## Reflections

A reflection is a $\qquad$ across a $\qquad$ of reflection that takes a pre-image input and creates an image output so that the segments connecting corresponding points are by the reflection line.


Reflection across y-axis $(\mathrm{x}, \mathrm{y}) \rightarrow(\quad, \quad)$

Pre-image Image

Reflection across $\mathrm{y}=\mathrm{x}$ $(\mathrm{x}, \mathrm{y}) \rightarrow(\mathrm{C})$

Pre-image Image


