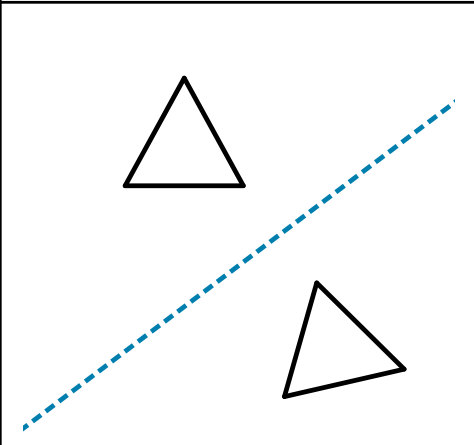
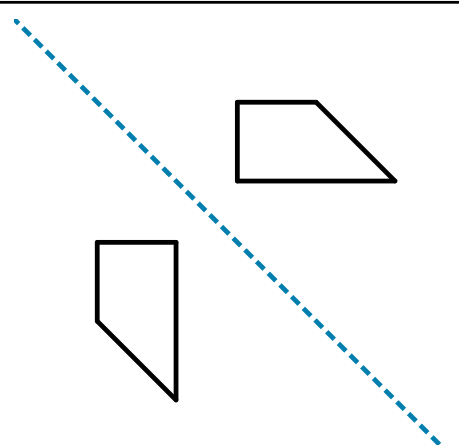
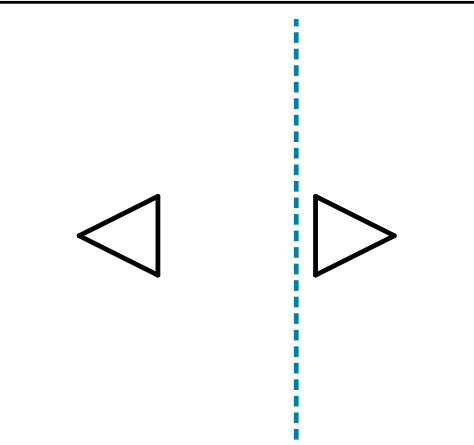


Reflection (Geometry)

Examples & Non-Examples

Example	Example	Non-Example
		

Definition

A **reflection** is a **transformation** that flips a figure over a line, creating a **mirror image** of the original figure.

Key Points:

- The line the figure is flipped over is called the **line of reflection**.
- Each point and its image are **the same distance** from the line of reflection but on **opposite sides**.
- Reflections are a type of **congruence (rigid) transformation**, so the image is **congruent** to the preimage.

Example:

Reflecting a triangle over the **x-axis** means flipping it across that axis, so the top becomes the bottom (and vice versa), but the **shape and size stay the same**.

