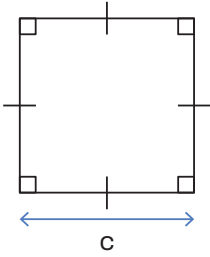


Périmètres et Aires

Carré

$$P = 4 \times c$$

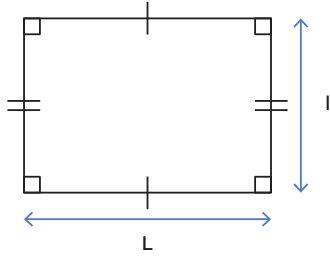
$$A = c \times c = c^2$$



Rectangle

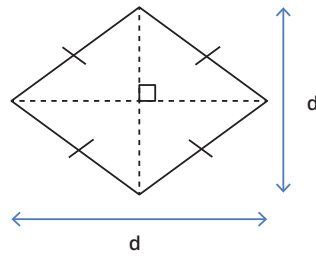
$$P = 2 \times L + 2 \times l$$

$$A = L \times l$$



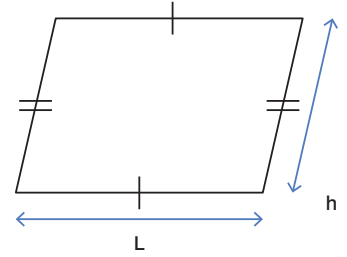
Losange

$$A = (d \times d') \div 2$$



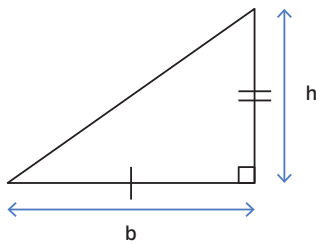
Parallélogramme

$$A = L \times h$$



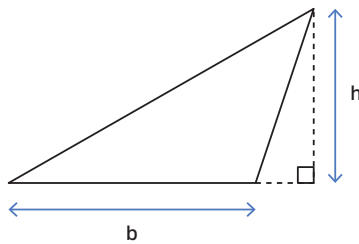
Triangle rectangle

$$A = (b \times h) \div 2$$



Triangle quelconque

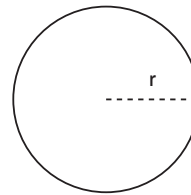
$$A = (b \times h) \div 2$$



Cercle et disque

$$P = 2 \times \pi \times r$$

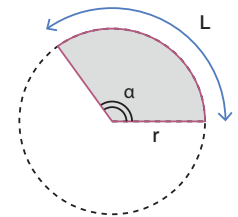
$$A = \pi \times r^2$$



Secteur circulaire

$$L = 2 \times \pi \times r \times (\alpha / 360)$$

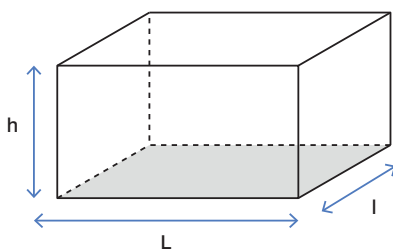
$$A = \pi \times r^2 \times (\alpha / 360)$$



Volumes

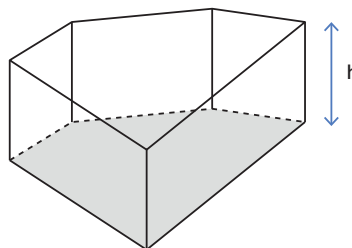
Pavé droit

$$V = (\text{aire de la base}) \times h = L \times l \times h$$



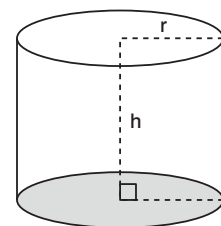
Prisme droit

$$V = (\text{aire de la base}) \times h$$



Cylindre

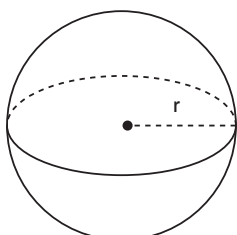
$$V = (\text{aire de la base}) \times h = \pi \times r^2 \times h$$



Sphère et boule

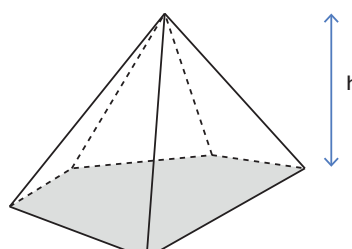
$$A = 4 \times \pi \times r^2$$

$$V = (4/3) \times \pi \times r^3$$



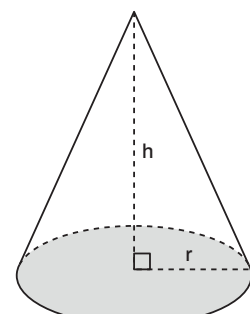
Pyramide

$$V = (\text{aire de la base} \times h) \div 3$$



Cône de révolution

$$V = (\pi \times r^2 \times h) \div 3$$



P : Périmètre, A : Aire, V : volume