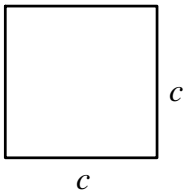
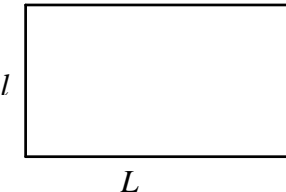
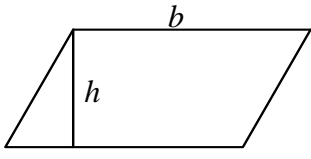
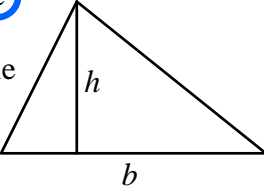
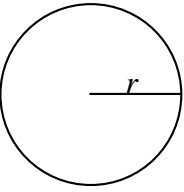


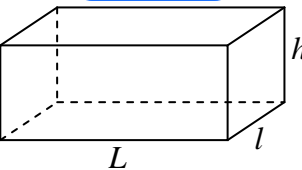
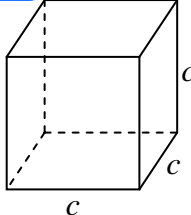
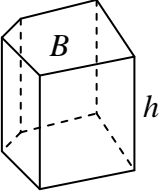
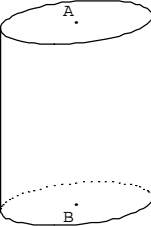
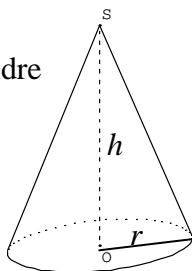
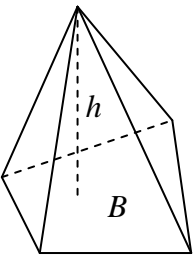
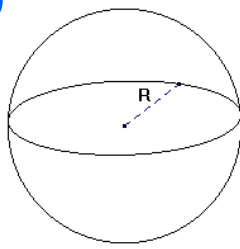
## FORMULES D'AIRES

Dans chaque cas, A désigne l'aire de la figure

<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Carré</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Rectangle</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Parallélogramme</b></p>
		
<p><math>c</math> : côté du carré</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>A = c \times c</math></p>	<p><math>l</math> : largeur et <math>L</math> : longueur</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>A = l \times L</math></p>	<p><math>b</math> : longueur d'un côté <math>h</math> : hauteur associée</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>A = b \times h</math></p>
<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Triangle</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Disque</b></p>	
		
<p><math>b</math> : longueur d'un côté du triangle <math>h</math> : hauteur associée</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>A = \frac{b \times h}{2}</math></p>	<p><math>r</math> : rayon du disque</p> <p><math>\pi</math> désigne un nombre. <math>\pi \approx 3,141592</math></p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>A = \pi \times r \times r = \pi r^2</math></p>	

## FORMULES DE VOLUMES

Dans chaque cas, V désigne le volume

<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Pavé droit</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Cube</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Prisme droit</b></p>
		
<p><math>L</math> : Longueur <math>l</math> : largeur <math>h</math> : hauteur</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = L \times l \times h</math></p>	<p><math>c</math> : côté du cube</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = c \times c \times c = c^3</math></p>	<p><math>B</math> : aire de la base <math>h</math> : hauteur du prisme</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = B \times h</math></p> <p><math>p</math> : périmètre de la base <i>Aire latérale</i> = <math>p \times h</math></p>
<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Cylindre de révolution</b></p>	<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Cône</b>    Solides "pointus" : 1/3    <b>Pyramide</b></p>	
		
<p>La formule est la même que pour le prisme droit. Comme la base est un disque de rayon <math>r</math>, on a :</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = \pi \times r \times r \times h = \pi r^2 h</math></p> <p><i>Aire latérale</i> = <math>2\pi r h</math></p>	<p><math>r</math> : rayon du disque de base <math>h</math> : hauteur du cylindre</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = \frac{1}{3} \pi r^2 h</math></p> <p><math>B</math> : aire de la base de la pyramide <math>h</math> : hauteur de la pyramide</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = \frac{1}{3} \times B \times h</math></p>	
<p style="text-align: center; border: 1px solid blue; border-radius: 10px; display: inline-block;"><b>Boule</b></p>		
		
<p><math>R</math> : rayon de la boule</p> <p style="border: 1px solid green; border-radius: 15px; padding: 2px; display: inline-block;"><math>V = \frac{4}{3} \pi R^3</math></p> <p><i>Aire</i> = <math>4\pi R^2</math></p>		