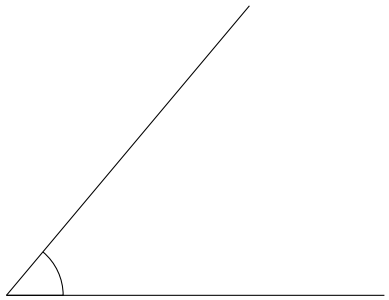
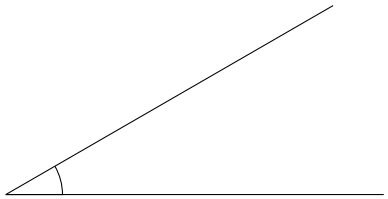
Angle Bisectors (A)

Construct the bisector for each angle.

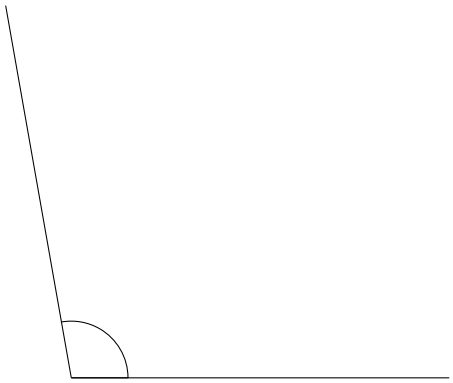
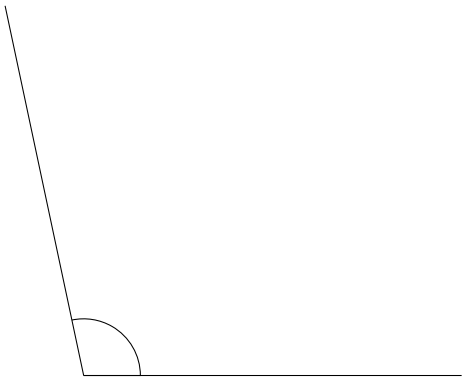
1.



2.



3.



4.