

UIL4 Reflections Practice

Key

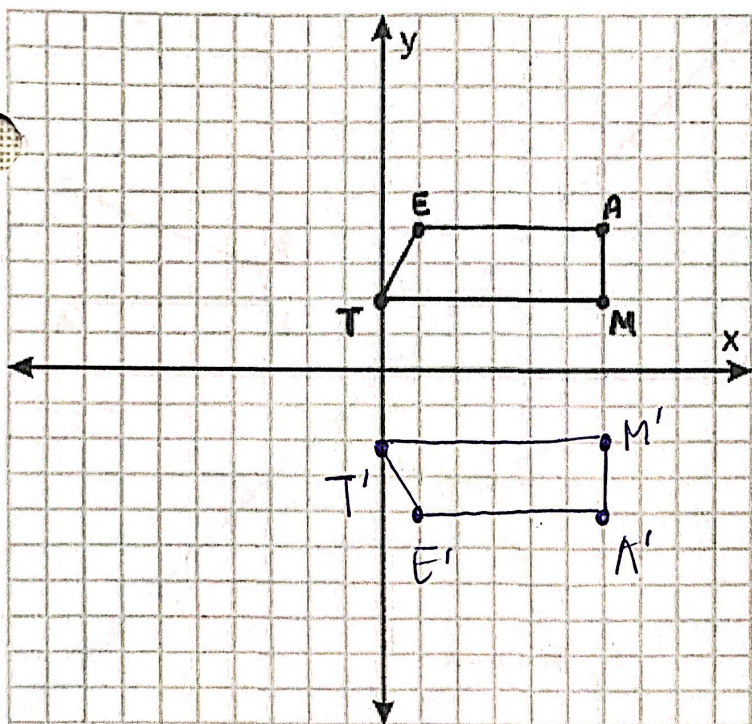


Figure *TEAM* is reflected. After undergoing this rigid motion transformation, $A(6,4)$ maps to $A'(6,-4)$.

- What line is the figure reflected over?
 x -axis or the line $y=0$

- Write the function rule for the translation.

$$f(x, y) = (x, -y)$$

- Identify the image points T', E', M' .

$$T'(0, -2)$$

$$E'(1, -4)$$

$$M'(6, -2)$$

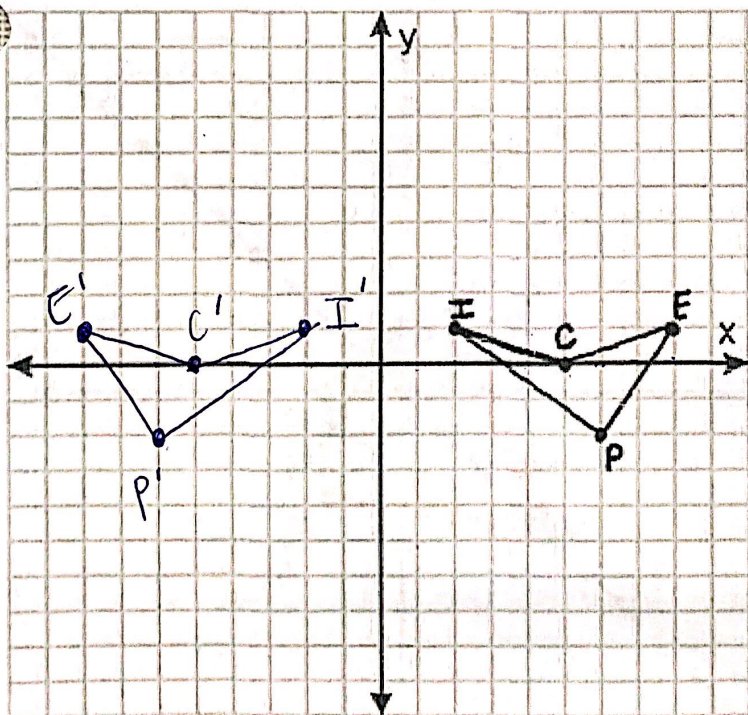


Figure *EPIC* is translated using the function rule $f(x, y) = (-x, y)$

- Describe the transformation in words.
 Reflect over the y -axis
 or the line $x=0$

- Identify the mapping for each vertex.

