

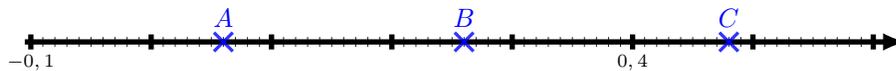
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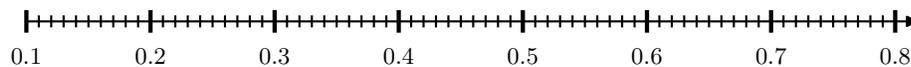
1 Algèbre

1.1 Droites des réels

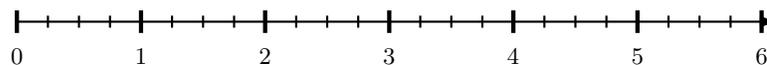
- Une première droite :



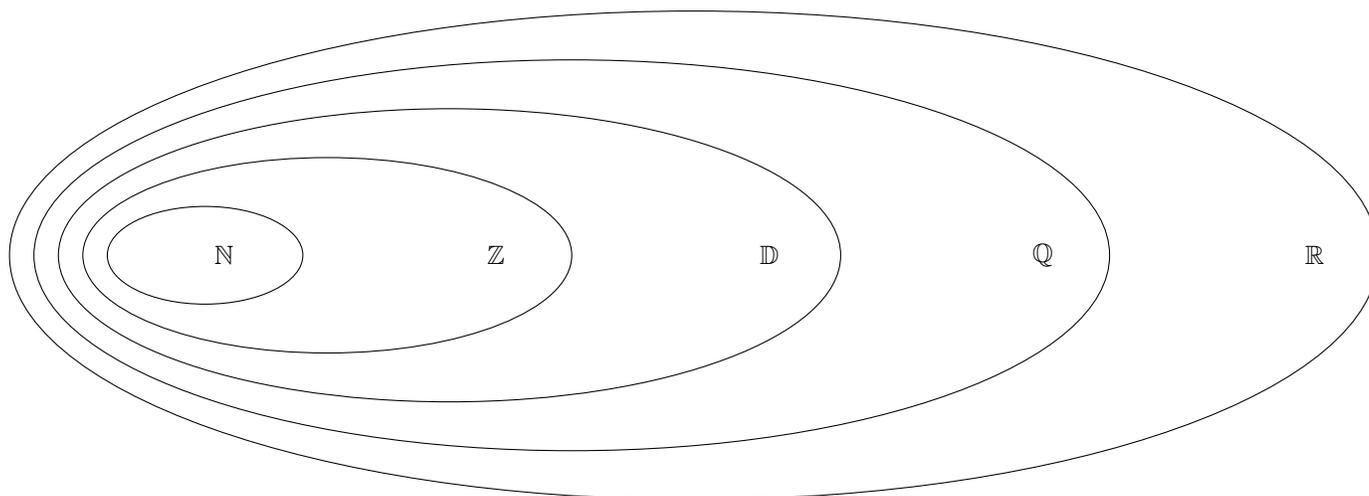
- Une deuxième droite :



- Une troisième droite :

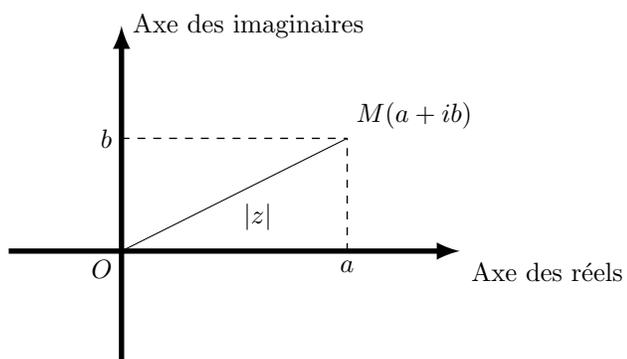


1.2 Ensemble de nombres

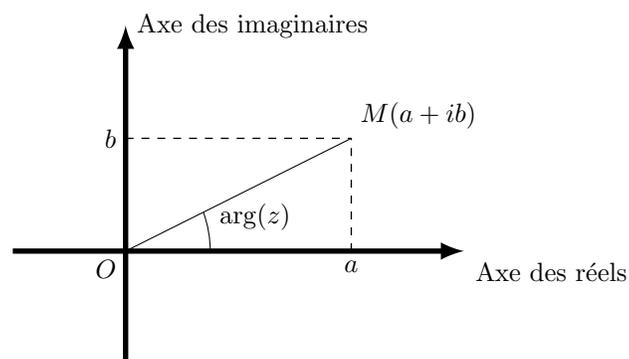


1.3 Nombres complexes

- Le module :



