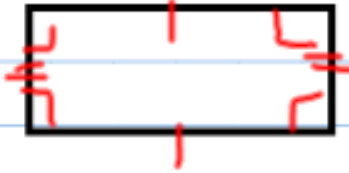
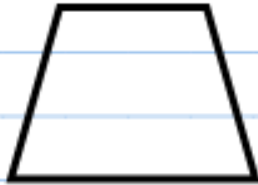


Polygons



Rectangle

- opposite sides are equal and parallel
- quadrilateral (4 sides, 4 angles)
- right angles at corners



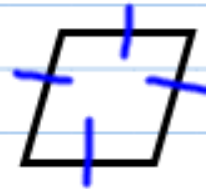
Trapezoid

- quadrilateral (4 sides, 4 angles)
- only one pair of parallel sides



Triangle

- 3 sides
- 3 angles



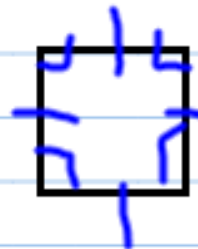
Rhombus

- quadrilateral
- all sides equal
- opposite sides parallel



Hexagon

- 6 sides
- 6 angles



Square

- quadrilateral
- all sides equal
- all right angles
- opposite sides parallel