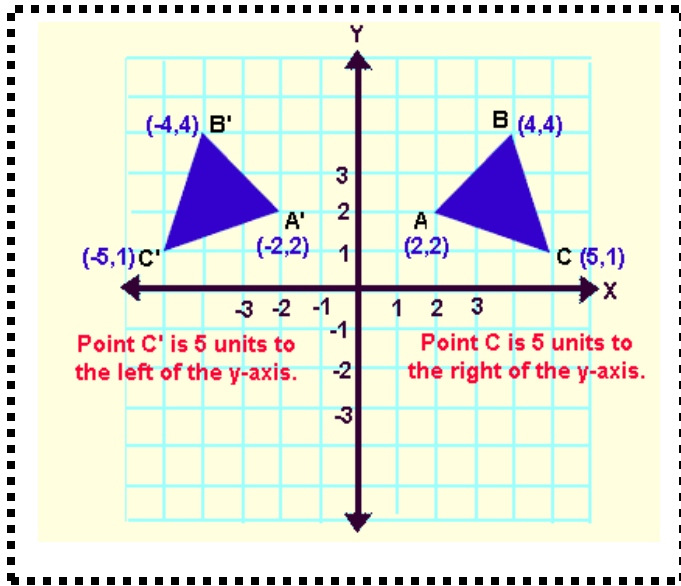


# Reflections



Reflections create mirror images. You can choose any line to "flip" the image over. (We typically use the x or y axis.) This line is called the **LINE OF REFLECTION**. The resulting image is **CONGRUENT** to the original image because the size and shape remain the same.

## Effect on Coordinates:

When a coordinate point is reflected over the x axis, you keep the x value and change the sign of the y value

Example:  $(1,2) \rightarrow (1, -2)$

When a coordinate point is reflected over the y axis, you keep the y value and change the sign of the x value.

Example:  $(1,2) \rightarrow (-1, 2)$

Remember a coordinate pair is written as  $(x,y)$