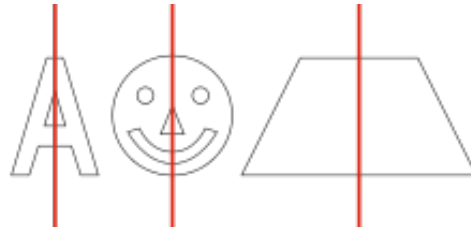


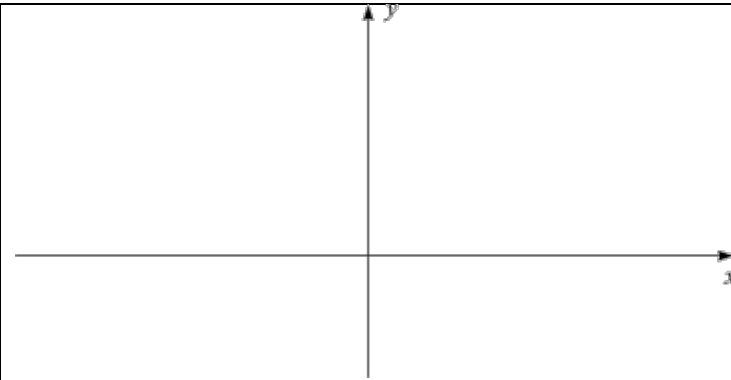
# die Achsen- symmetrie



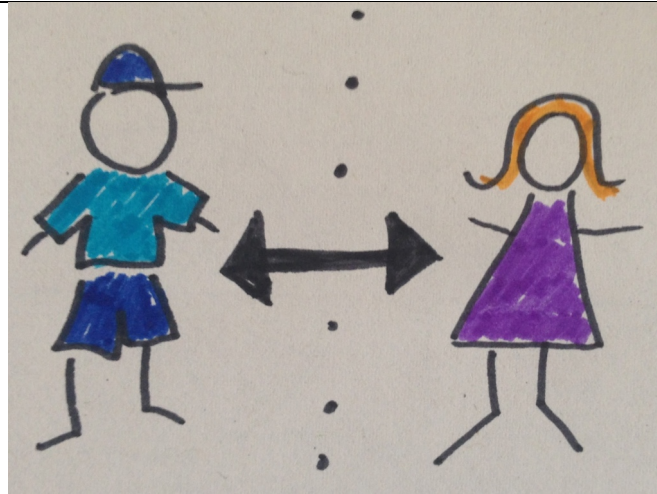
# spiegeln



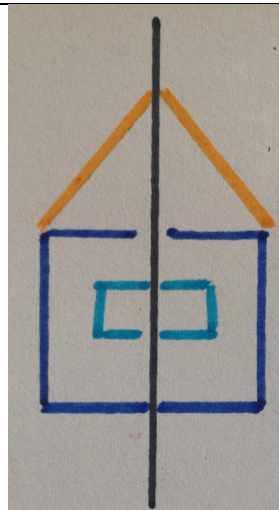
die Achse



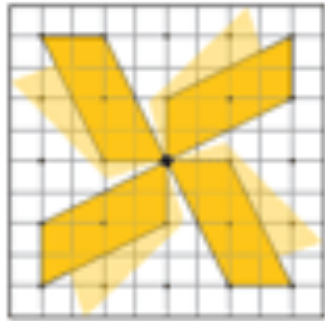
der Abstand



deckungsgleich



# die Dreh- symmetrie



malen



# drehen



das Muster

