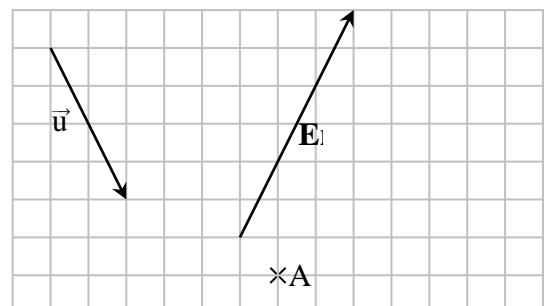
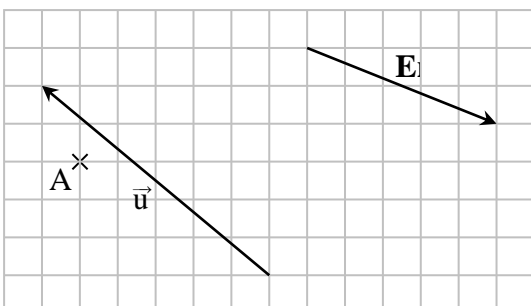
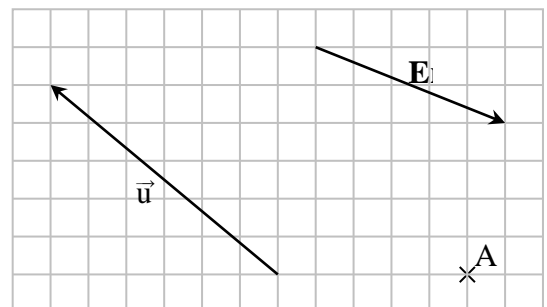
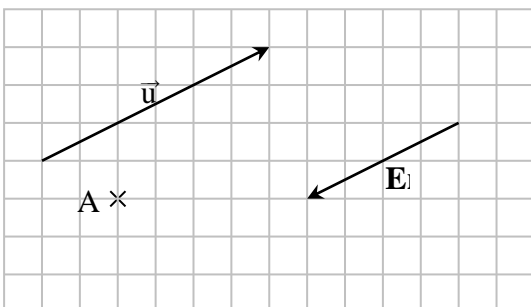
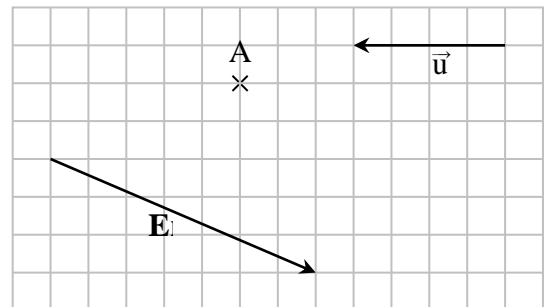
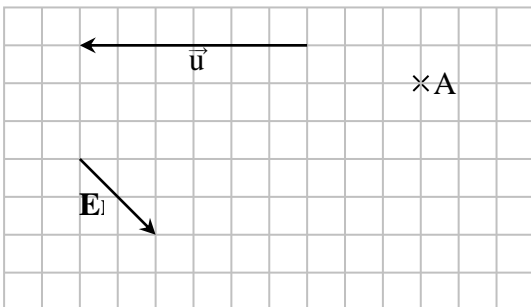
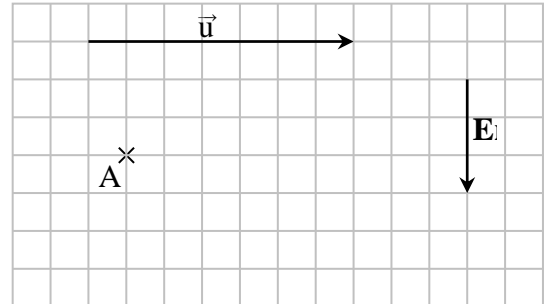
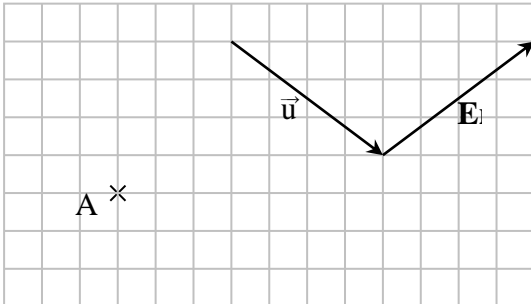
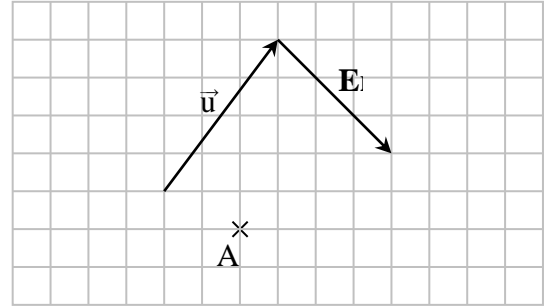
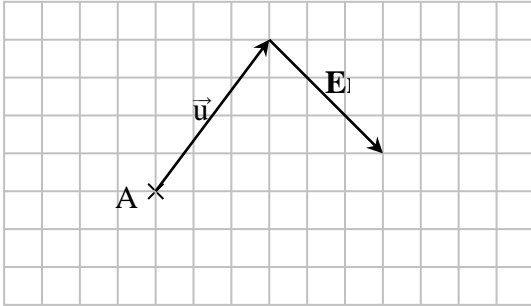


Module : somme de vecteurs

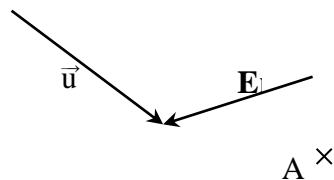
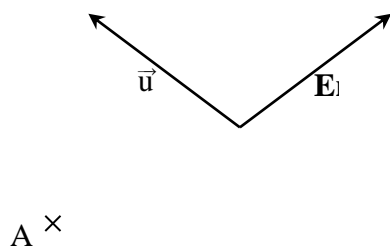
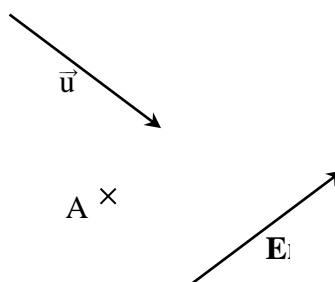
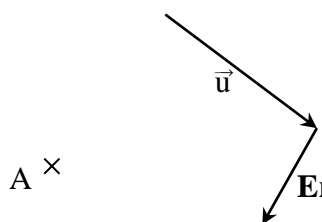
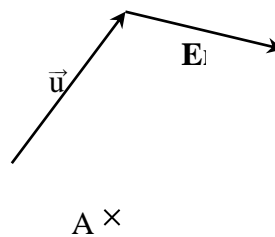
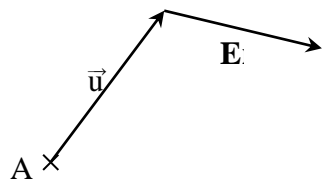
Exercice 1

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



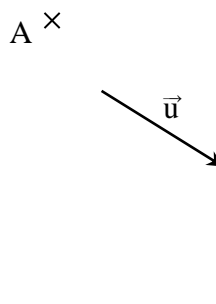
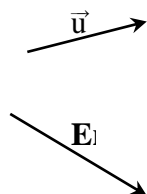
Exercice 2

Même exercice que le précédent sans les quadrillages.



Exercice 3

Construire le vecteur d'origine A égal à $3\vec{E} + 2\vec{u}$



A