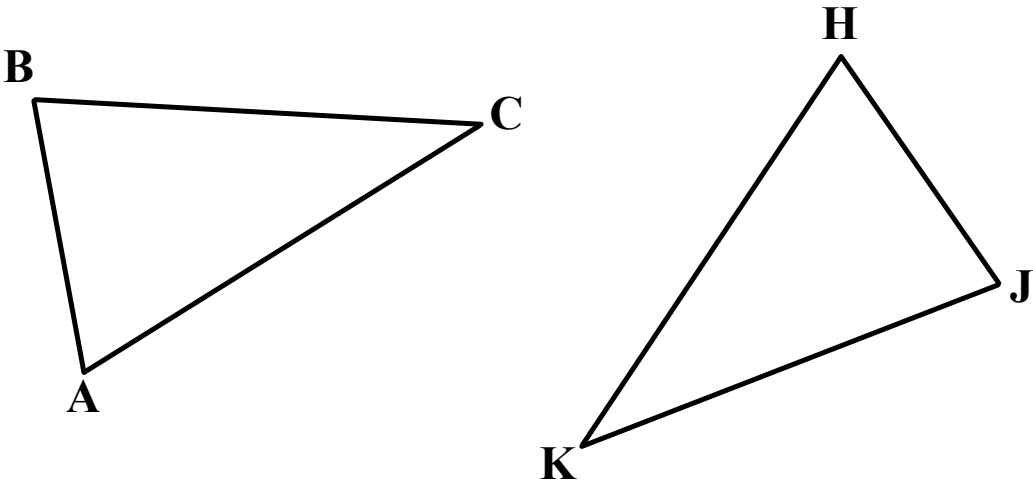


Def. Congruent Polygons

For two polygons to be \cong , all the parts of one of the polygons must be \cong to the corresponding parts of the other polygon.

*****Parts include corresponding angles and corresponding sides*****



Th. 4.3 Third \angle Th.

If 2 \angle 's of one Δ are \cong to 2 \angle 's of a second Δ , then the third angles are \cong .

Th. 4.4

Congruence of Δ 's is reflexive, symmetric, and transitive.