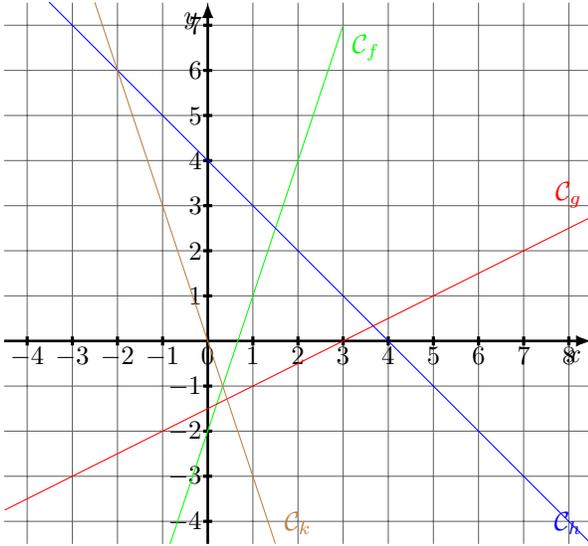
- L'argument :



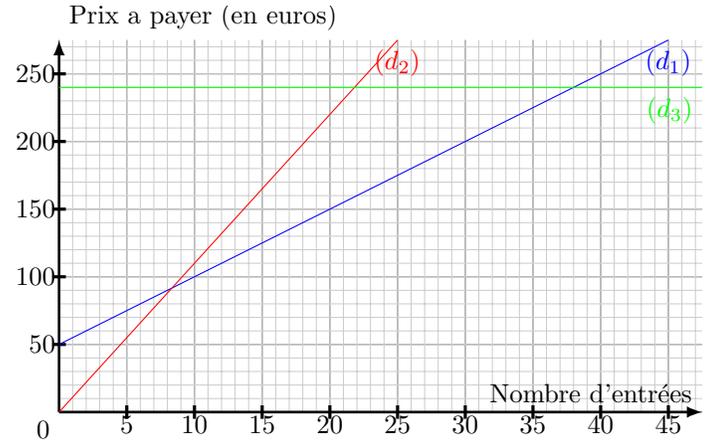
2 Analyse

2.1 Fonctions affines

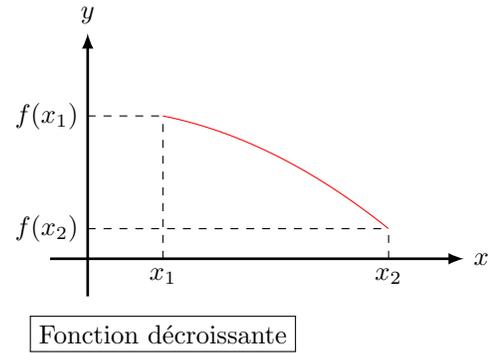
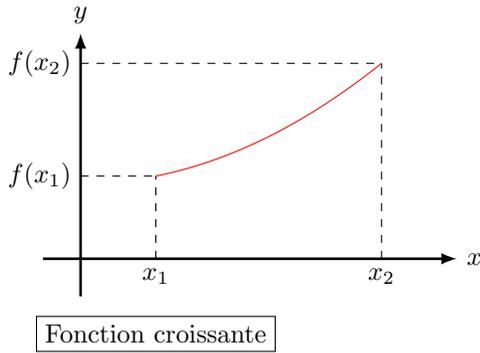
- Quelconque :



- A valeurs positives :

