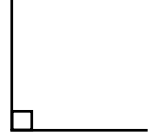
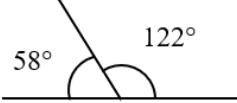
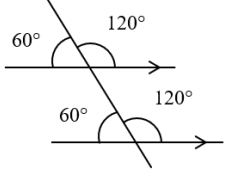
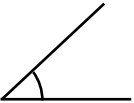
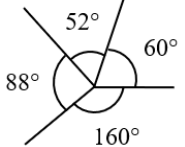
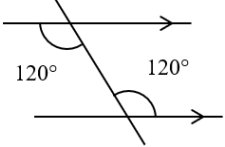
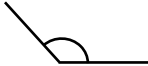
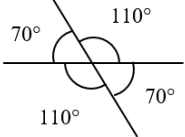
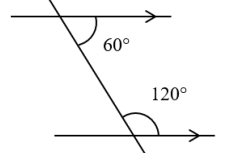
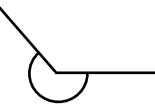
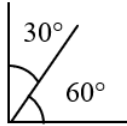
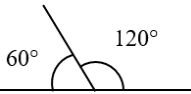
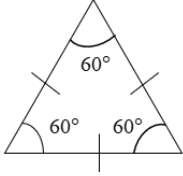
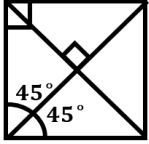
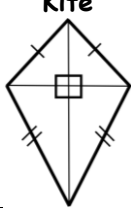
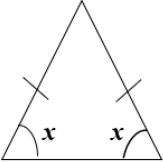
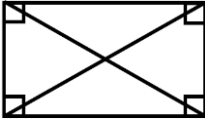
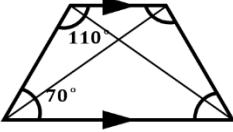
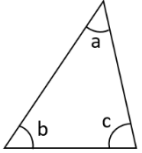
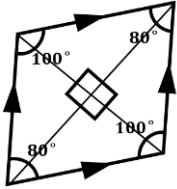
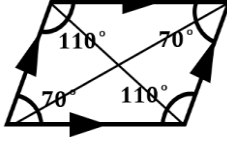
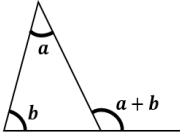
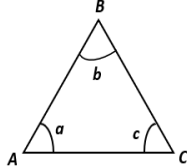


Angle Properties					
Types of Angles		Angles (Intersecting Lines)		Angles Properties (Parallel Lines/Transversals)	
Right Angle = $90^\circ$		Angles on a Straight Line ( $\angle$ s on a str. line)		Corresponding Angles (Corr. $\angle$ s)	
Acute Angle $< 90^\circ$		Angles at a Point ( $\angle$ s at a pt.)		Alternate Angles (Alt. $\angle$ s)	
$90^\circ <$ Obtuse Angle $< 180^\circ$		Vertically Opposite Angles (Vert. Opp. $\angle$ s)		Interior Angles (Int. $\angle$ s)	
Reflex Angle $> 180^\circ$		<u>Angles and Polygons</u>		<u>Name of Polygon</u>	<u>Number of Sides</u>
Complementary Angles (Add up to $90^\circ$ )		1) Sum of Interior Angles of a Polygon = $(n - 2) \times 180^\circ$		Triangle	3
Supplementary Angles (Add up to $180^\circ$ )		2) Sum of Exterior Angles of a Polygon = $360^\circ$		Quadrilateral	4
		3) Interior Angle + Exterior Angle = $180^\circ$		Pentagon	5
		For <u>Regular Polygons only</u> ,		Hexagon	6
		Value of 1 Interior Angle = $\frac{(n - 2) \times 180^\circ}{n}$		Heptagon	7
		Value of 1 Exterior Angle = $\frac{360^\circ}{n}$		Octagon	8
				Nonagon	9
				Decagon	10
				n-gon	n

Angle Properties					
Angles and Triangles			Angles and Quadrilaterals		
<b>Equilateral Triangle</b> <ul style="list-style-type: none"> <li>- 3 Equal Angles</li> <li>- 3 Equal Sides</li> </ul>		<b>Square</b> 	<ul style="list-style-type: none"> <li>• Equal sides</li> <li>• All 4 angles are right angles</li> <li>• Diagonals bisect one another at right angles</li> </ul>	<b>Kite</b> 	<ul style="list-style-type: none"> <li>• Opposite Sides <u>may be</u> parallel</li> <li>• Two pairs of equal adjacent sides</li> <li>• Two different isosceles triangles</li> </ul>
<b>Isosceles Triangle</b> <ul style="list-style-type: none"> <li>- 2 Equal Angles</li> <li>- 2 Equal Sides</li> </ul>		<b>Rectangle</b> 	<ul style="list-style-type: none"> <li>• Opposite sides are equal</li> <li>• All 4 angles are right angles</li> <li>• Diagonals bisect one another</li> </ul>	<b>Trapezium</b> 	<ul style="list-style-type: none"> <li>• At least 1 pair of parallel sides</li> <li>• Adjacent angles add up to 180°</li> <li>• Diagonals bisect each other</li> <li>• Opposite angles <u>may not</u> be equal</li> </ul>
<b>Scalene Triangle</b> <ul style="list-style-type: none"> <li>- All Angles are different</li> <li>- All Sides are of different length</li> </ul>		<b>Rhombus</b> 	<ul style="list-style-type: none"> <li>• Equal Sides</li> <li>• Opposite angles are equal</li> <li>• Adjacent angles add up to 180°</li> <li>• Diagonals bisect each other at 90°</li> </ul>	<b>Parallelogram</b> 	<ul style="list-style-type: none"> <li>• Opposite sides are equal and parallel</li> <li>• Opposite angles are equal</li> <li>• Adjacent angles add up to 180°</li> <li>• Diagonals bisect each other</li> </ul>
<b>Sum of Interior Angles</b> (Sum of int. $\angle$ s)		<b>Sum of Angles in ANY Quadrilateral = 360°</b>			
<b>Sum of Angles in a Triangle = 180°</b> (Sum of $\angle$ s in a $\Delta$ )		<p style="text-align: center;"><b><u>*Useful Tips*</u></b></p> <ul style="list-style-type: none"> <li>- In most shapes, the largest angle is always facing the longest side, and the smallest angle is always opposite the shortest side.</li> <li>- When the value of an angle is non-exact, we round it off to <b><u>1 decimal place.</u></b></li> </ul>			