



<p>Point</p>	<p>Glider</p>	<p>Merge point</p>		
<p>Intersection</p>	<p>Midpoint</p>	<p>Parallelogram point</p>	<p>Split point</p>	
<p>Line</p>	<p>Ray</p>	<p>Segment</p>	<p>Segment (fixed length)</p>	
<p>Perpendicular line</p>	<p>Perpendicular bisector</p>	<p>Perpendicular segment</p>	<p>Rotate</p>	
<p>Parallel line</p>	<p>Centerline</p>	<p>Tangent</p>	<p>Sketched curve</p>	
<p>Angular bisector</p>	<p>Vector</p>	<p>Copy vector</p>	<p>Sketched curve</p>	
<p>Circle</p>	<p>Circle (diameter)</p>	<p>Circumcircle</p>	<p>Copy length</p>	<p>Copy circle</p>
<p>Circle (radius)</p>	<p>Resize radius</p>	<p>Text</p>		



<p>Triangle</p>	<p>Quadrilateral</p>	<p>Polygon</p>	<p>Drag</p>	<p>Rotate</p>	<p>Copy polygon</p> <p>3sec</p>
<p>Equilateral triangle</p>	<p>Square</p>	<p>Regular hexagon</p>	<p>Regular polygon</p> <p>n</p>	<p>Parallelogram</p>	<p>Angle</p>
<p>Angle (fixed size)</p>	<p>Interior angle</p> <p>&lt;math&gt;&lt; 180^\circ&lt;/math&gt;</p>	<p>Sector</p>	<p>Measurement</p> <p>3sec</p>	<p>Reflection through an axis</p>	<p>Sum</p>
<p>Reflection through a point</p>	<p>Product</p>	<p>Difference</p>	<p>Ratio</p>	<p>Function graph</p> <p><math>f(x)</math></p>	<p>Slider</p>
<p>Slope triangle</p>	<p>Zoom out</p>	<p>Zoom in</p>	<p>Drag</p>	<p>Construct</p>	<p>Visibility</p>
<p>Settings</p>	<p>Object properties</p>	<p>Move board</p>	<p>Share</p>	<p>Delete</p>	<p>Gallery</p>
<p>Eraser</p>	<p>Erase trace</p>	<p>Eraser</p>	<p>Eraser</p>	<p>Eraser</p>	<p>Eraser</p>