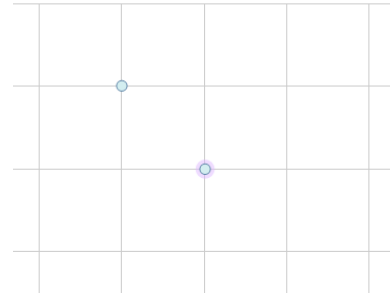
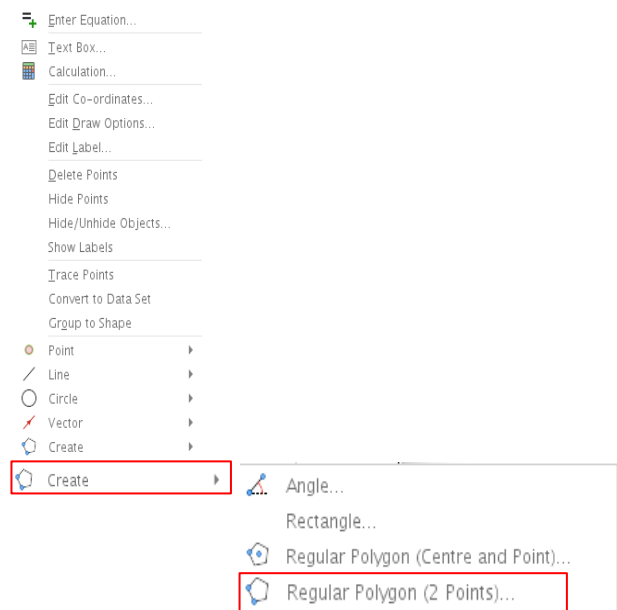


1. Draw two points using point mode.



2. Right click and choose

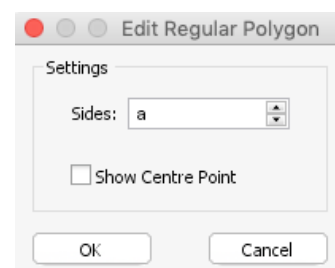
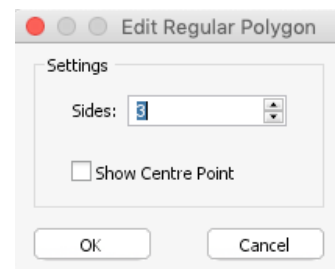
Create > Regular Polygon (2 points)



3. You can either enter a number of sides

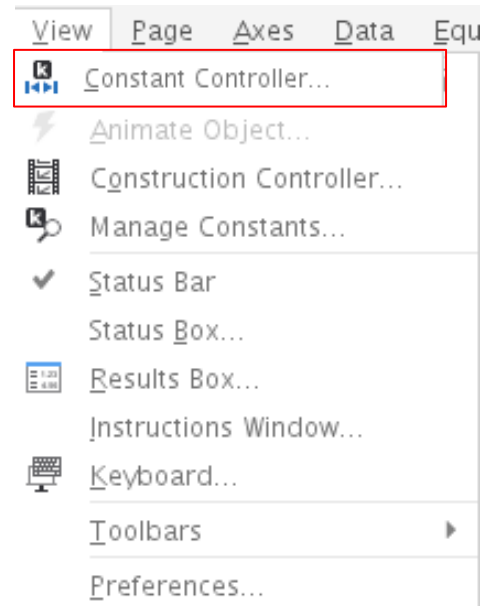
or

you could enter a constant.

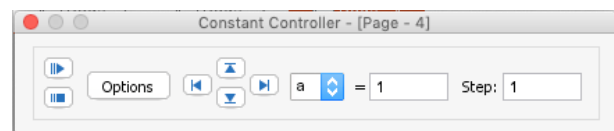


4. To edit the constant click

View > Constant Controller



5. You can change the value of the constant



Using the Up/Down arrows you can change the value of the constant.

