

Lines

Is about ...

Lines can be classified based on their direction relative to the direction of other lines

Main idea

Perpendicular

Main idea

Parallel

Intersect/meet

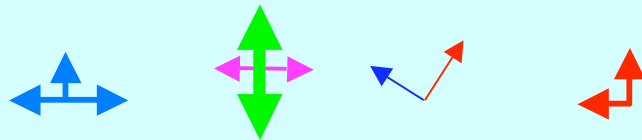
Never intersect, meet, or touch

Form right angles

Same plane

Forms a square corner

Go in same direction



So what? What is important to understand about this?

Lines can only be classified as parallel or perpendicular when there are at least two of the same type