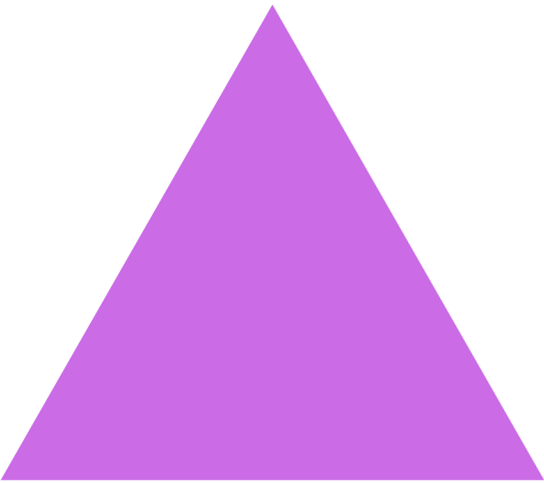




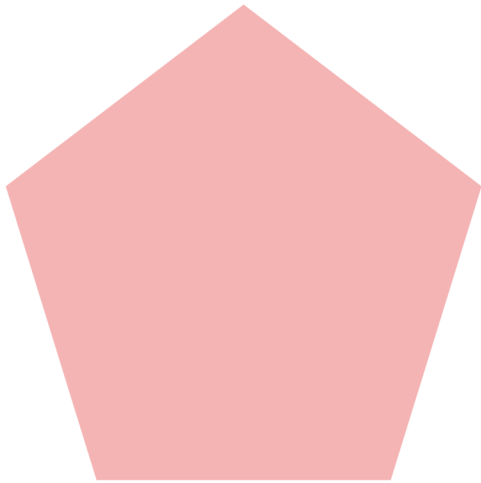
# Regular Polygons



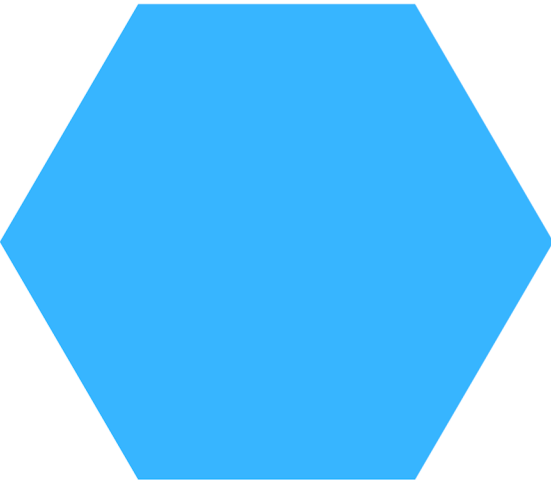
**Triangle**



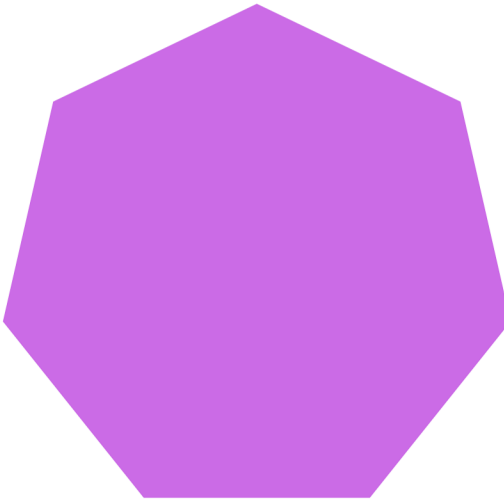
**Quadrilateral**



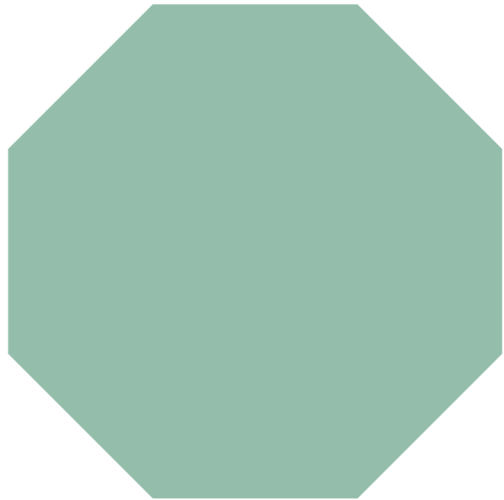
**Pentagon**



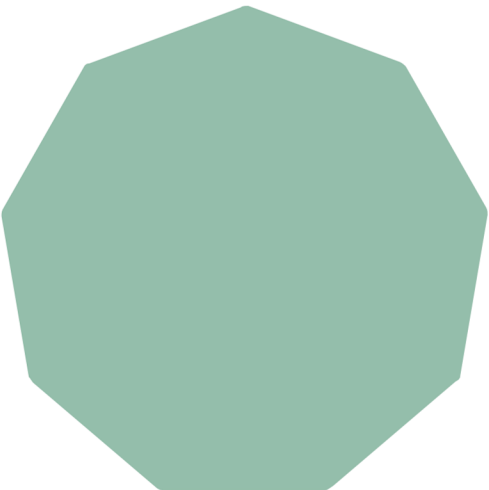