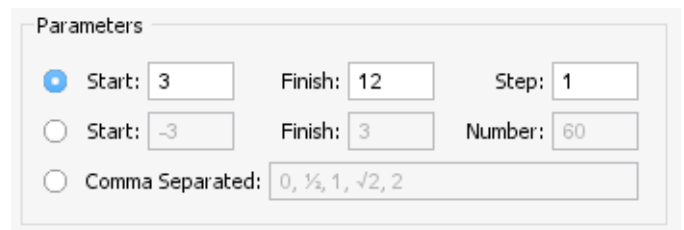
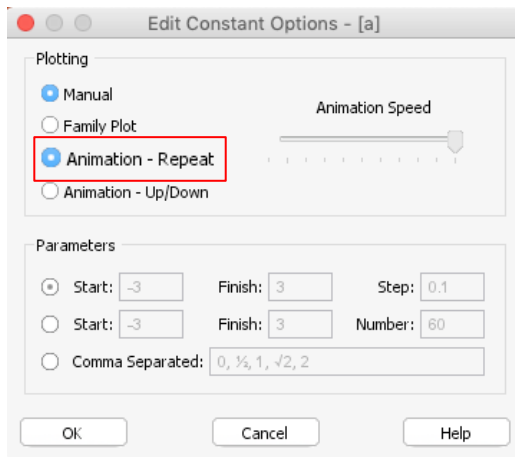


You can change the value of the step using the left / right arrows.

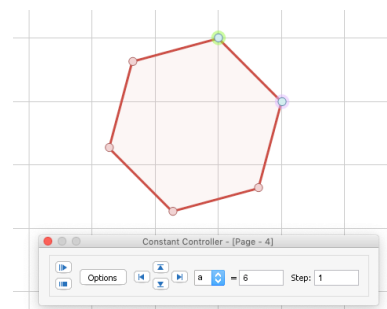
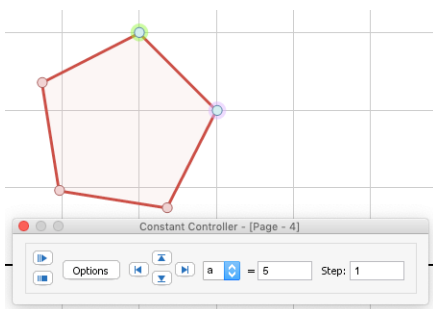
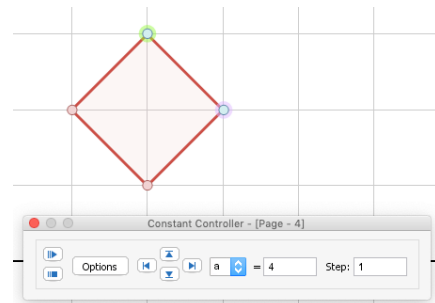
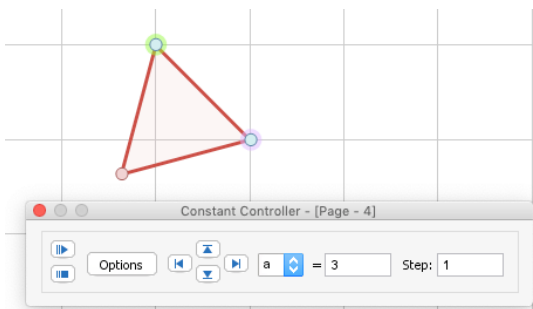


