TOPIC 20-3: ROTATIONS

<u>Rotations</u>: A transformation about a point *P*, known as the center of rotation, such that each point and its image are the same distance from *P*.

Two types:

Determined by degrees: 90°:

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180°:

270°:

360°:

Rotational Symmetry: A figure in the plane has rotational symmetry when the figure can be mapped onto itself by a rotation of 180° or less about the center of the figure.

EXAMPLE 1: Describe each rotation & tell if the figure has rotational symmetry.



EXAMPLE 2: Draw the resulting triangles when the triangle is rotated 90°, 180°, and 270° clockwise about the origin.



EXAMPLE 3: Rotate the figure below 90° clockwise about the origin and define its new coordinates.



EXAMPLE 4: Rotate the figure below 180° about the origin and define its new coordinates.



EXAMPLE 5: Using the figure in EXAMPLE 4, find the equation of the line containing \overline{FD} .

EXAMPLE 6: Rotate the figure below 90° counter-clockwise about the origin and define its new coordinates.



EXAMPLE 7: A ferris wheel has a radius of 106 feet and takes 40 seconds to make a complete rotation. A car starts at position (106, 0). What are the approximate coordinates of the car's location after 5 seconds?