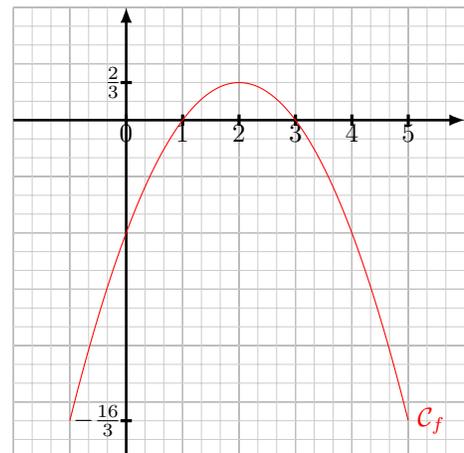
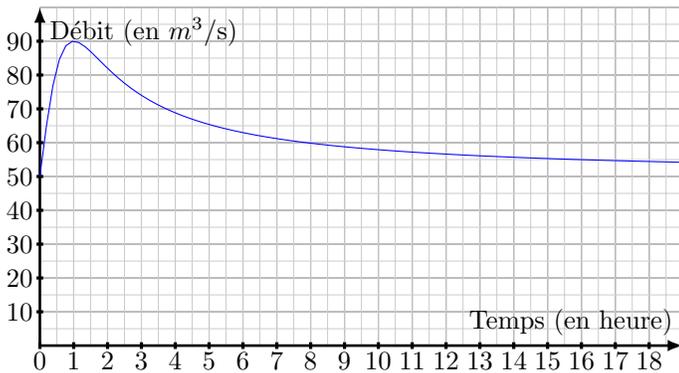


2.2 Fonctions (dé)croissantes

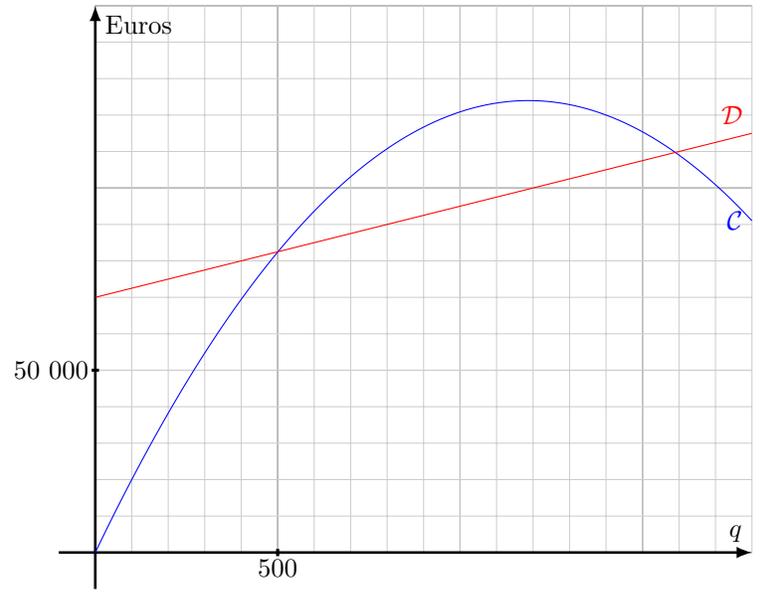
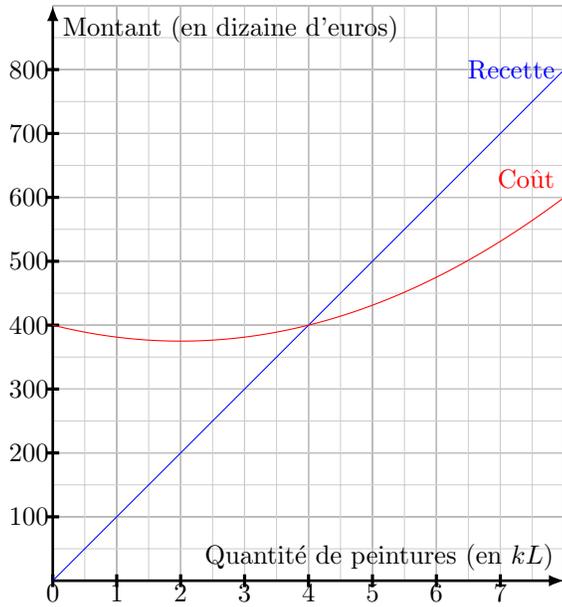


