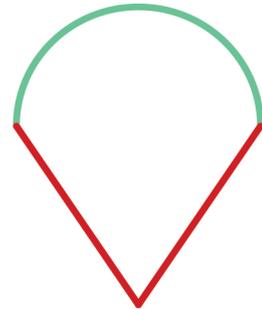
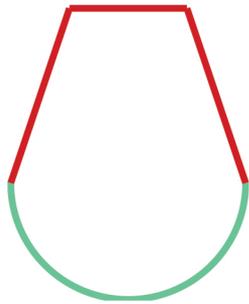


Glossary for PoliceQuad game

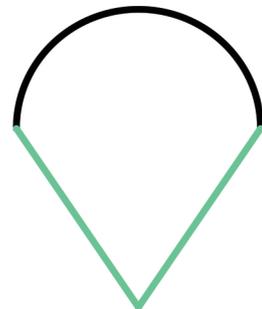
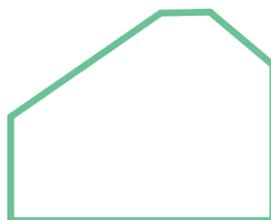
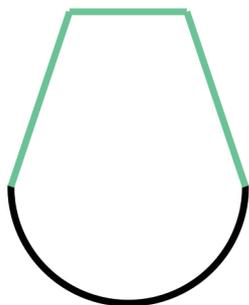
Straight Side(s)

Sides that are not curved are called straight sides. In the shapes below, the straight sides are marked in **red**.



Curved Side(s)

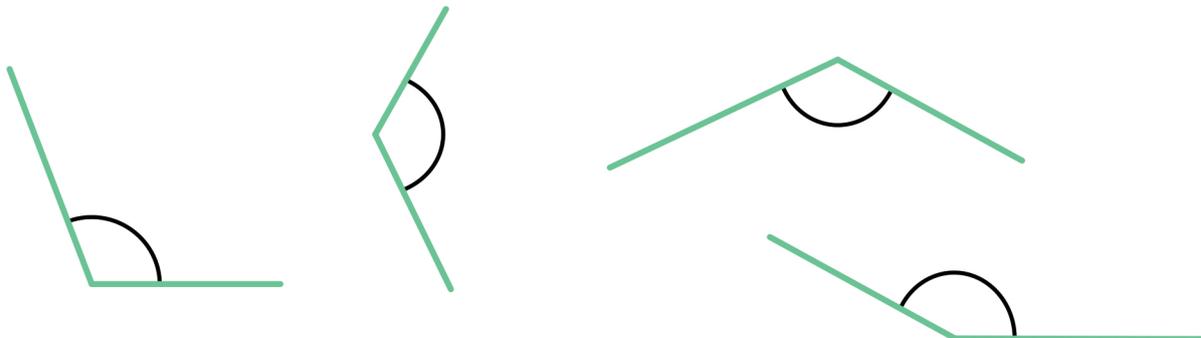
Sides that are not straight are curved. The curved sides are marked in **black**.



Obtuse Angle(s)

An obtuse angle is an angle that measures more than 90 degrees and less than 180 degrees.

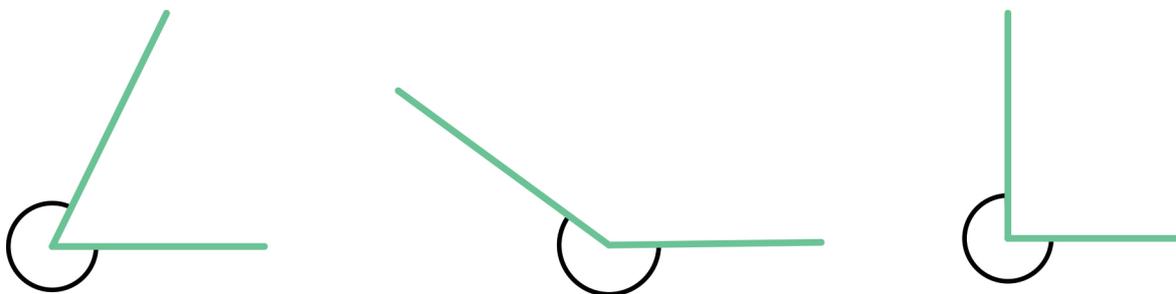
These are all obtuse angles.