6. You can also change the options and create an animation.

Options

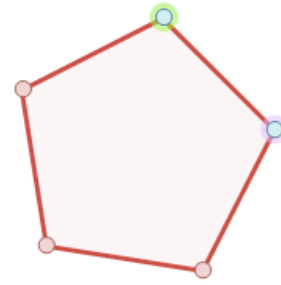


7. Using the Constant controller from 3, 4, 5, 6

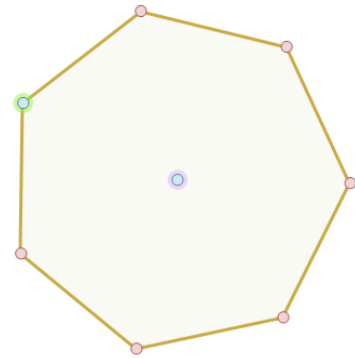




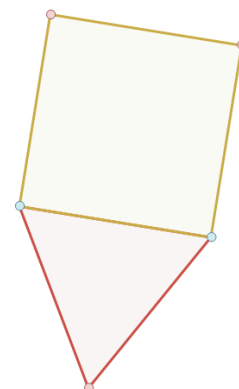
1. Draw two points
Create > Regular Polygon 2 points
5 sides



2. Create > Regular Polygon (Centre and Point)

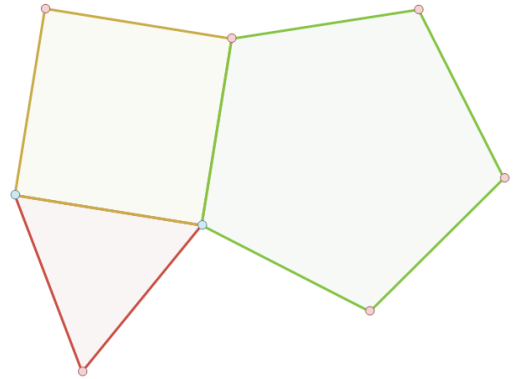


3. If you do not end up with image
Click points in a different order.

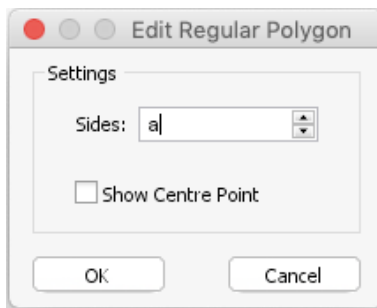




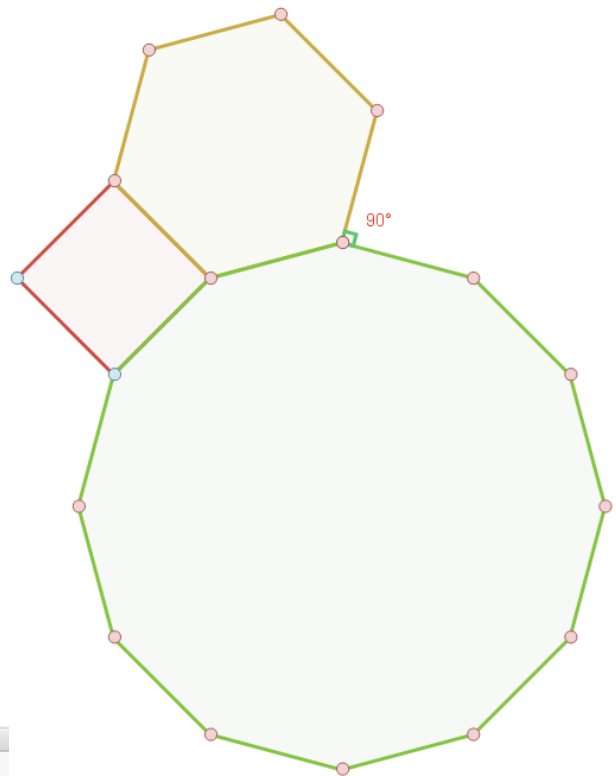
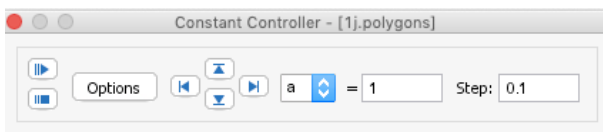
4. Remember to try clicking points in a different order if you don't get the expected result.



5. Try to use a constant controller to increase the number of sides until the larger polygon fits in the gap.



Step:



6. What other interesting problems can you find from using the polygons:

For example, try to calculate internal angle sum