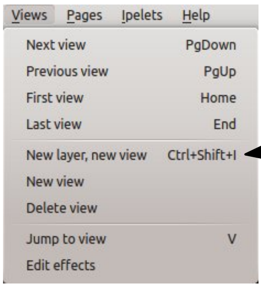
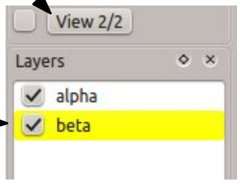
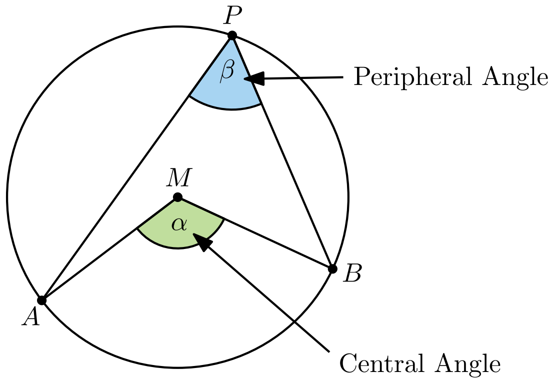
New layer with new view **[Ctrl + Shift + I]**



Next View

New Level





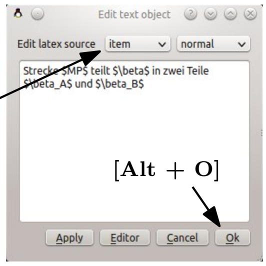
Theorem 1. *The center angle is twice as large as an associated peripheral angle ($\alpha = 2\beta$).*

Draw new objects on top

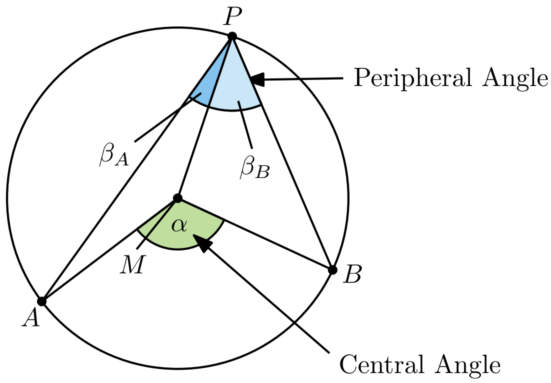
1. Line-segment MP **[P]**
2. Copy blue circle section **[Ctrl + C]**
   and insert **[Ctrl + V]**

Snap to vertex; helps to aim! **[F4]**

3. Adjust new circle layout **[Ctrl + E]**
   Use intersection snap! **[F6]**
4. Do not forget label and new bullet point

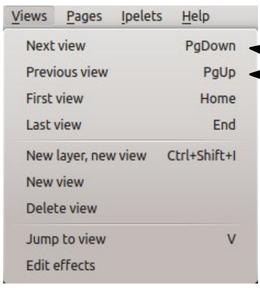


[Alt + O]



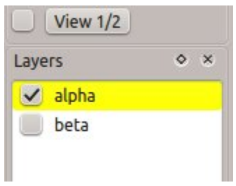
Theorem 1. *The center angle is twice as large as an associated peripheral angle ($\alpha = 2\beta$).*

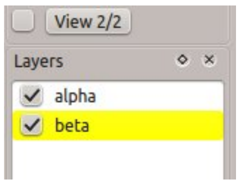
- Line-segment MP divides β into two parts β_A and β_B



Switch between both views **[PgUp]/[PgDown]**

[PgDown]





[PgUp]

