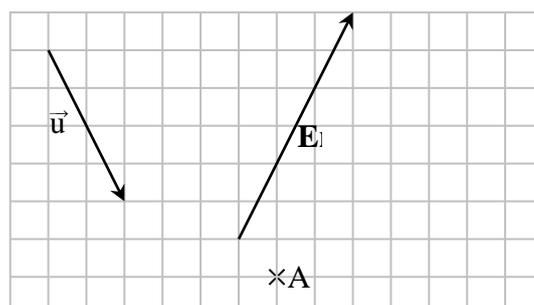
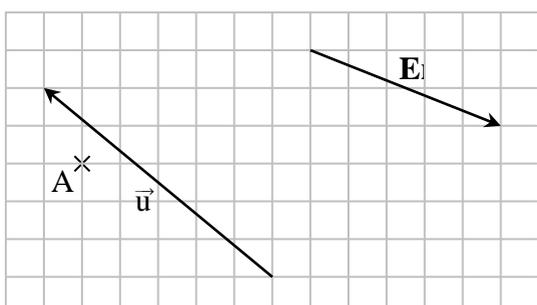
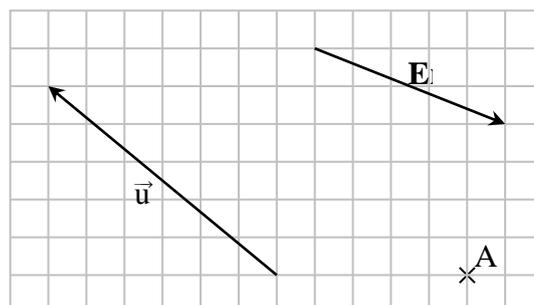
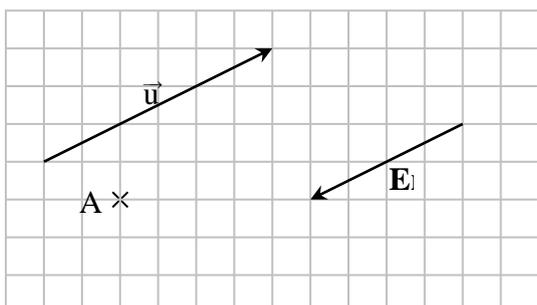
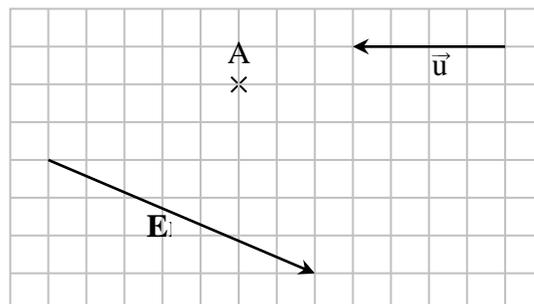
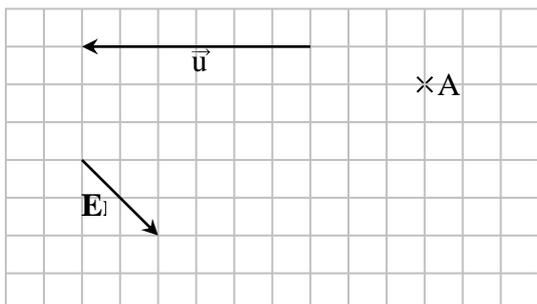
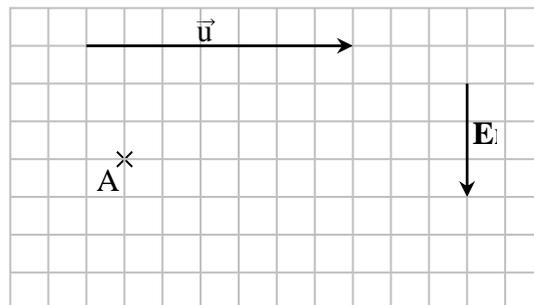
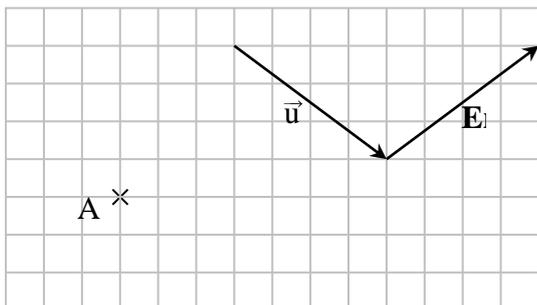
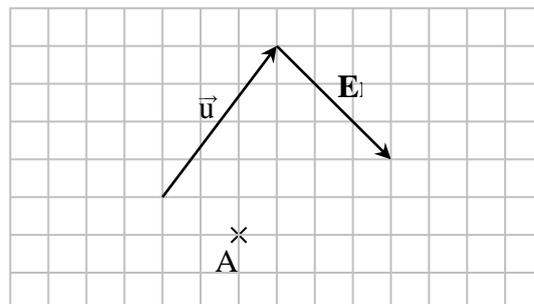
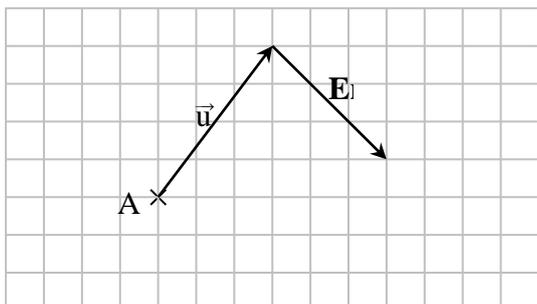