2.3 Fonctions diverses

2.3.1 Résolution graphique

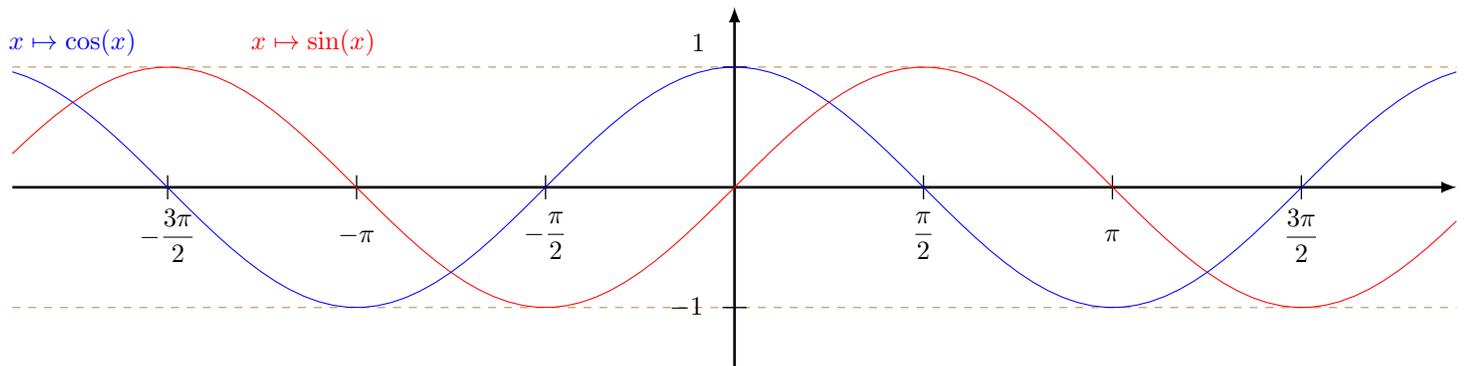


2.3.2 Comparaison de fonctions

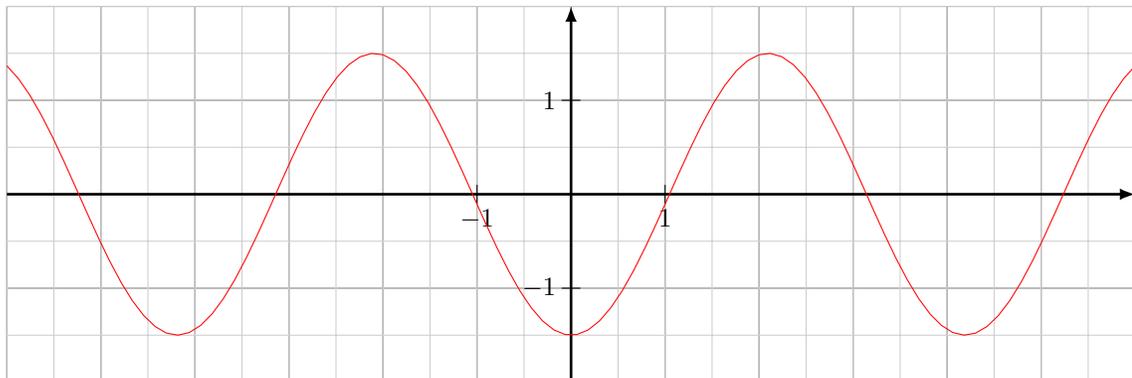


2.3.3 Fonctions sinusoidales

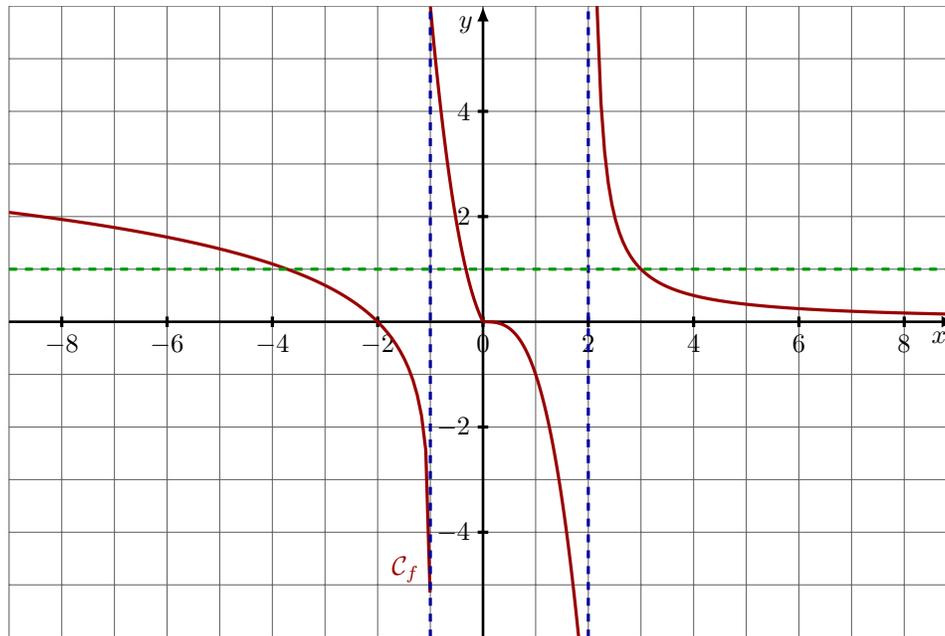
- Cosinus et sinus :



