Quick return mechanism - Geogebra animation steps

Attach here the steps for the Geogebra animation in the correct order.

1	Create point A.
2	Create a circumference with centre A and radius 3 and name it c.
3	Define point B as a point on circumference c.
4	Create point C.
5	Create a line through point C and point B.
6	Create a circle with centre C and radius the length of the slotted bar and name it d.
7	Define point D as the intersection point between line CB and circle d.
8	Hide line CB and circle d.
9	Define a segment from point C to point D.
10	Create points E and F.
11	Create a line through point E and point F.

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Attach here the steps for the Geogebra animation in the correct order.

12	Create a perpendicular line to EF through point D and name it i.
13	Define point G as the intersection point between line i and line EF.
14	Create a circle with centre G and radius the length of the connecting rod and name it p.
15	Define point H as the intersection point between line i and circle p.
16	Create a segment from point G to point H.
17	Hide line i, circle p and point H.
18	Create a circle with centre G and radius the length of the slider and name it e.
19	Define points K and I as the intersection points between circle e and line EF.
20	Create a segment from point K to point I.
21	Hide point K, point I, point G and circle e.
22	Right click on point B, press “animation” and watch it move!

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