

GeoGebra Tutorial: Rotation on the Rectangular Coordinate Plane

1. Create a point A at (6,3).
2. Input: $B = (x(A), 0)$
3. Select the polygon tool . Click (0,0), A, B and (0,0) again in order. A triangle OAB is created.
4. Select the rigid polygon tool , click the above polygon. A copy of the triangle is created.
5. Overlap the new triangle with the original triangle. Rename the image of A as A'.
6. Mark the angle of rotation by the angle tool . Show "Value" only.
7. Select the check box tool . Click anywhere in the Graphics view. Type "Show auxiliary triangles" in "Caption". Select the two polygons in the list of objects. Click "Apply". You should get a checkbox in the Graphics view to show or hide the triangles.
8. Drag A and A'. Hide all unnecessary points and segments.
9. Make some decorations (line thickness, color, opacity, etc) as you like.