Reflex Angle(s)

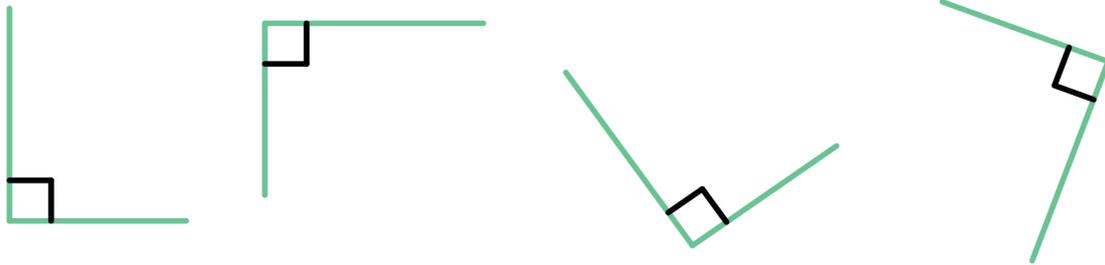
A reflex angle is an angle that measures more than 180 degrees and less than 360 degrees.

These are all reflex angles.



Right Angle(s)

A right angle is an angle that measures exactly 90 degrees.
These are all right angles:



These are NOT right angles:



Acute Angle(s)

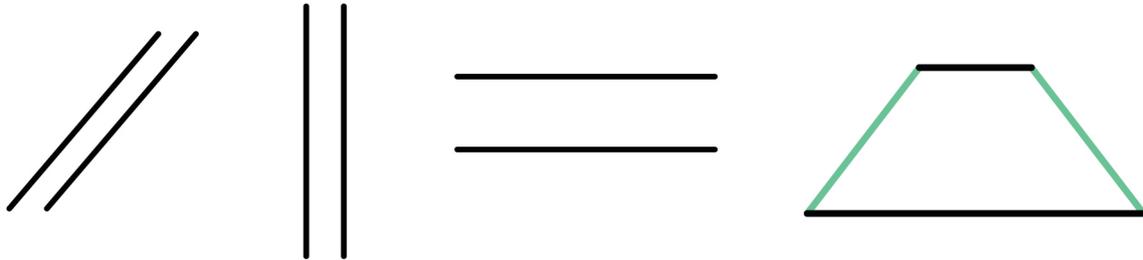
An acute angle is an angle that measures less than 90 degrees.
These are all acute angles.



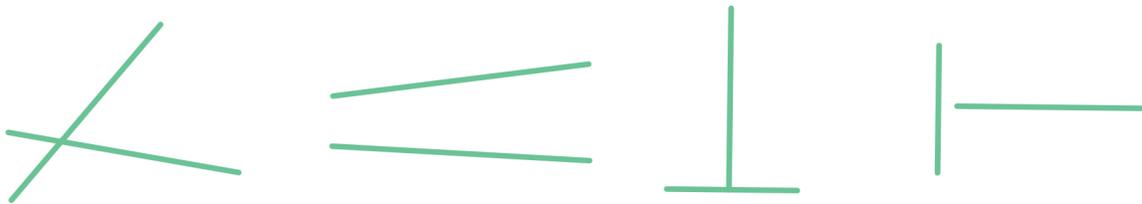
Parallel Pairs of Sides

Parallel lines are always the same distance apart. They never meet, even when extended in any direction.

The pairs of lines shown below in **black** are parallel.



The pairs of lines shown below are NOT parallel.



Pair of Equal Side(s)

A pair of equal sides means two sides of equal length.

The pairs of equal sides are shown in the figures below:

