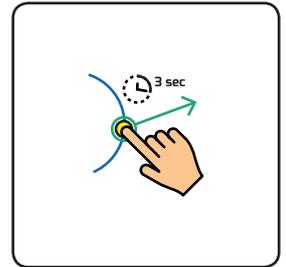
Gleiter



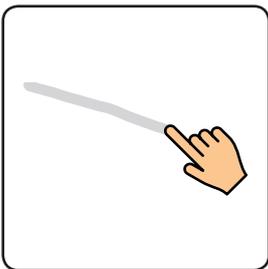
Punkt als Gleiter



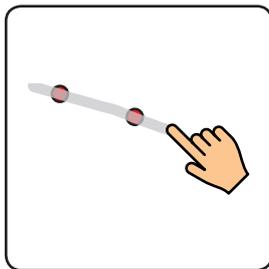
Gleiter lösen



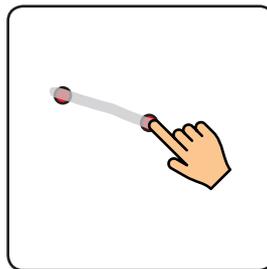
Freie Gerade



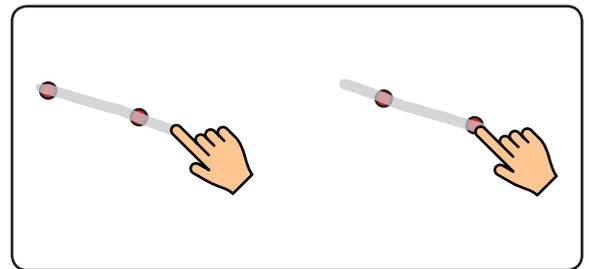
Gerade



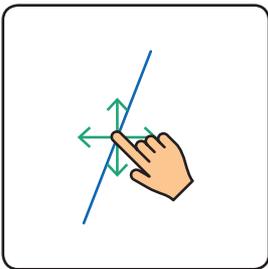
Strecke



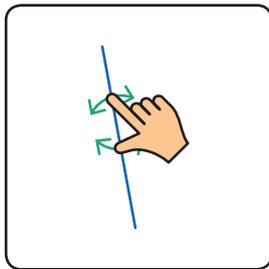
Halbgerade



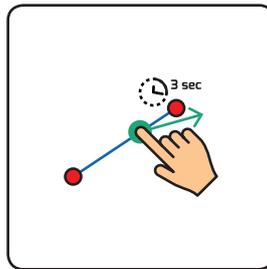
Gerade bewegen



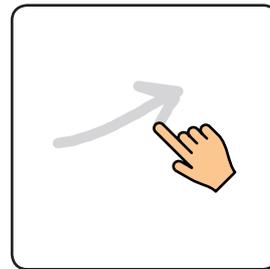
Gerade drehen



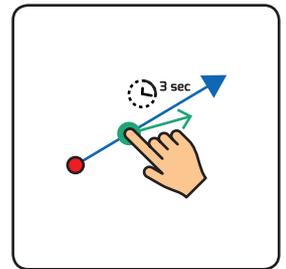
Länge abtragen



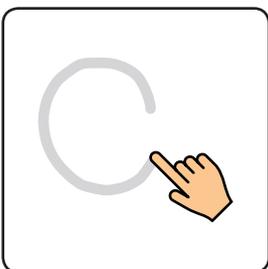
Vektor



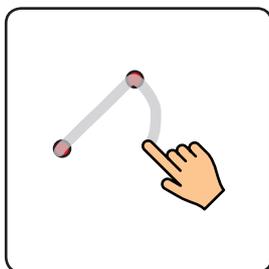
Vektor kopieren



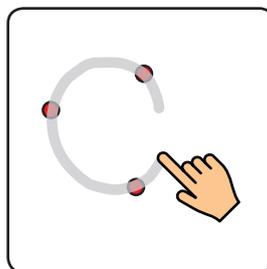
Freier Kreis



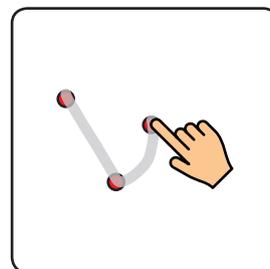
Kreis (Mittelpunkt)



