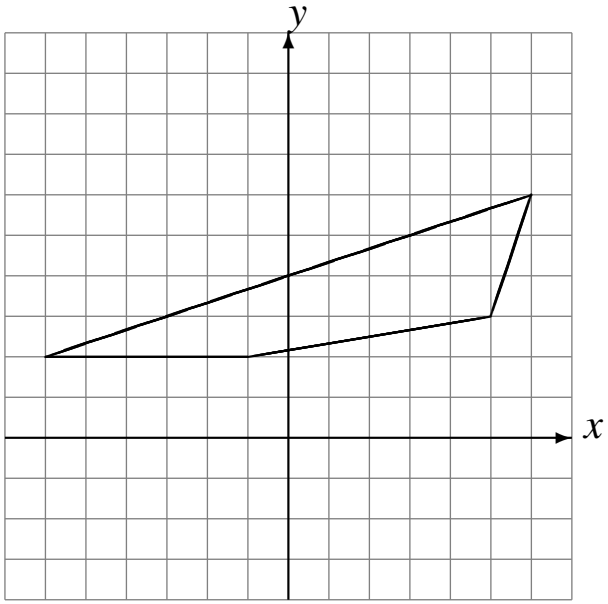
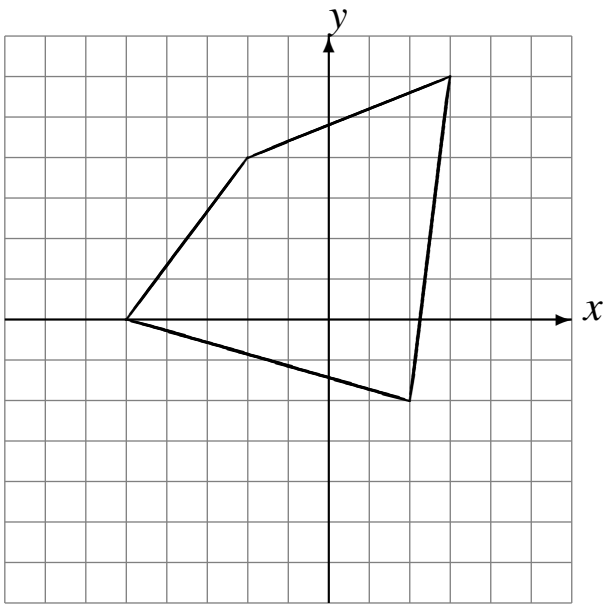
Reflections (G)

Draw each reflected image.

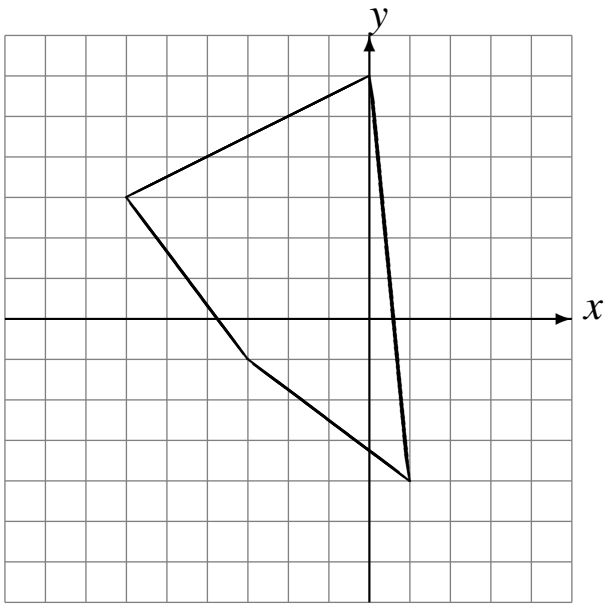
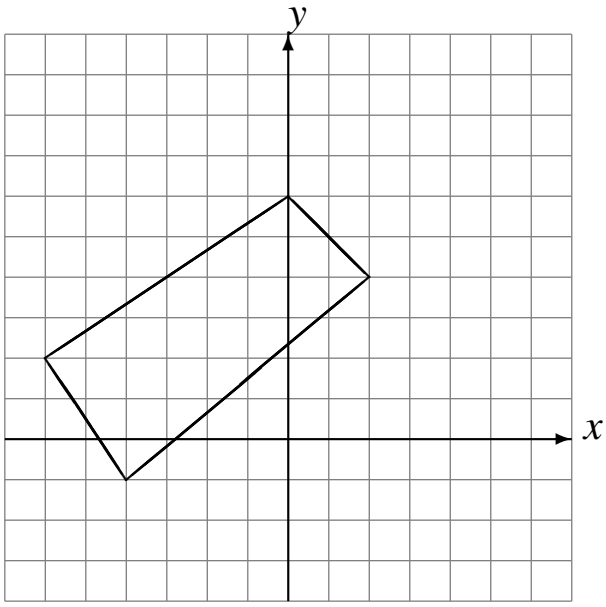
Reflect over x = 0.



Reflect over y = 0.



Reflect over y = 0.



Reflect over x = 0.