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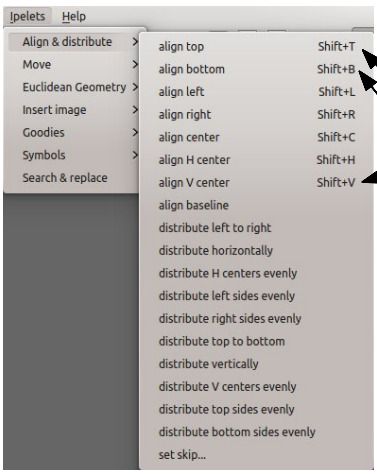
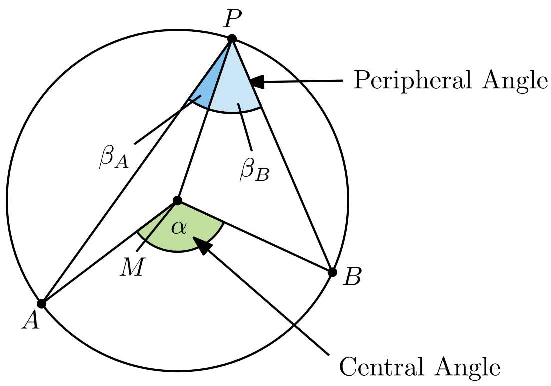
1. Insert boxes **[B]** (into the Background: **[Ctrl + B]**)
2. Select boxes **[S]** (**[Shift]** hold)



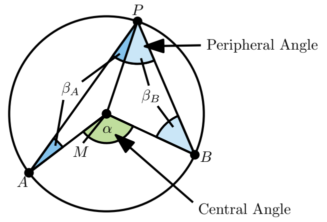
3. Align Vertically **[Shift + T]** **[Shift + V]** **[Shift + B]**



Theorem 1. *The center angle is twice as large as an associated peripheral angle ($\alpha = 2\beta$).*

- MP divides β into two parts β_A and β_B

further steps to the finish the proof



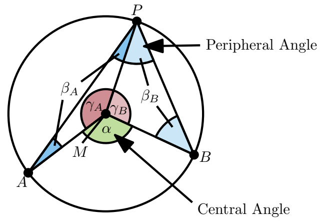
Theorem 1. *The center angle is twice as large as an associated peripheral angle ($\alpha = 2\beta$).*

- Line MP divides β into two parts β_A and β_B
- Triangles AMP & BMP are isosceles.

for the angles:

use Circle **[O]**

(and of course Snapping)

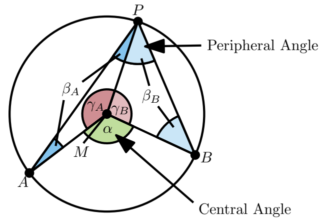


Theorem 1. *The center angle is twice as large as an associated peripheral angle ($\alpha = 2\beta$).*

- Line MP divides β into two parts β_A and β_B
- Triangles AMP & BMP are isosceles.
- From sum of angles in a triangle follows:
  $2\beta_A + \gamma_A = 180°$
  $2\beta_B + \gamma_B = 180°$

do not forget:

Align boxes



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- Line MP divides β into two parts β_A and β_B
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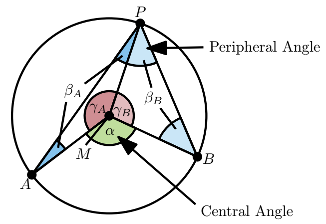
- From sum of angles in a triangle follows:
  $2\beta_A + \gamma_A = 180°$
  $2\beta_B + \gamma_B = 180°$
- Summary: $2(\beta_A + \beta_B) + \gamma_A + \gamma_B = 360°$
  $\Leftrightarrow 2(\beta_A + \beta_B) = 360° - (\gamma_A + \gamma_B)$



