

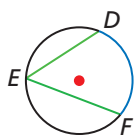
# Section Overview

## Inscribed Angles

Lessons 11-4

**Why?** Understanding inscribed angles allows you to solve application problems.

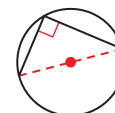
$\angle DEF$  is an inscribed angle.  
 $\widehat{DF}$  is an intercepted arc.  
 $\widehat{DF}$  subtends  $\angle DEF$ .



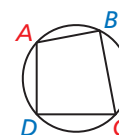
### Inscribed Angle Theorem

The measure of an angle inscribed in a circle is half the measure of its intercepted arc.  $m\angle DEF = \frac{1}{2} m\widehat{DF}$

An inscribed angle subtends a semicircle if and only if the angle is a right angle.



A quadrilateral can be inscribed in a circle if and only if its opposite angles are supplementary.



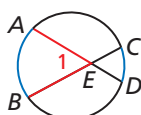
$\angle A$  and  $\angle C$  are supplementary.  
 $\angle B$  and  $\angle D$  are supplementary.

## Angle and Segment Relationships in Circles

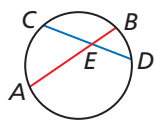
Lessons 11-5, 11-6

**Why?** Many professional fields of study, such as ophthalmology and archaeology, use angle and segment relationships in circles.

### Segments intersecting inside the circle

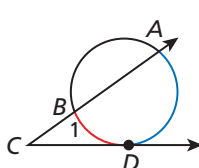


$$m\angle 1 = \frac{1}{2}(m\widehat{AB} + m\widehat{CD})$$

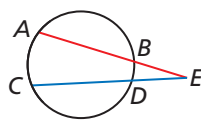


If chords  $\overline{AB}$  and  $\overline{CD}$  intersect at E, then  $AE \cdot EB = CE \cdot ED$ .

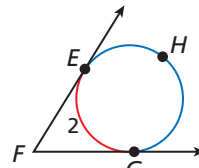
### Segments intersecting outside the circle



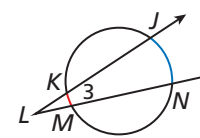
$$m\angle 1 = \frac{1}{2}(m\widehat{AD} - m\widehat{BD})$$



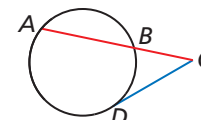
If secants  $\overline{AE}$  and  $\overline{BE}$  intersect at E, then  $AE \cdot BE = CE \cdot DE$ .



$$m\angle 2 = \frac{1}{2}(m\widehat{EHG} - m\widehat{EG})$$



$$m\angle 3 = \frac{1}{2}(m\widehat{JN} - m\widehat{KM})$$



If secant  $\overline{AC}$  and tangent  $\overline{DC}$  intersect at C, then  $AC \cdot BC = DC^2$ .

## Circles in the Coordinate Plane

Lessons 11-7

**Why?** The location of weather stations, radio towers, and radar devices can be planned by using circles in the coordinate plane.

### Equation of a Circle

$$(x - h)^2 + (y - k)^2 = r^2$$

$r$  = radius

$(h, k)$  = coordinates of the center

