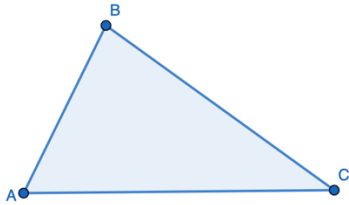
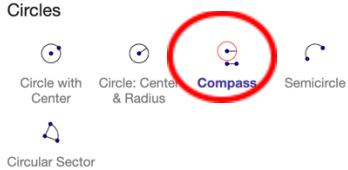
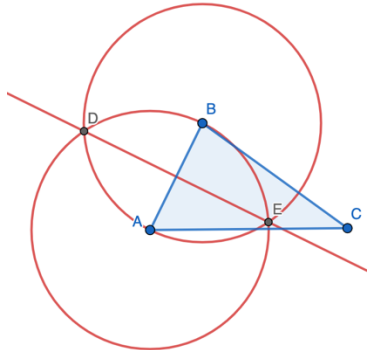


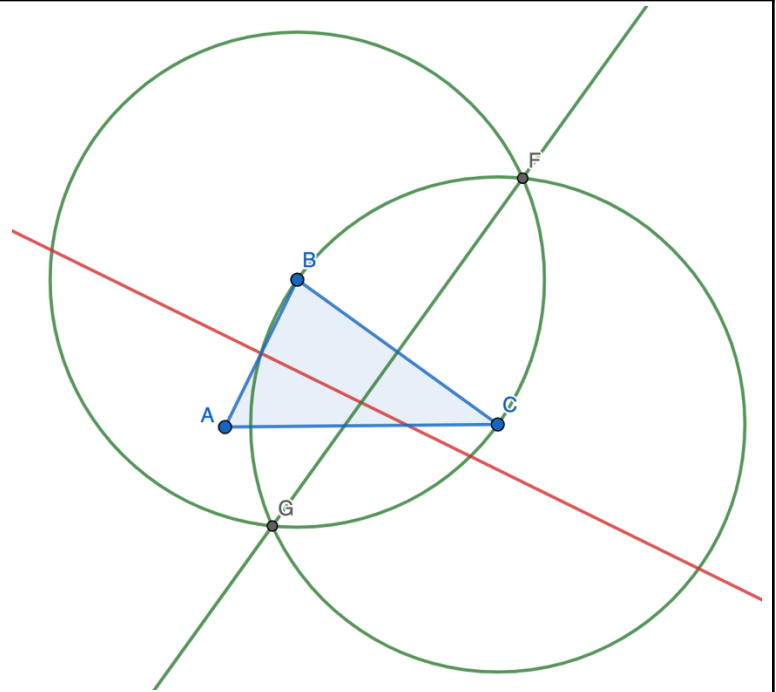
GeoGebra Circumscribed Triangle Construction

Creating Perpendicular Bisectors Method

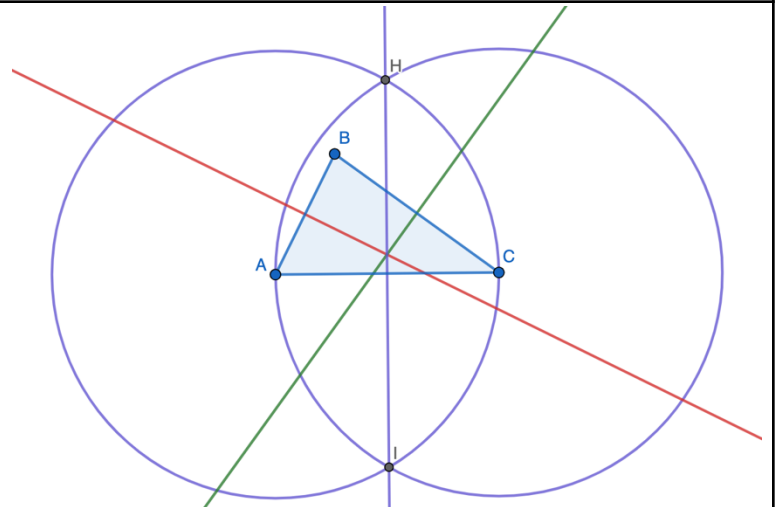
1. Select Polygon from the Basic Tools menu. 2. Create a triangle.	Basic Tools  
3. Select Compass from the Circles menu. 4. Select $\overline{AB}$ to set the radius. 5. Select point A to set the center. 6. Select $\overline{AB}$ to set the radius. 7. Select point B to set the center. 8. Select Line from the Basic Tools menu and connect the two circle intersections with $\overleftrightarrow{DE}$.	Circles  

