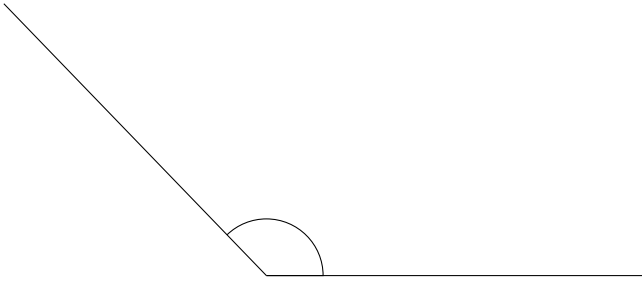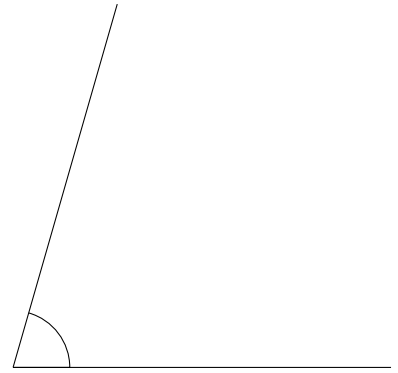# Angle Bisectors (H)

Construct the bisector for each angle.
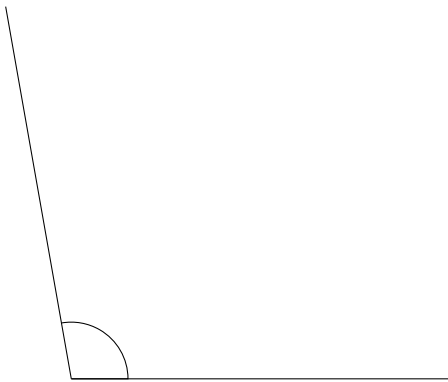
1.

2.

3.

4.