

The point where the ray starts is called the *origin*.

Got it.

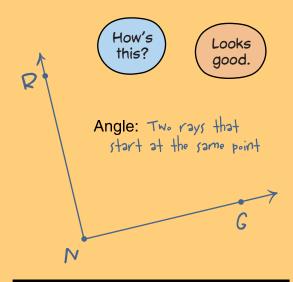
Ray: part of a line beginning at one point and extending forever in one direction



WHEN NAMING A RAY, ALWAYS BEGIN WITH ITS ORIGIN. THE RAY ABOVE IS RAY XY, NOT RAY YX.







ABOVE IS ANGLE RNG.
THE SHARED ORIGIN ALWAYS GOES IN THE
MIDDLE WHEN WE NAME AN ANGLE. SO, WE
CAN ALSO NAME THE ANGLE ABOVE ANGLE
GNR, BUT NOT ANGLE RGN OR ANGLE GRN.