**Hexagon**



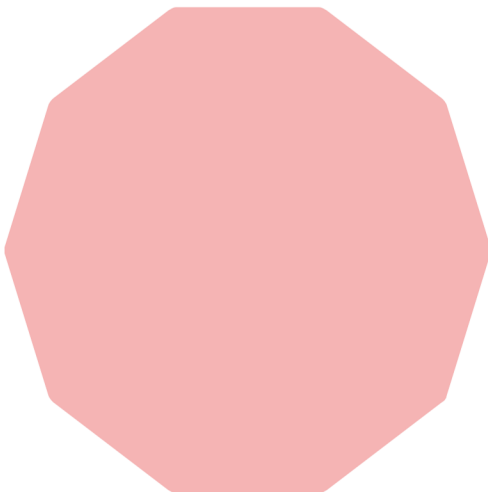
**Heptagon**



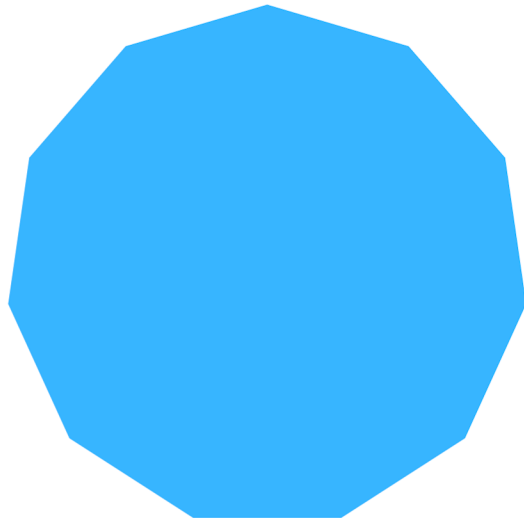
**Octagon**



**Nonagon**



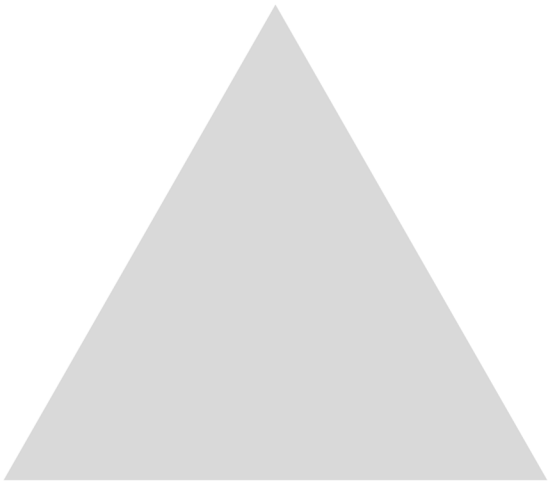
**Decagon**



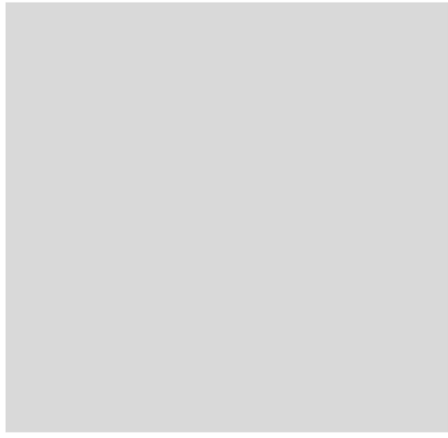
**Hendecagon**



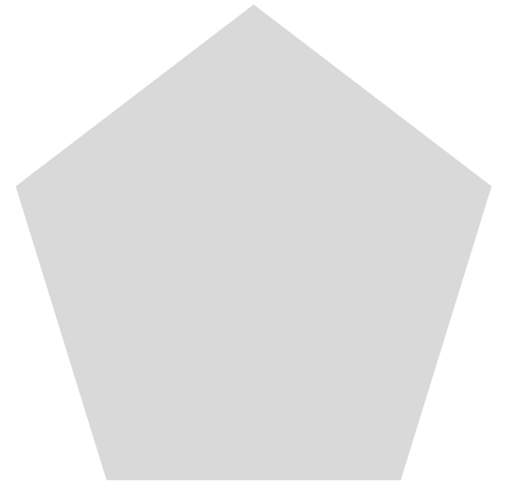
# Regular Polygons



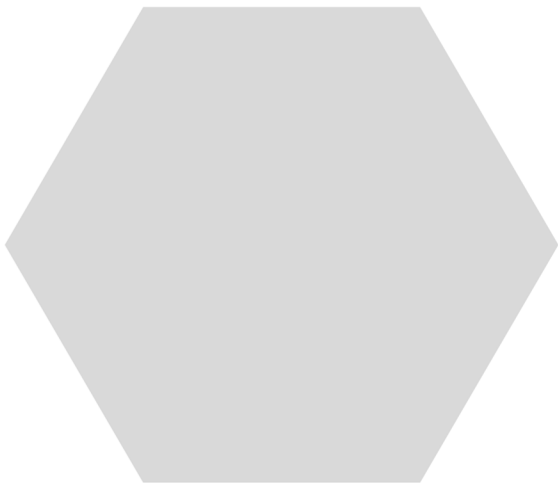
