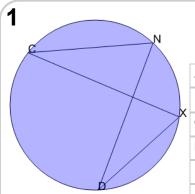


mobius

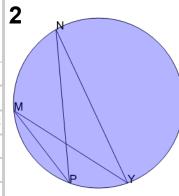
Geometry of Circles - Inscribed Angles Subtended by Same Arc - Rule





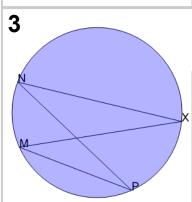
What is known about angle DNC and DXC given that they are both subtended by arc DC?

- A DNC is the same as
- B DNC and DXC add to
- C Nothing, DNC and DXC are not
- D DNC is twice DXC
- E DNC is half DXC
- F DNC and DXC add to



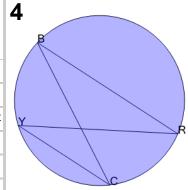
What is known about angle YMP and YNP given that they are both subtended by arc YP?

- A YMP and YNP add to
- B YMP and YNP add to
- C Nothing, YMP and YNP are not
- D YMP is twice YNP
- E YMP is half YNP
- F YMP is the same as



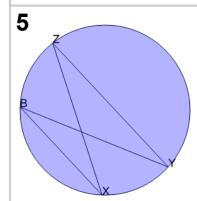
What is known about angle XMP and XNP given that they are both subtended by arc XP?

- A XMP and XNP add to
- B XMP and XNP add to
- C Nothing, XMP and XNP are not
- D XMP and XNP add to
- E XMP is the same as
- F XMP is twice XNP



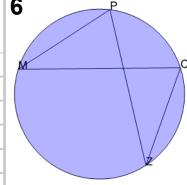
What is known about angle RYC and RBC given that they are both subtended by arc RC?

- A RYC and RBC add to
- B RYC is twice RBC
- C RYC and RBC add to
- D RYC and RBC add to
- E Nothing, RYC and RBC are not
- F RYC is the same as
 What is known about angle



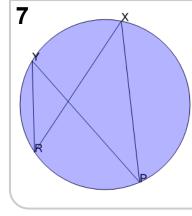
What is known about angle YBX and YZX given that they are both subtended by arc YX?

- A YBX and YZX add to
- B Nothing, YBX and YZX are not
- ^C YBX is the same as YZX
- D YBX is twice YZX
- E YBX and YZX add to 90°
- F YBX and YZX add to



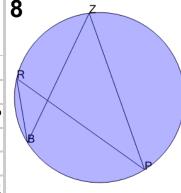
ZPM and ZCM given that they are both subtended by arc ZM?

- A ZPM is the same as
- B ZPM and ZCM add to
- C ZPM is half ZCM
- D ZPM and ZCM add to
- ZPM and ZCM add to
- F Nothing, ZPM and ZCM are not



What is known about angle PYR and PXR given that they are both subtended by arc PR?

- A PYR is twice PXR
- B PYR and PXR add to
- ^C PYR and PXR add to 90°
- D PYR is half PXR
- E PYR and PXR add to
- F PYR is the same as PXR



What is known about angle PRB and PZB given that they are both subtended by arc PB?

- A PRB is twice PZB
- B PRB is half PZB
- C PRB and PZB add to 90°
- D PRB is the same as PZB
- E PRB and PZB add to
 - PRB and PZB add to