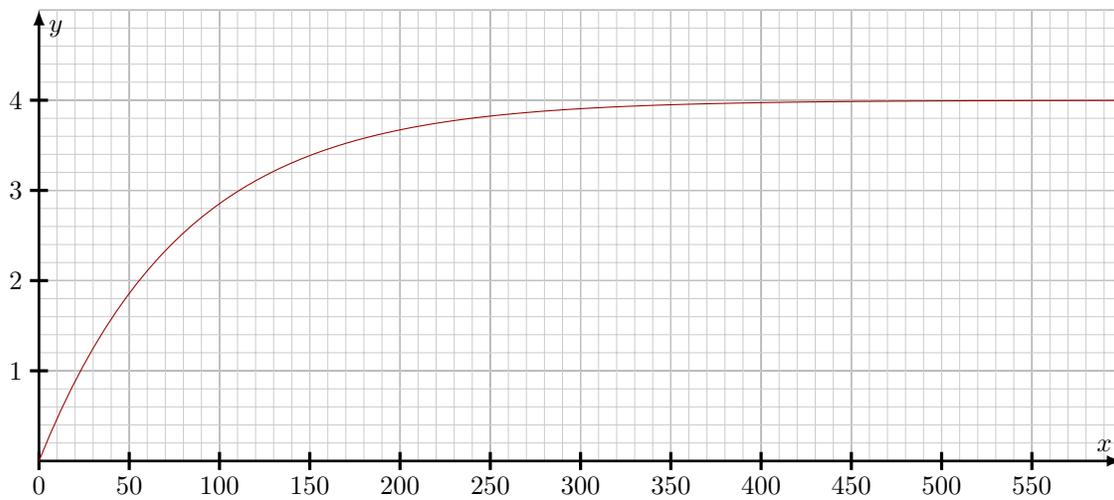
- Fonction sinusoidale à déterminer :



