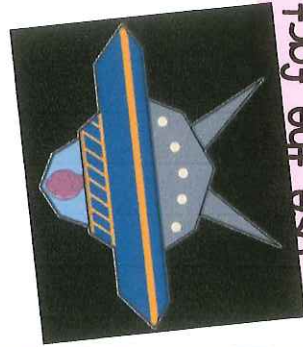
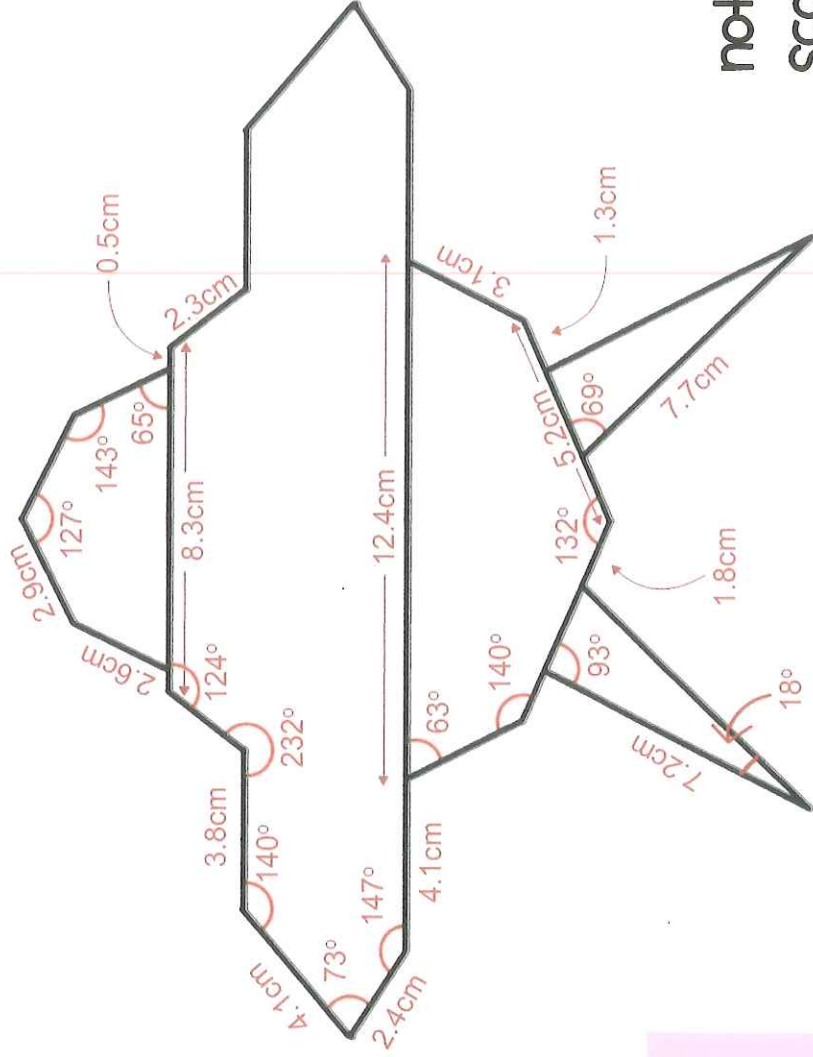


can you draw my rocket ship?

remember to use a ruler and protractor to draw the lines and angles accurately!



Use the fact that my spaceship is symmetrical to help you



not to scale