**Triangle**



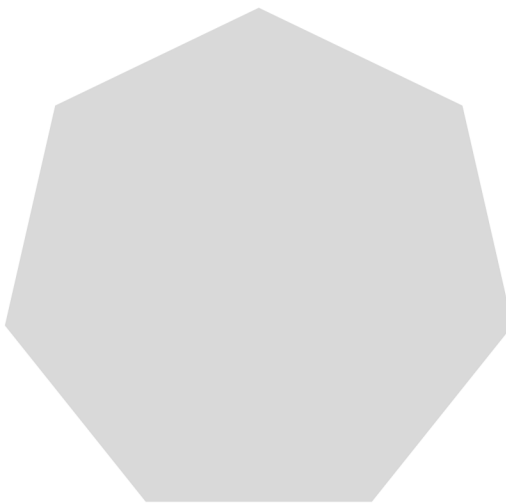
**Quadrilateral**



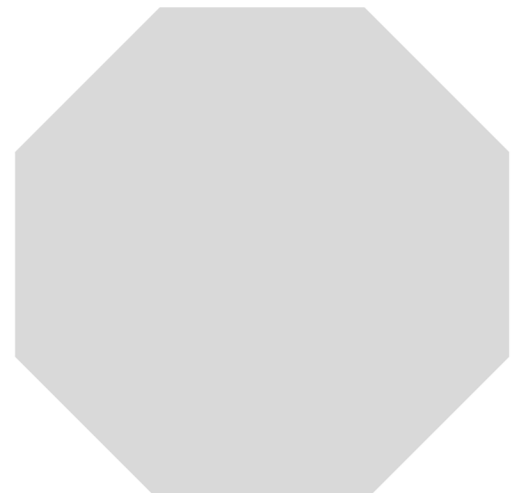
**Pentagon**



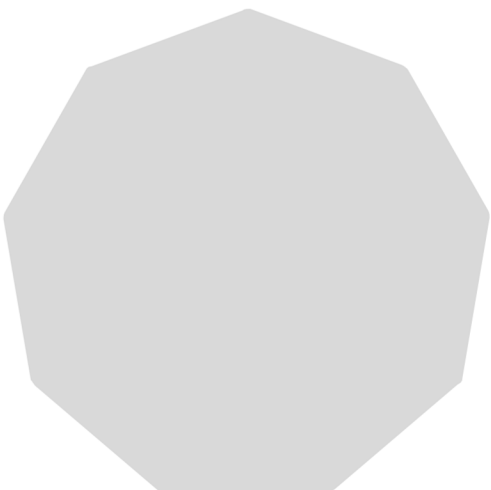
**Hexagon**



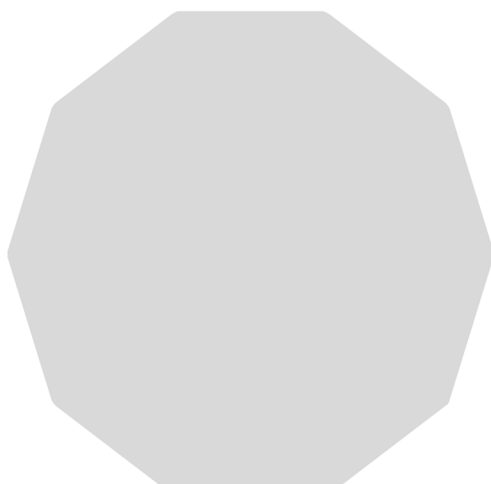
**Heptagon**



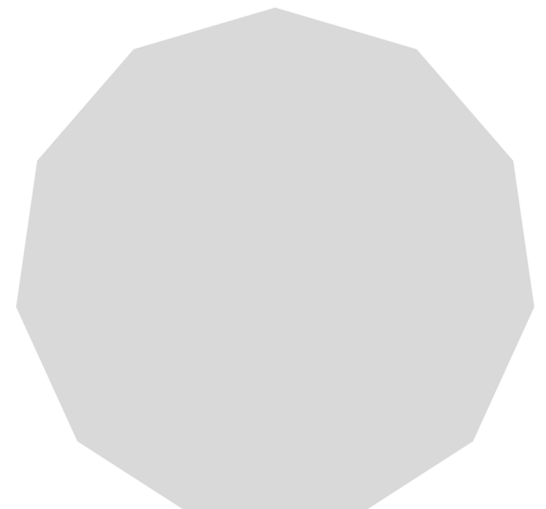
**Octagon**



**Nonagon**



**Decagon**



**Hendecagon**