9. Optional: You can hide the previous compass marks if it starts to be confusing. Select **Show/Hide Object** from the Edit menu. Click the compass marks, then continue.

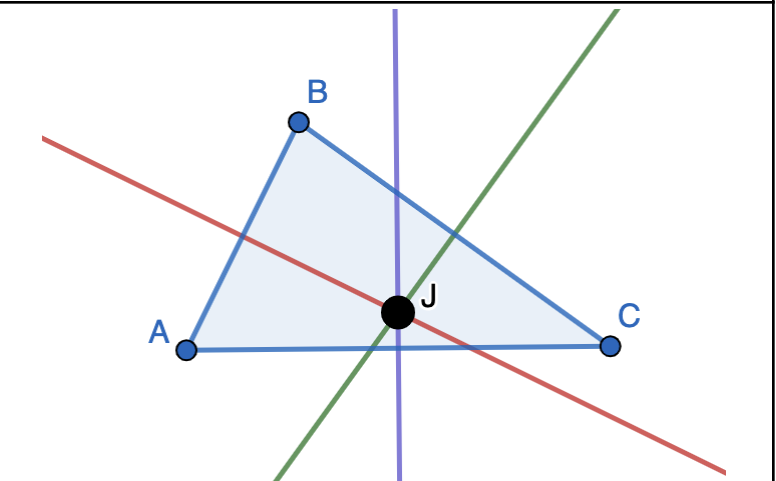
10. Repeat steps 3-8 for $\overline{BC}$.



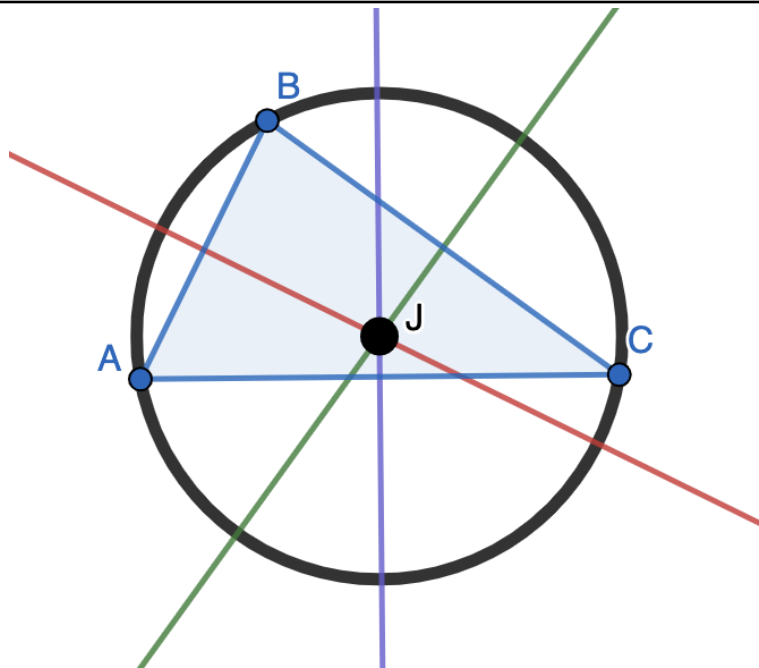
11. Repeat Steps 3-8 for $\overline{AC}$.



