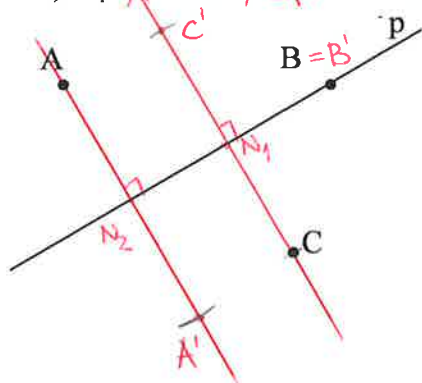
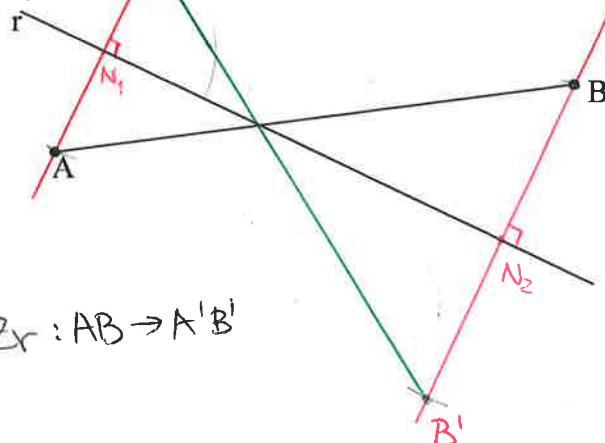


1. Zrcali čez premico. Dopiši zapise z matematičnimi znaki.

a) $Z_p: A \rightarrow A', Z_p: B \rightarrow B', Z_p: C \rightarrow C'$

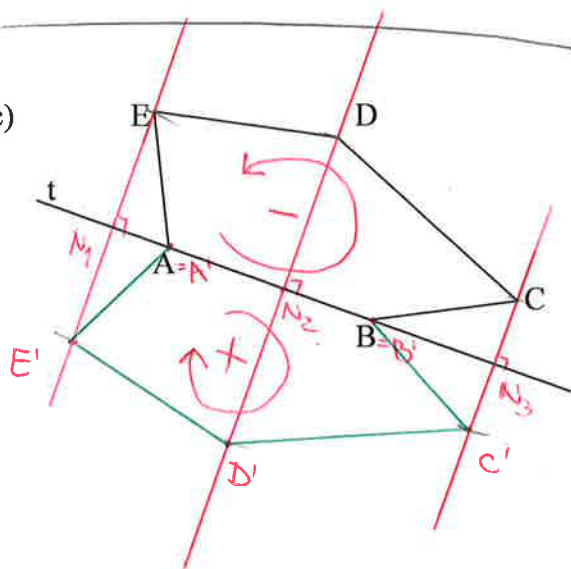


b) $Z_r:$



$Z_r: AB \rightarrow A'B'$

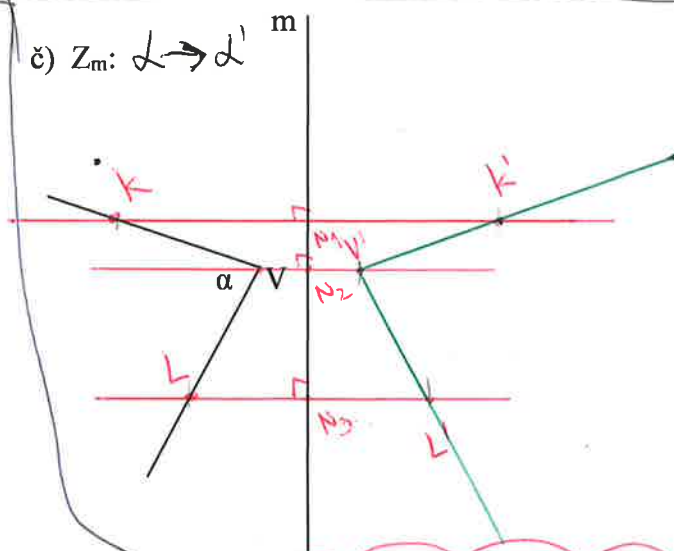
c)



$Z_t: ABCDE \rightarrow A'B'C'D'E'$

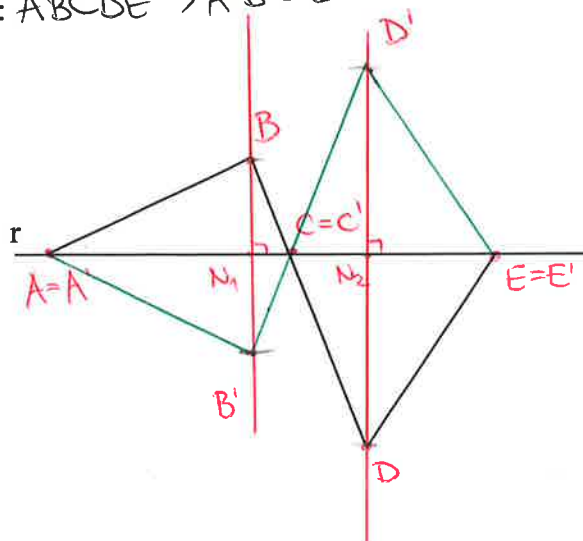
Liku ABCDE določi orientacijo: negativna orientacija