2.3.4 Etude de limites

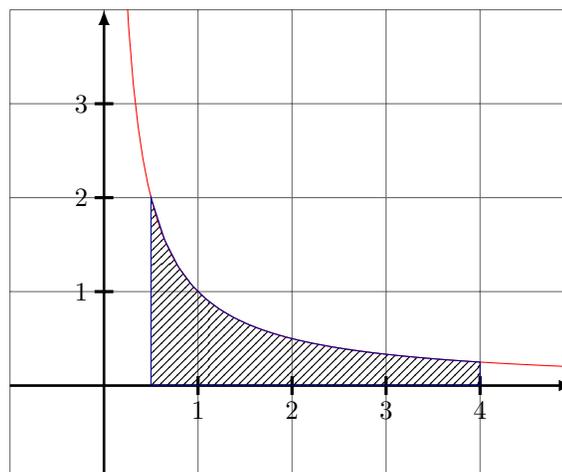


2.3.5 Une exponentielle croissante majorée

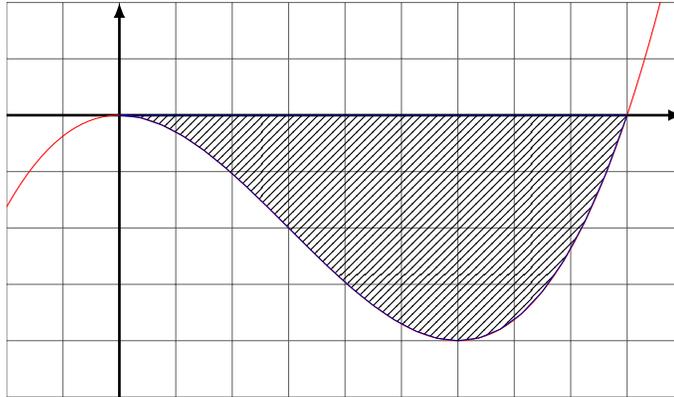


2.3.6 Intégrales

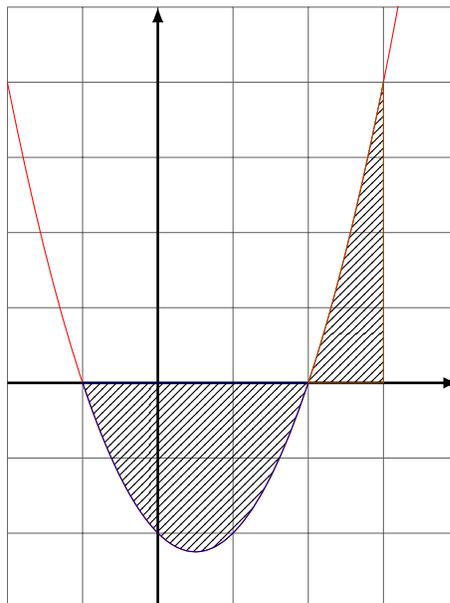
- Fonction positive :



- Fonction négative :

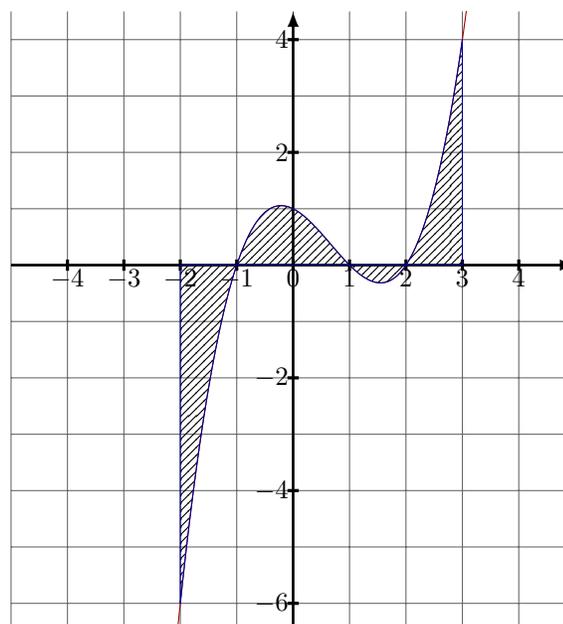


- Fonction quelconque :

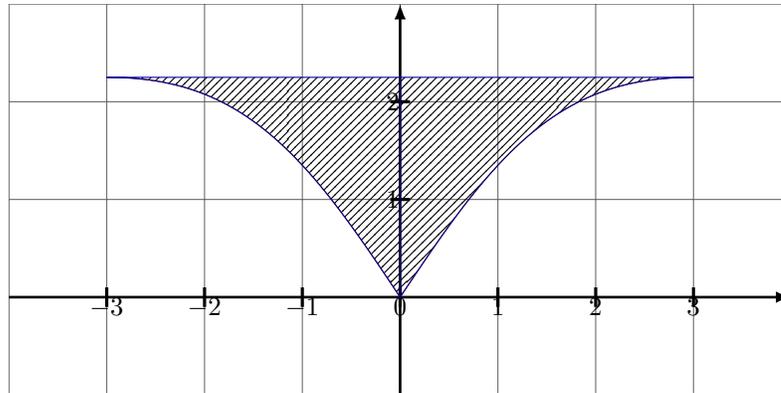


- Des exemples :

- Premier exemple :