# Module : somme de vecteurs

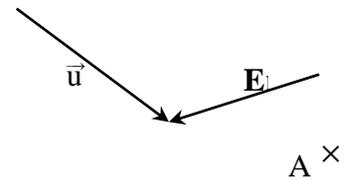
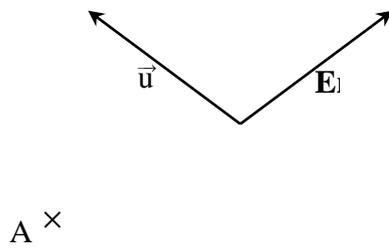
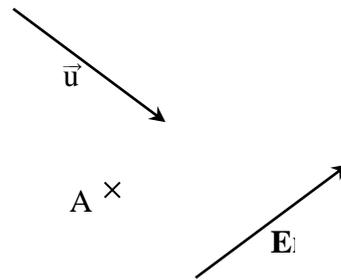
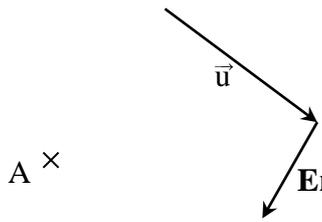
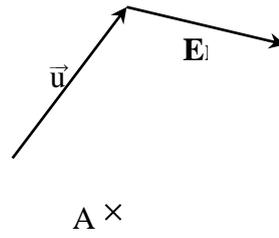
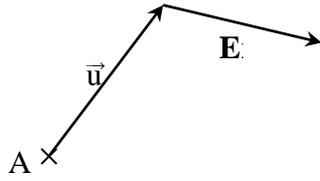
## Exercice 1

Dans chacun des cas, construire le vecteur d'origine A égal à la somme **Erreur ! + Erreur !**



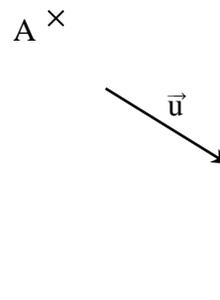
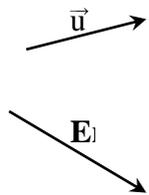
## Exercice 2

Même exercice que le précédent sans les quadrillages.



## Exercice 3

Construire le vecteur d'origine A égal à  $3\mathbf{E}_1 + 2\mathbf{E}_2$



$A$