## **Hints 5-6**

- 5.2. One can reuse the same proof as for Euclidean case (considering perpendicular bisector and angle bisector as loci of something...).
- 5.3. Use polar correspondence.
- 5.6. Both sine and cosine law will be useful.
- 6.2. Triangulate the polygon.
- 6.4. Use reflections.