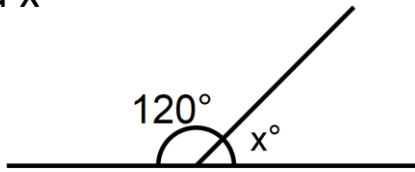


# Angles (1)

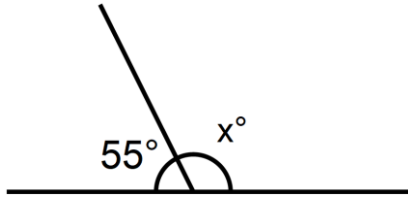


Find x

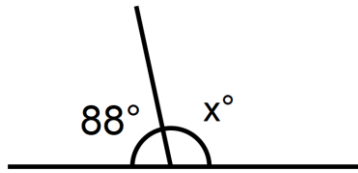
1)



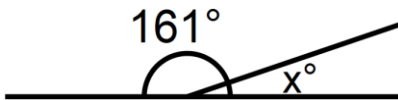
2)



3)

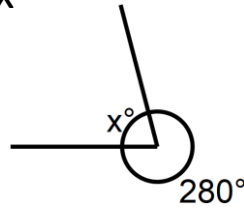


4)

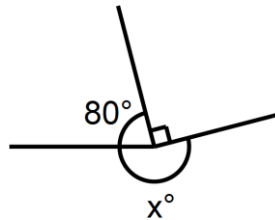


Find x

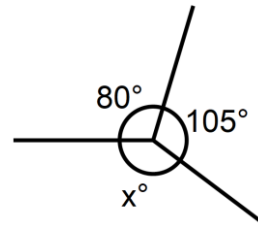
1)



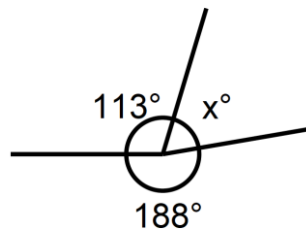
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3)

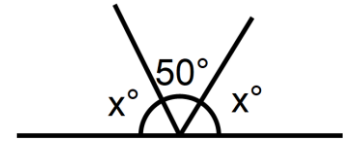


4)

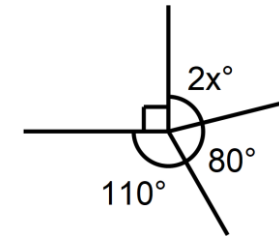


Find x

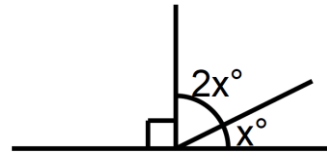
1)



2)



3)



4)

