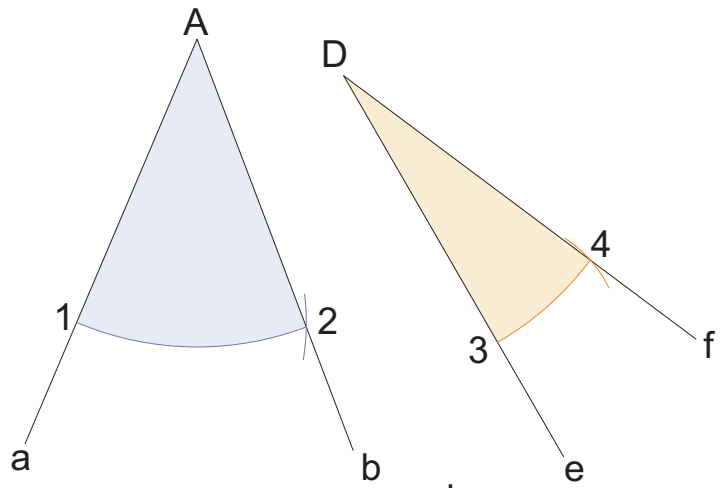
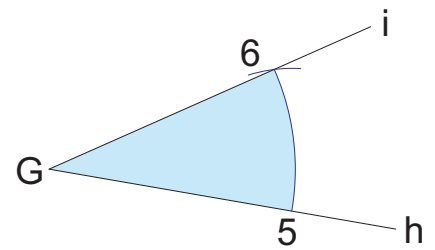


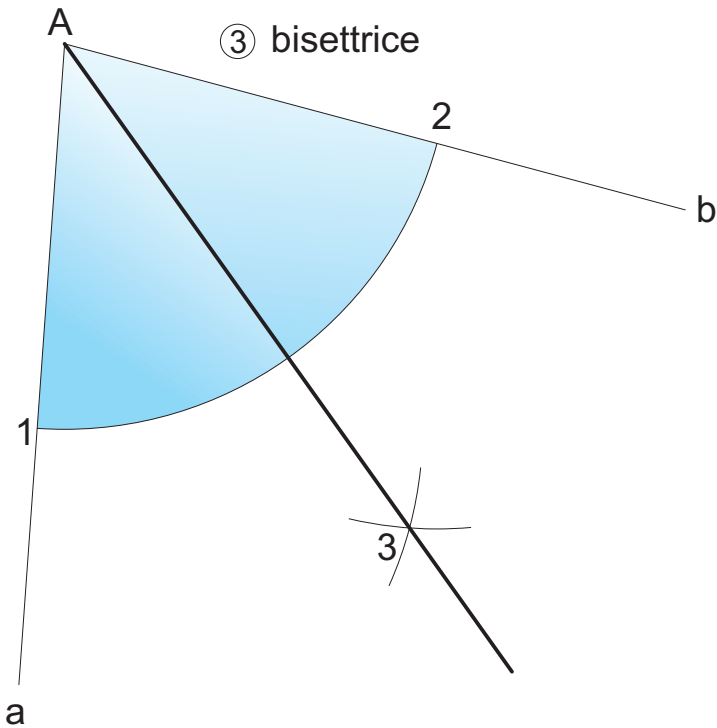
① Costruire angoli uguali



② Somma di due angoli



③ bisettrice



④ Somma di tre angoli