č) $Z_m: L \rightarrow L'$

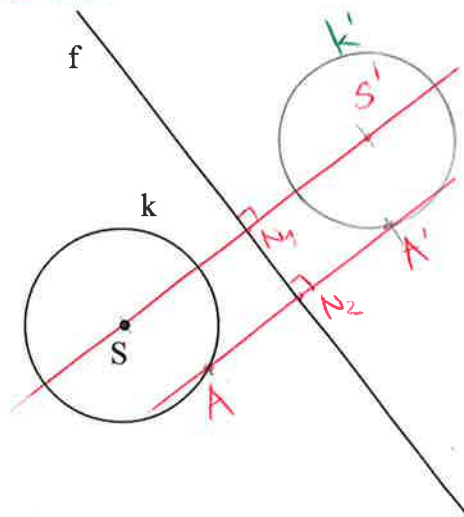


PREZRCALIM VRH TER TOČKO NA USAKEM KRAKU

d) $Z_i: ABCDE \rightarrow A'B'C'D'E'$

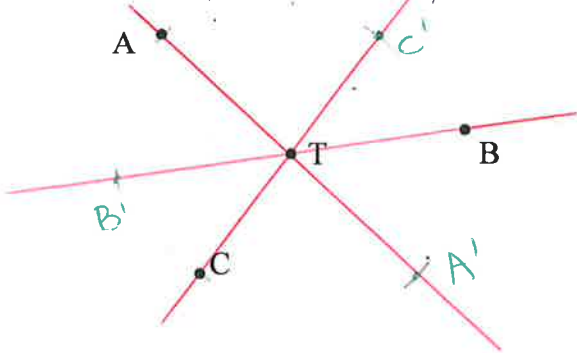


e) $Z_f: k \rightarrow k'$

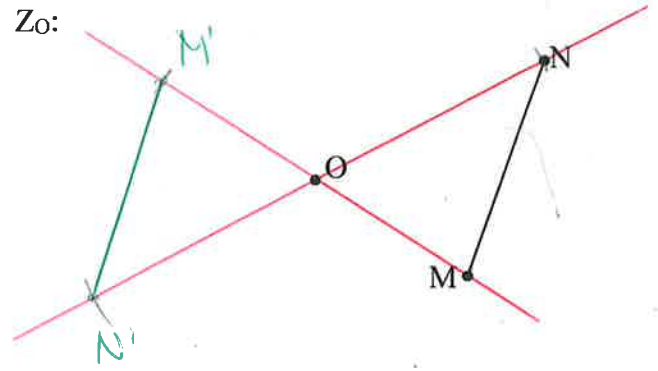


2. Zrcali čez točko. Dopiši zapise z matematičnimi znaki.

a) $Z_T: A \rightarrow A', Z_T: B \rightarrow B', Z_T: C \rightarrow C'$



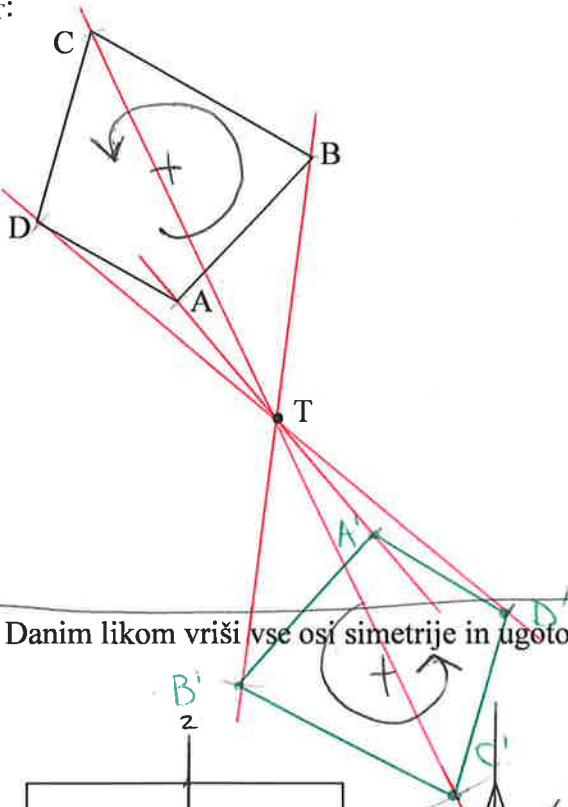
b) $Z_O:$



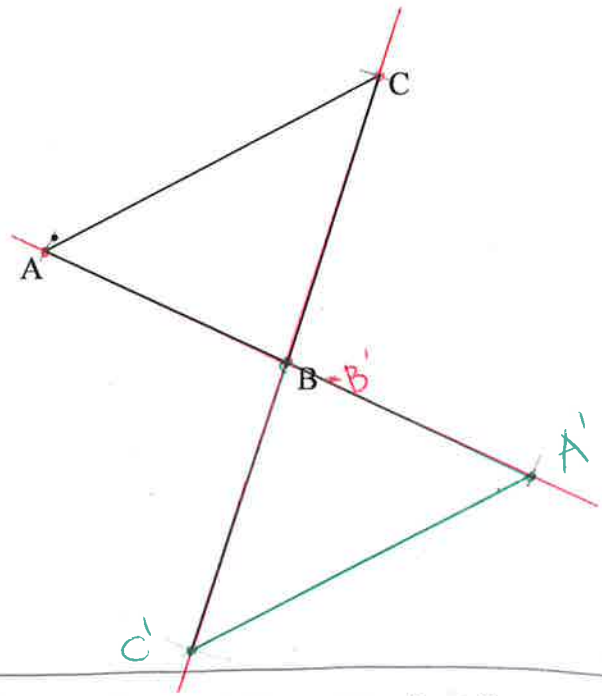
c) Liku ABCD določi tudi orientacijo.

pozitivna orientacija

$Z_T:$



č) $Z_B:$



3. Danim likom vriši vse osi simetrije in ugotovi, ali obstaja tudi točka, ki je središče simetrije.