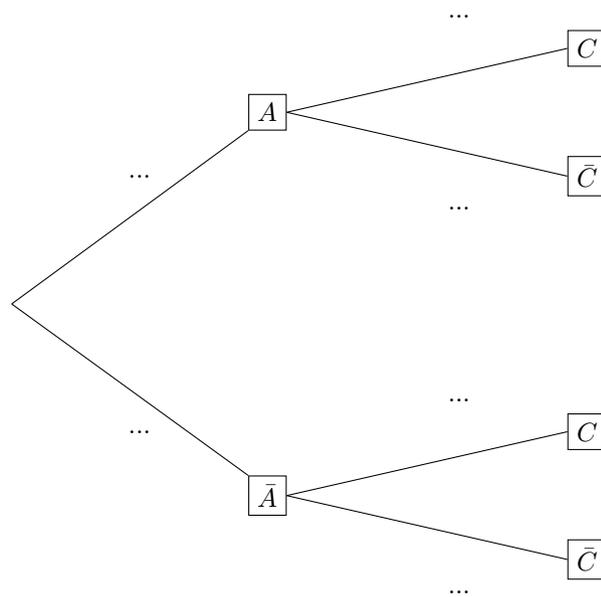


– Deuxième exemple :

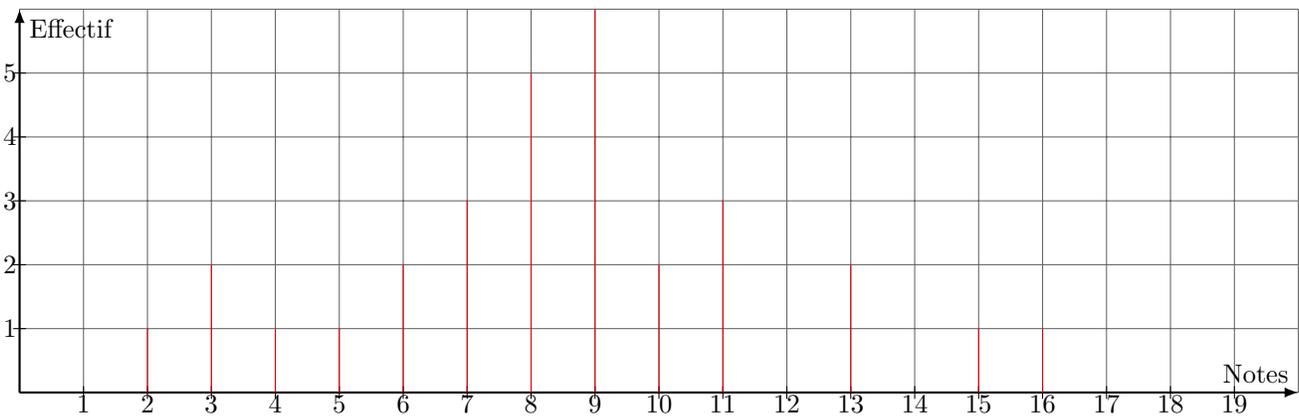


3 Statistiques & Probabilités

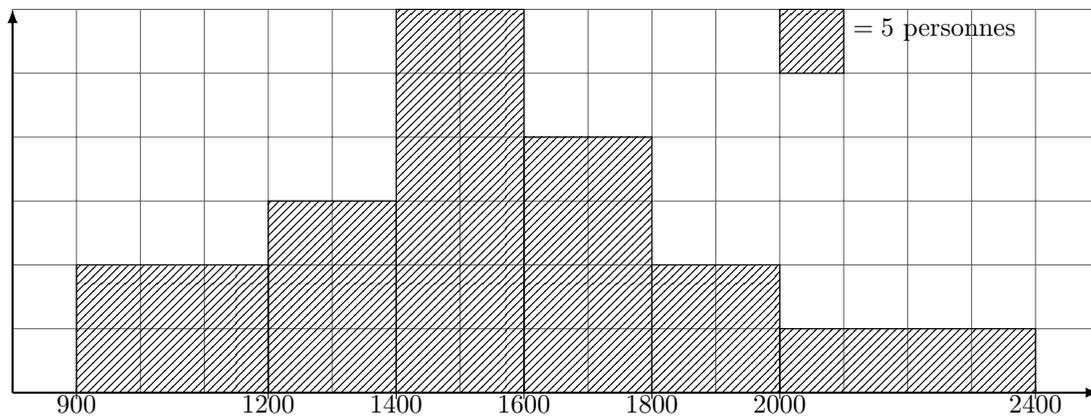
3.1 Arbre de probabilités



3.2 Diagrammes bâtons



3.3 Histogrammes



3.4 Diagrammes divers

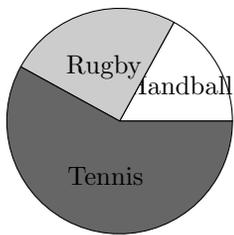


Diagramme circulaire

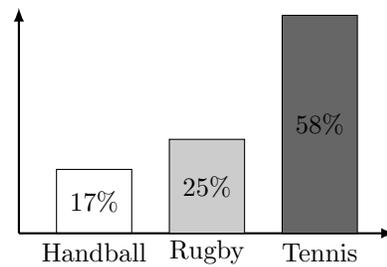


Diagramme en tuyau d'orgue

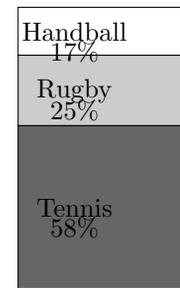


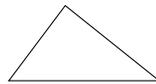
Diagramme en bande

4 Géométrie

4.1 Figures dans le plan

4.1.1 Les grands classiques

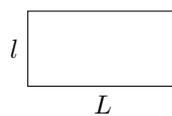
- Triangle:



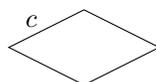
- Carré:



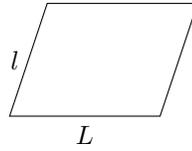
- Rectangle:



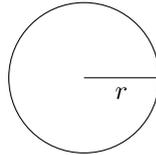