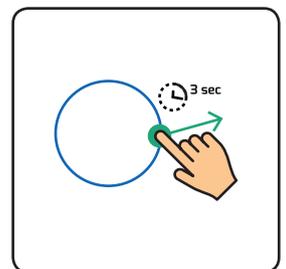
Kreis/Umkreis



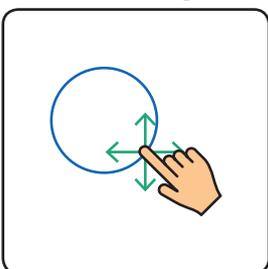
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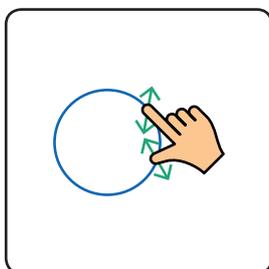
Kreis kopieren



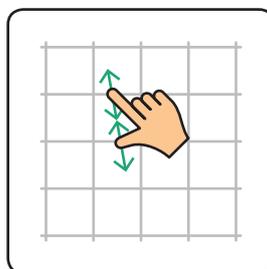
Kreis bewegen



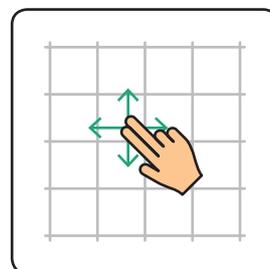
Radius verändern



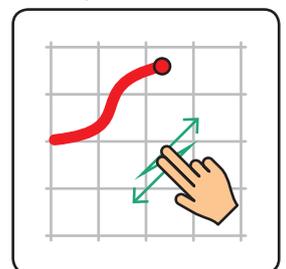
Zoomen



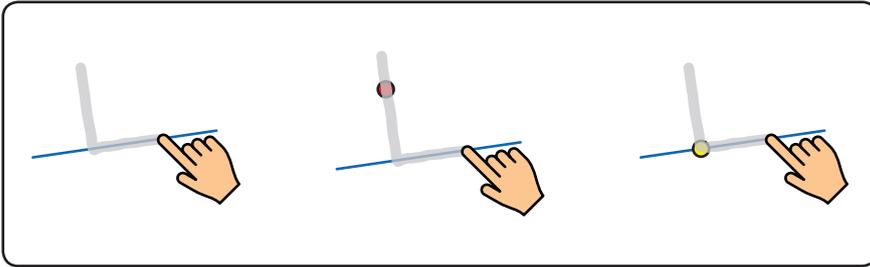
Verschieben



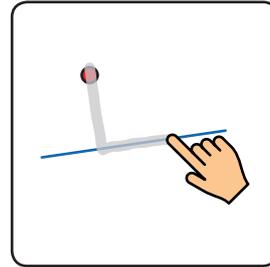
Spur löschen



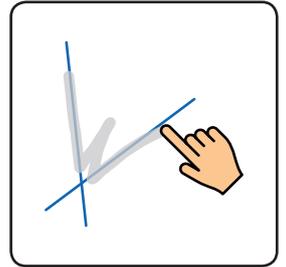
Senkrechte



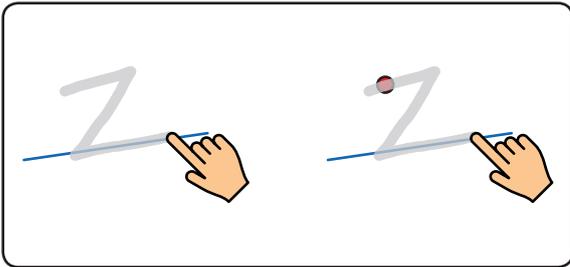