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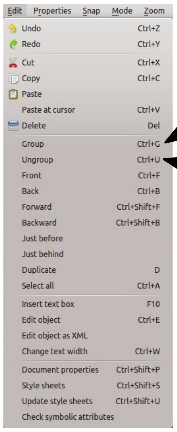
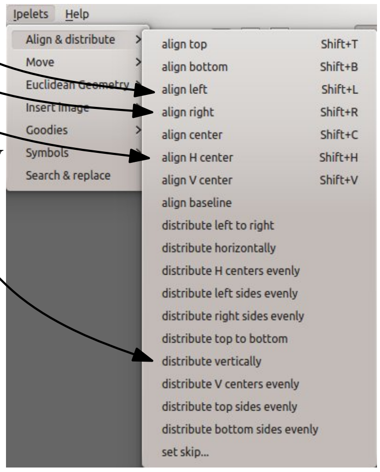
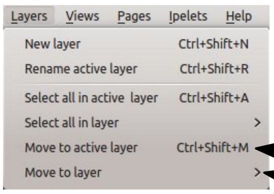
  $2\beta_B + \gamma_B = 180°$
- Summary: $2(\beta_A + \beta_B) + \gamma_A + \gamma_B = 360°$
  $\Leftrightarrow \underbrace{2(\beta_A + \beta_B)}_{= \beta} = \underbrace{360° - (\gamma_A + \gamma_B)}_{= \alpha}$

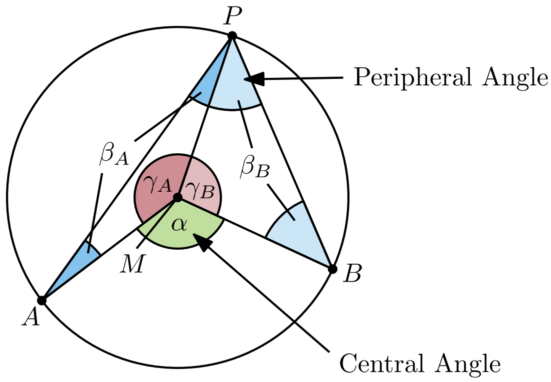


1. select individual items (with boxes) and group **[Ctrl+G]**
2. align horizontally **[Shift + L]** **[Shift + H]** **[Shift + R]**
3. distribute vertically
4. Ungroup **[Ctrl + U]**





5. Pushing the objects to the right levels
   to active layer **[Ctrl + M]**
   to a specific layer



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- Summary: $2(\beta_A + \beta_B) + \gamma_A + \gamma_B = 360°$
  $\Leftrightarrow \underbrace{2(\beta_A + \beta_B)}_{= \beta} = \underbrace{360° - (\gamma_A + \gamma_B)}_{= \alpha}$

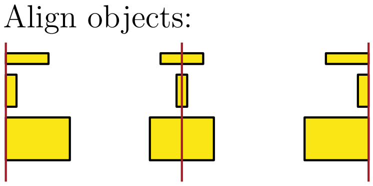
The most important shortcuts

Layer:
- new layer with new view . . . . **[Ctrl + Shift I]**
- neue layer . . . . **[Ctrl + Shift + N]**
- push to active level . . . . **[Ctrl + Shift + M]**
- rename layer . . . . **[Ctrl + Shift + R]**

View:
- previous view . . . . **[PgUp]**
- next view . . . . **[PgDown]**
- first view . . . . **[Pos1]**
- last view . . . . **[Ende]**
- overview of all views . . . . **[V]**

Page:
- new page . . . . **[Ctrl + I]**
- cut page . . . . **[Ctrl + Shift + X]**
- copy page . . . . **[Ctrl + Shift + C]**
- paste page . . . . **[Ctrl + Shift + V]**
- title of the page . . . . **[Ctrl + P]**

Align objects:

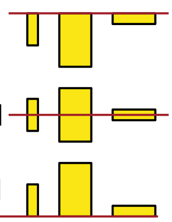


[Shift + L] **[Shift + H]** **[Shift + R]**

[Shift + T]

[Shift + V]

[Shift + B]



Move objects: (Direction corresponds to position on the numeric keypad)
- around 1pt . . . . **[Ctrl + Num]**
- around 0.1pt . . . . **[Alt + Num]**
- around 10pt . . . . . **[Ctrl + Alt + Num]**

Num $\in \{1 \ldots 9\} \setminus \{5\}$