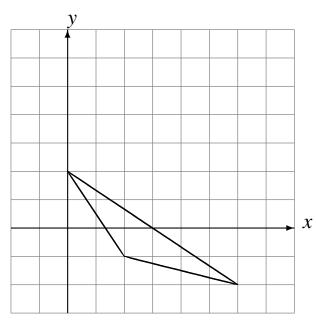
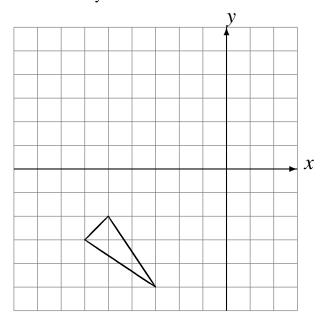
Reflections (D)

Draw the reflected image.

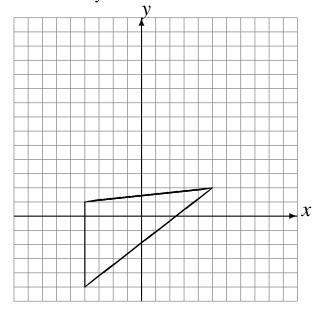
Reflect over y = 2.



Reflect over y = 0.



Reflect over y = 4.



Reflect over x = -2.

