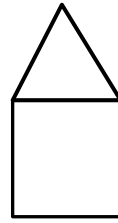
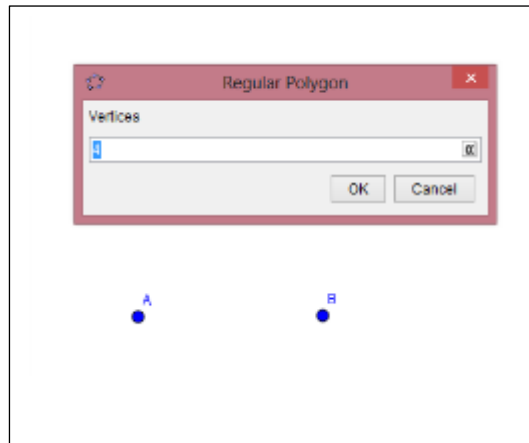


# How to Create tools with GeoGebra

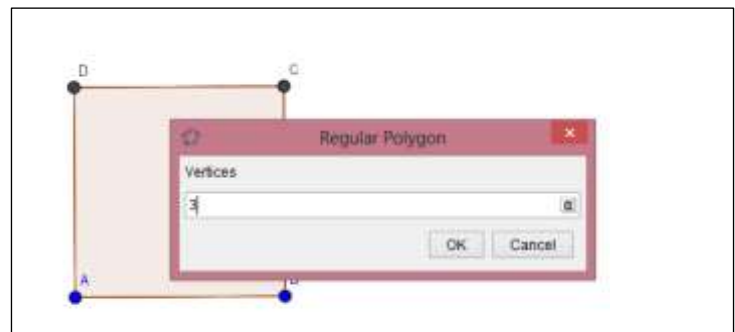


Example: a tool to create a house like this by clicking on two points

Construct a regular polygon with 4 Vertices (a square) based on points A and B.

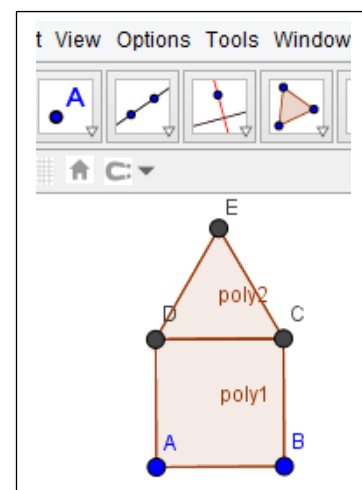
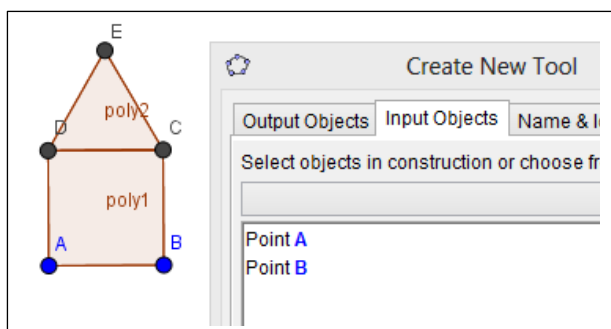


Construct a regular polygon with 3 vertices (a triangle) with by clicking on C and D.



Step3: Now you can start to create the house "tool".

- (1) Click on tools-> create a tool.
- (2) Chose the basic objects of your construction (here A, B) as *Input Objects*



(3) Then chose all objects of your construction that should be seen when using the tool as *Output Objects*. This can be more points, segments, circles, ...

(4) Then name the object. Click on *Finish* and try it out.

(5) Don't forget to save the tool by clicking on "*Manage Tools*" by e.g. *house.ggt*.

