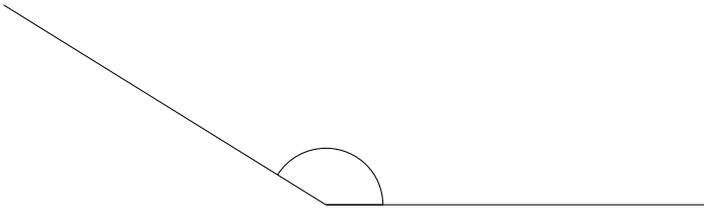


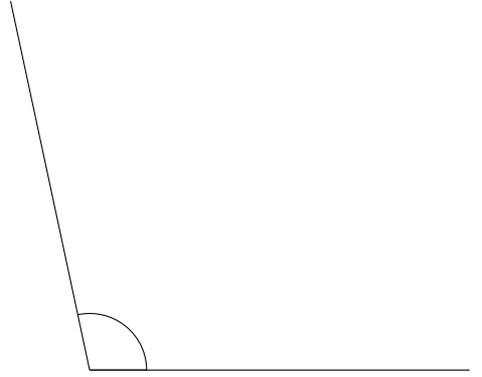
# Bissectrices d'un Angle (G)

Construire la bissectrice pour chaque angle.

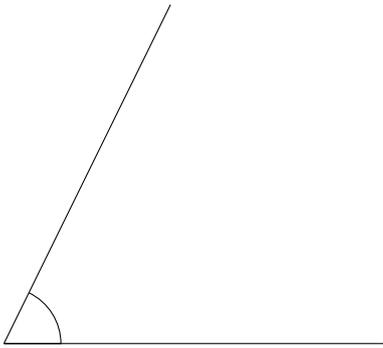
1.



2.



3.



4.

