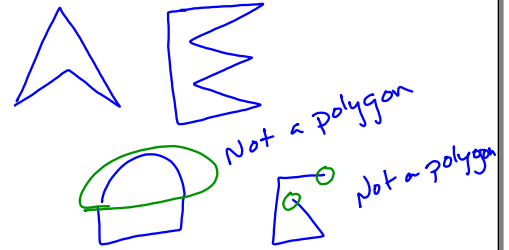


6.1 Polygons

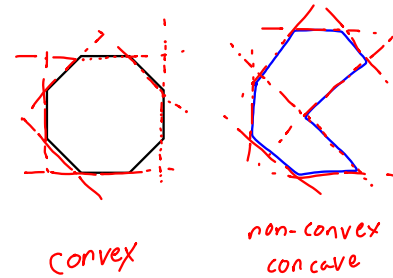
- Sides (3 or more)
- Vertex (ices)

Each side is connected to another side at it's endpoints

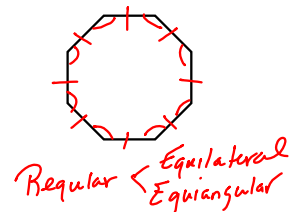
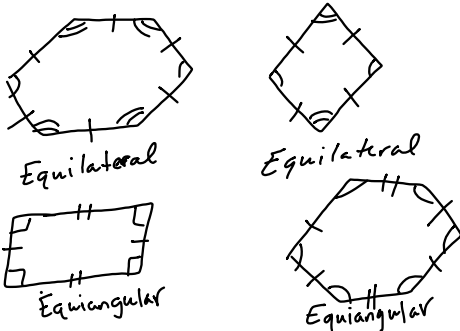


Polygons are named for their sides

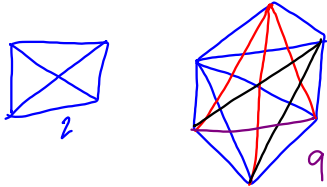
3 sides	Triangle	
4	Quadrilateral	
5	Pentagon	10 Decagon
6	Hexagon	
7	Heptagon	
8	Octagon	
9	Nonagon	
		^{more than 10} n-gon



Based on sides, angles

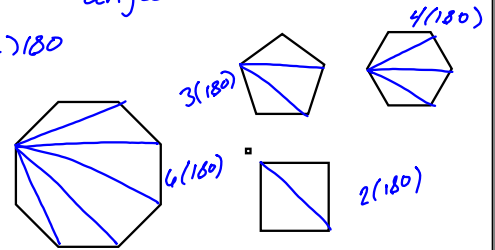


Diagonal - A segment drawn from one vertex to a non adjacent vertex



Diagonals help determine angle measure in polygons

$$(n-2)180$$



▷ 325-327
2-46 even