



<p>Point</p>	<p>Glider</p>	<p>Merge point</p> <p>3sec</p> <p>3sec</p> <p>3sec</p>			
<p>Intersection</p>	<p>Midpoint</p>	<p>Parallelogram point</p>	<p>3sec</p>	<p>Split point</p> <p>3sec</p>	<p>3sec</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>Angular bisector</p>		<p>Vector</p>		<p>Copy vector</p> <p>3sec</p>	<p>Sketched curve</p>
<p>Circle</p>		<p>Circle (diameter)</p>	<p>Circumcircle</p>	<p>Copy length</p> <p>3sec</p>	<p>Copy circle</p> <p>3sec</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>Equilateral triangle</p>	<p>Square</p>	<p>Regular hexagon</p>	<p>Regular polygon</p>	<p>Parallelogram</p>	
<p>Angle</p>				<p>Sector</p>	
<p>Angle (fixed size)</p>		<p>Interior angle</p>		<p>Measurement</p>	
<p>Reflection through an axis</p>				<p>Sum</p>	<p>Difference</p>
<p>Reflection through a point</p>				<p>Product</p>	<p>Ratio</p>
<p>Function graph</p>	<p>Slider</p>	<p>Slope triangle</p>		<p>Zoom out</p>	<p>Zoom in</p>
<p>Drag</p>	<p>Visibility</p>	<p>Settings</p>	<p>Object properties</p>	<p>Move board</p>	<p>Erase trace</p>
<p>Construct</p>	<p>Delete</p>	<p>Share</p>	<p>Gallery</p>		