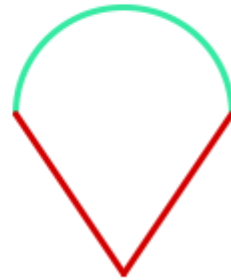
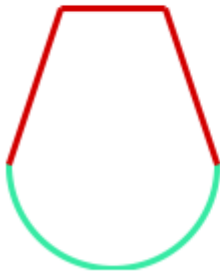


# Glossary for PoliceQuad game

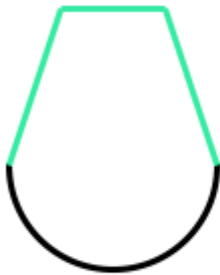
## Straight Side(s)

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



## Curved Side(s)

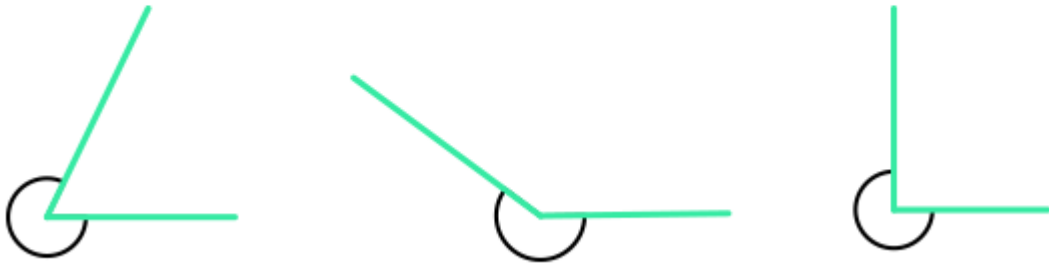
Sides that are not straight are curved. The curved sides are marked in **black**.



## Reflex Angle(s)

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

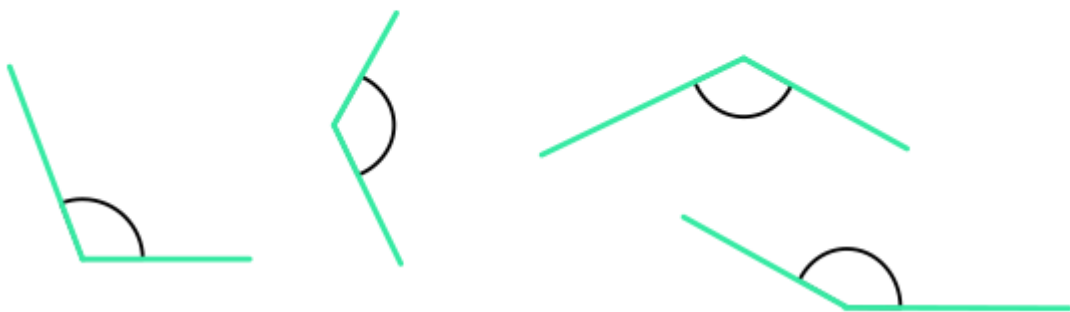
These are all reflex angles.



## 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.

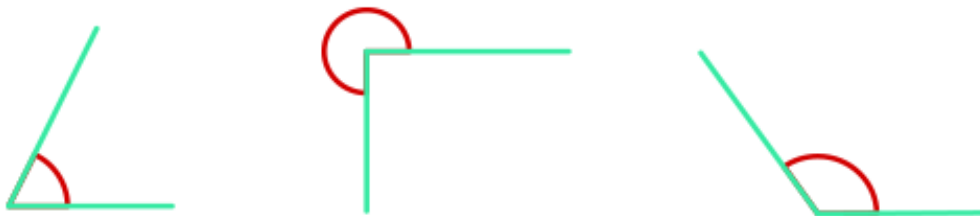


## Right Angle(s)

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

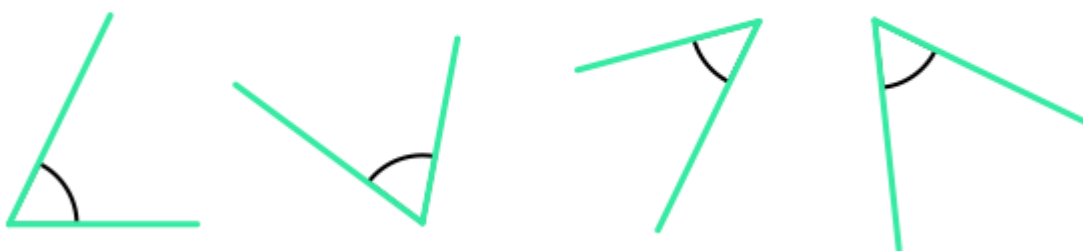


These are NOT right angles:



## Acute Angle(s)

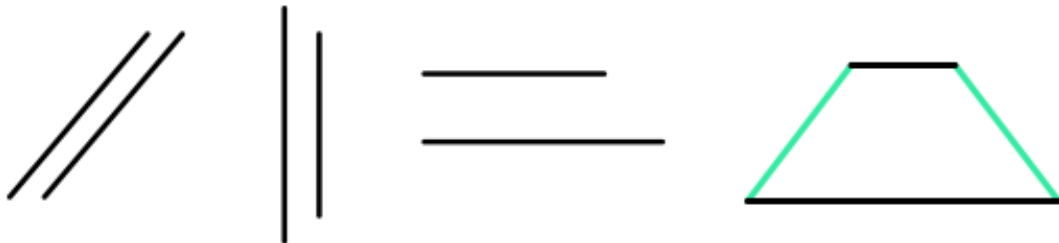
An acute angle is an angle that measures less than 90 degrees.  
These are all acute angles.



## 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:

