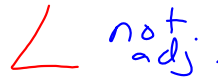
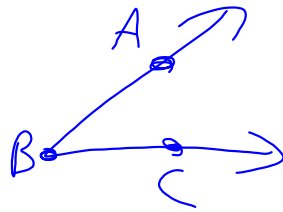


adjacent  $\sphericalangle$ 's  
touching using same ray

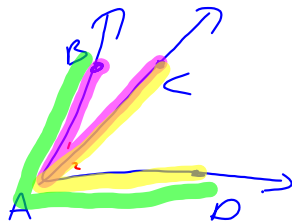
Vertical  $\sphericalangle$ 's



adj

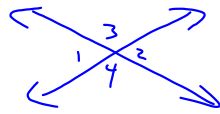


must be vertex middle  
 $\sphericalangle B$     $\sphericalangle ABC$     $\sphericalangle CBA$



$\overrightarrow{AC}$

Vert.  $\sphericalangle$ 's



$\sphericalangle 1$  &  $\sphericalangle 2$  are vert.

$\sphericalangle 3$  &  $\sphericalangle 4$  are vert.

vert.  $\sphericalangle$ 's are =

Linear Pair  $\sphericalangle$ 's