Lotstrecke



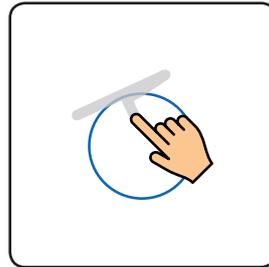
Winkelhalbierende



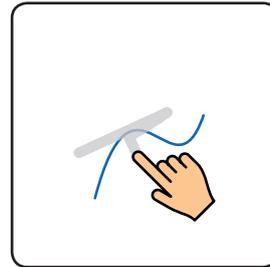
Parallele



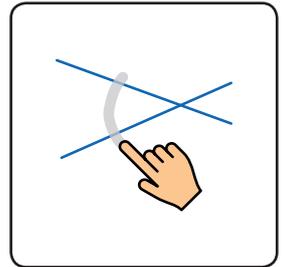
Kreistangente



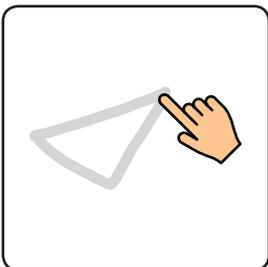
Tangente an Graph



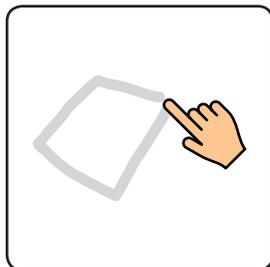
Winkel(markierung)



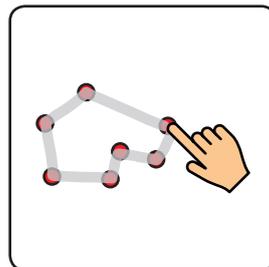
Dreieck



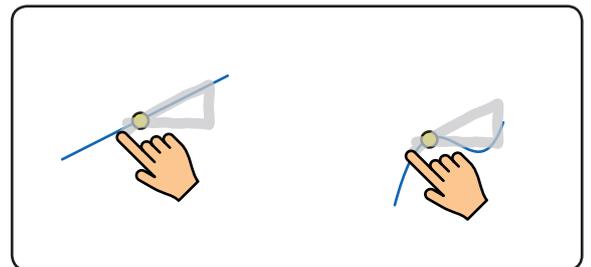
Viereck



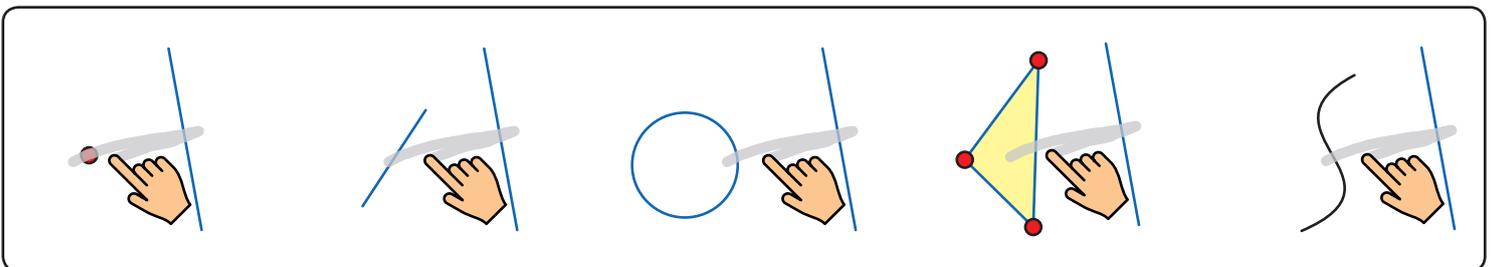
Polygon



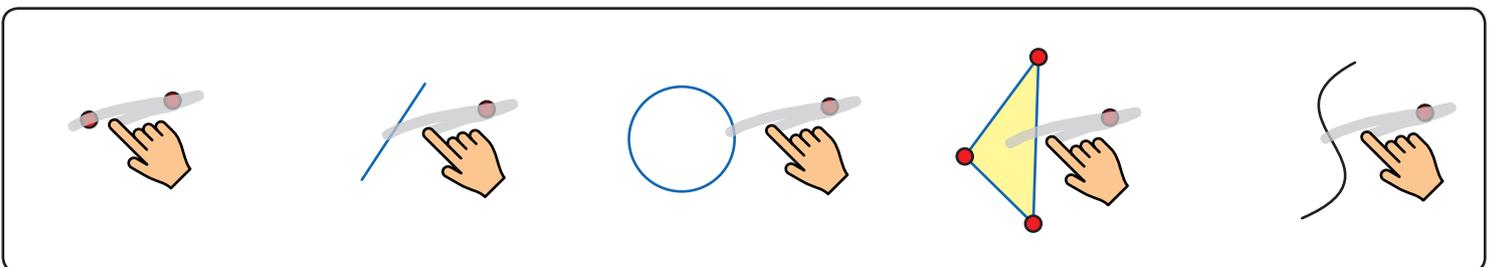
Steigungsdreieck



Achsenspiegelung



Punktspiegelung



Hauptmenü

