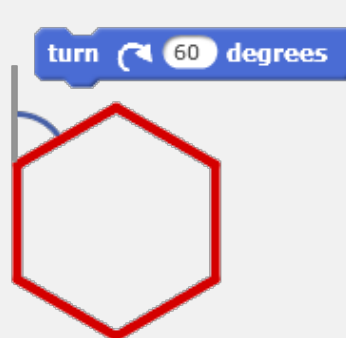
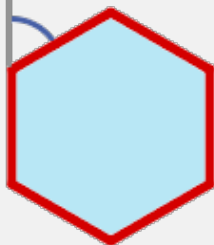
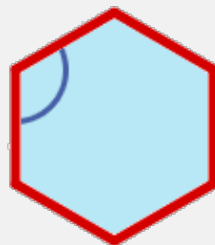
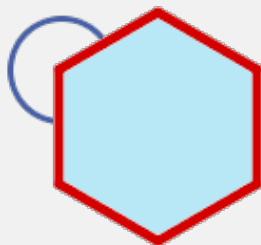
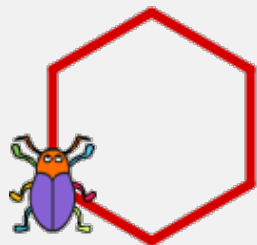


ANGLES AND REGULAR POLYGONS: HOW MUCH TO TURN?

exterior angle

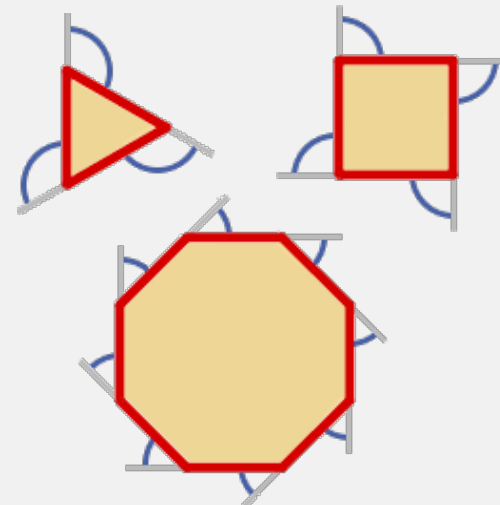
interior angle

external supplementary angle



supplementary angles are pairs of angles which add up to 180°

To draw a polygon the Beetle needs to turn by the external supplementary angle. You can calculate this by calculating the difference between the interior angle of your polygon and 180°



total turn 360° is the sum of all external supplementary angles when drawing a regular polygon

