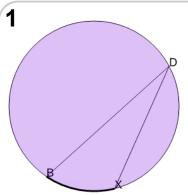


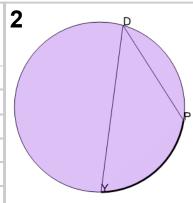
mobius

Geometry of Circles - Rule for Intersected Arc from Inscribed Angle



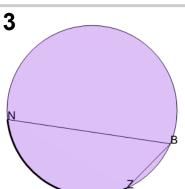
What is known about the length (in degrees) of intersected arc XB compared to angle XDB?

- A Nothing, XB and XDB are not
- B XB is half XDB
- C XB is the same as XDB
- D XB and XDB add to 180°
- E XB is twice XDB
- F XB and XDB add to 360°



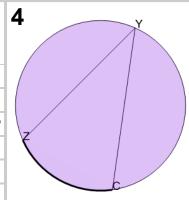
What is known about the length (in degrees) of intersected arc PY compared to angle PDY?

- A PY is twice PDY
- B Nothing, PY and PDY are not
- C PY is the same as PDY
- D PY and PDY add to 180°
- E PY and PDY add to 90°
- F PY and PDY add to 360°



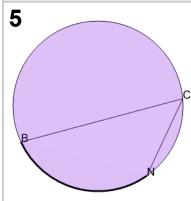
What is known about the length (in degrees) of intersected arc ZN compared to angle ZBN?

- A Nothing, ZN and ZBN are not
- B ZN is the same as ZBN
- ^C ZN and ZBN add to 180°
- D ZN is half ZBN
- E ZN and ZBN add to 90°
- F ZN is twice ZBN



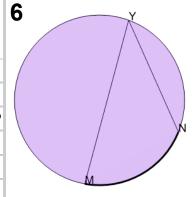
What is known about the length (in degrees) of intersected arc CZ compared to angle CYZ?

- A CZ is twice CYZ
- B CZ is the same as CYZ
- C Nothing, CZ and CYZ are not
- D CZ and CYZ add to 90°
- E CZ and CYZ add to 180°
- F CZ and CYZ add to 360°



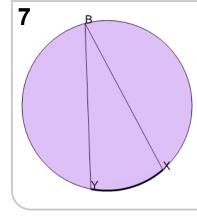
What is known about the length (in degrees) of intersected arc NB compared to angle NCB?

- A NB is the same as NCB
- B Nothing, NB and NCB are not
- ^C NB and NCB add to 360°
- D NB is half NCB
- E NB is twice NCB
- F NB and NCB add to 90°



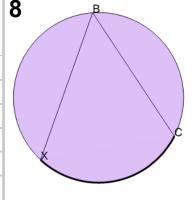
What is known about the length (in degrees) of intersected arc NM compared to angle NYM?

- A NM is half NYM
- B NM and NYM add to 90°
- C NM and NYM add to
- D NM is the same as NYM
- E NM is twice NYM
- F NM and NYM add to



What is known about the length (in degrees) of intersected arc XY compared to angle XBY?

- A XY is the same as XBY
- B Nothing, XY and XBY are not
- ^C XY and XBY add to 180°
- D XY and XBY add to 90°
- E XY is half XBY
- F XY is twice XBY



What is known about the length (in degrees) of intersected arc CX compared to angle CBX?

- A CX and CBX add to 90°
- B CX is the same as CBX
- C Nothing, CX and CBX are not
- D CX and CBX add to 180°
- E CX is twice CBX
- F CX is half CBX