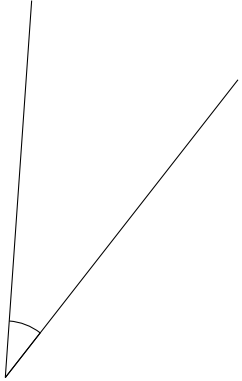


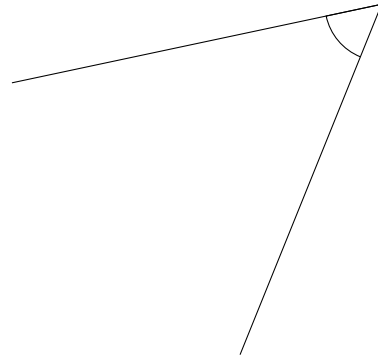
# Angle Bisectors (G)

Construct the bisector for each angle.

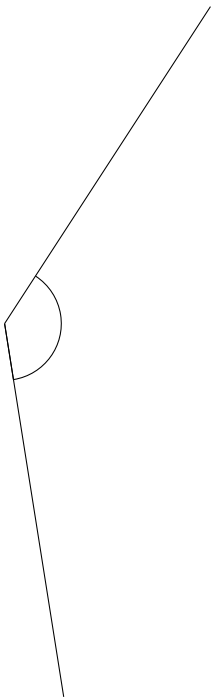
1.



2.



3.



4.

