Examples:

**TRANSLATION**→**SLIDE**

**TRANSFORMATIONS**

(x + #, y) →Right

(x – #, y) →Left

(x, y + #) →Up

(x, y – #)→Down

Examples:

**REFELCTION**→**FLIP**

x-axis→ (x, -y) Change the sign of y

y-axis→ (-x, y) Change the sign of x

y = x → (y, x) Swap both

y = -x → (-y, -x) Swap & Negate

Examples

**ROTATION**→**TURN**

90 CW & 270 CCW → (y, -x) Negate x & swap

90 CCW & 270 CW → (-y, x) Negate y & swap

180 either way → (-x, -y) Negate both

**TRANSLATION**

**REFLECTION**

**ROTATION**