$$E(8, 1) \rightarrow E'(-8, 1)$$

$$P(6, -2) \rightarrow P'(-6, -2)$$

$$I(2, 1) \rightarrow I'(-2, 1)$$

$$C(5, 0) \rightarrow C'(-5, 0)$$

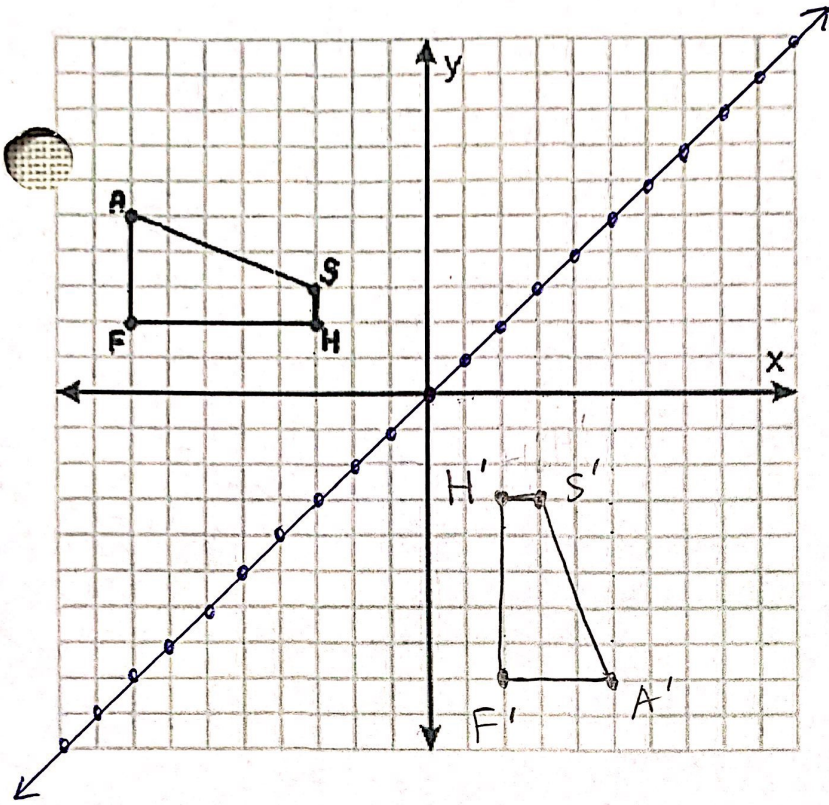


Figure $AFHS$ is reflected over the line $y = x$.

- Write the function rule for the translation.

$$f(x) = (y, x)$$

- Identify the domain and range.

$$\text{DOMAIN: } \{(-8, 5), (-8, 2), (-3, 2), (-3, 3)\}$$

$$\text{RANGE: } \{(5, -8), (2, -8), (2, -3), (3, -3)\}$$

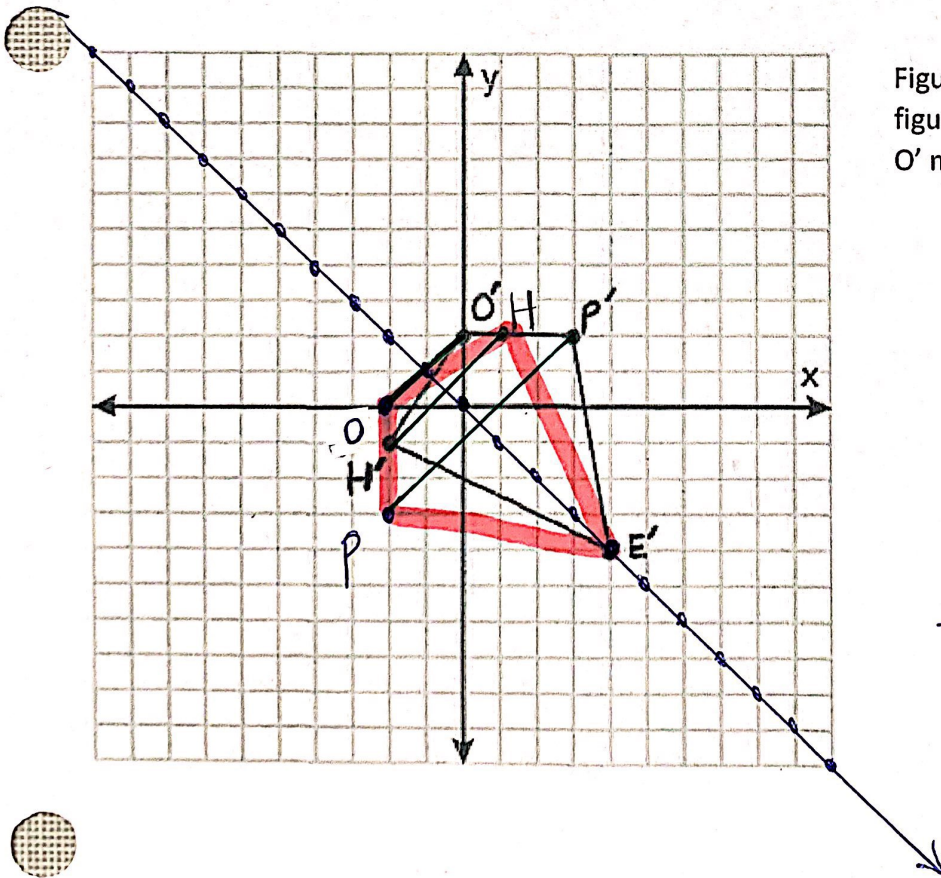


Figure $H'O'P'E'$ is transformed to create figure $HOPE$. Point E did not move and point O' moved to point $O(-2, 0)$.

- Describe the reflection in words.

Reflected across line $y = -x$

- Identify possible coordinates of figure $HOPE$.

$$\begin{matrix} H(1, 2) & P(-2, -3) \\ O(-2, 0) & E(4, -4) \end{matrix}$$

- Write the function rule for the transformation.

$$f(x, y) = (-y, -x)$$