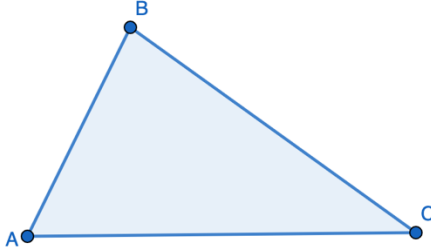
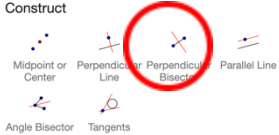
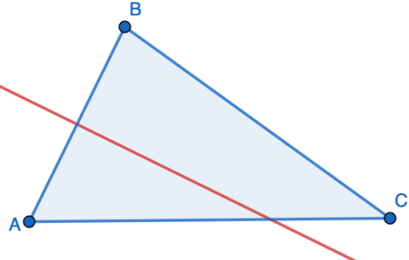
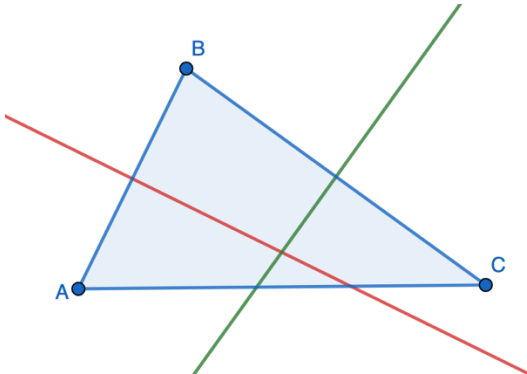
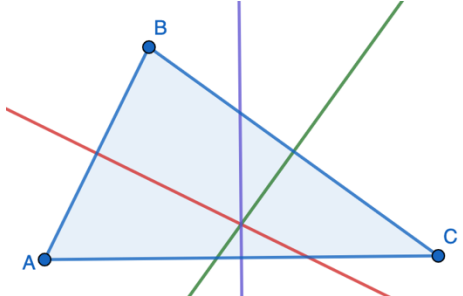
12. Select **Point** from the Basic Tools menu. Place a point J where the perpendicular bisectors intersect.



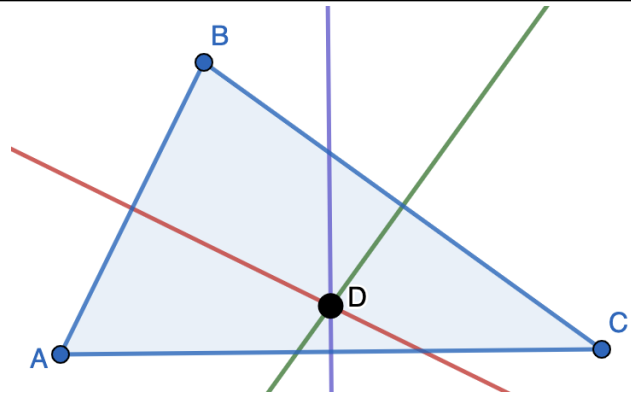
13. Select any **vertex** of the triangle and point **J** to set the radius, and point **J** to set the center.



Using Perpendicular Bisector Tool Method

1. Select Polygon from the Basic Tools menu. 2. Create a triangle.	Basic Tools  
3. Select Perpendicular Bisector from the Construct menu. 4. Select $\overline{AB}$.	Construct  
5. Select Perpendicular Bisector. 6. Select $\overline{BC}$.	
7. Select Perpendicular Bisector. 8. Select $\overline{AC}$.	

9. Select **Point** from the Basic Tools menu. Place a point D where the three perpendicular bisectors intersect.



10. Select **Compass** from the Circles menu.
11. Select any **vertex** of the triangle and point **D** to set the radius, and point **D** to set the center.

Circles