- Losange:



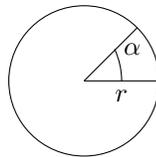
- **Parallélogramme:**



- **Cercle:**

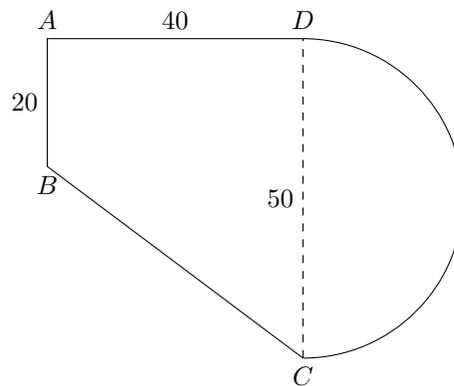


- **Arc de cercle:**

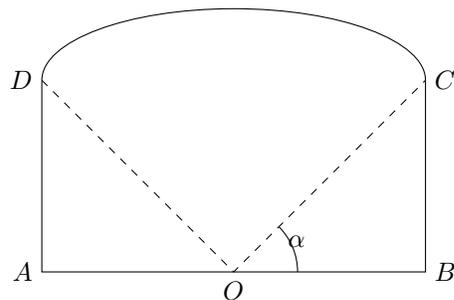


4.1.2 Figures particulières

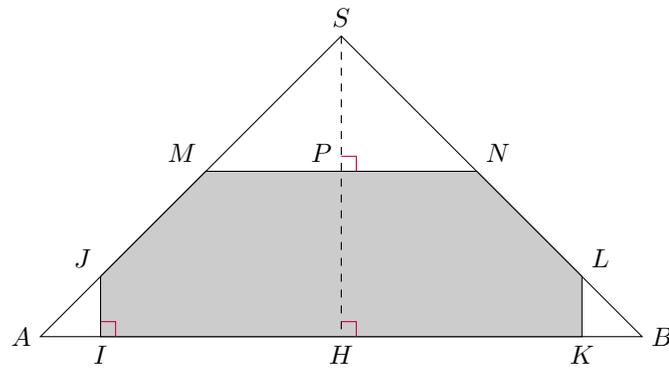
- **Premier exemple :**



- **Deuxième exemple :**



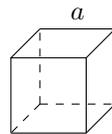
- Troisième exemple :



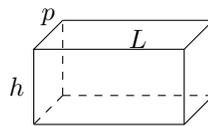
4.2 Figures dans l'espace

4.2.1 Les grands classiques

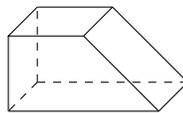
- Cube:



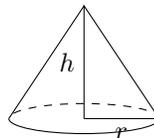
- Pavé droit:



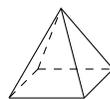
- Prisme droite:



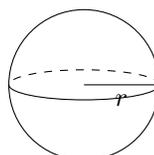
- Cône:



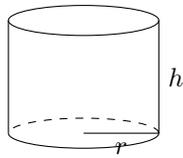
- Pyramide:



- Boule:

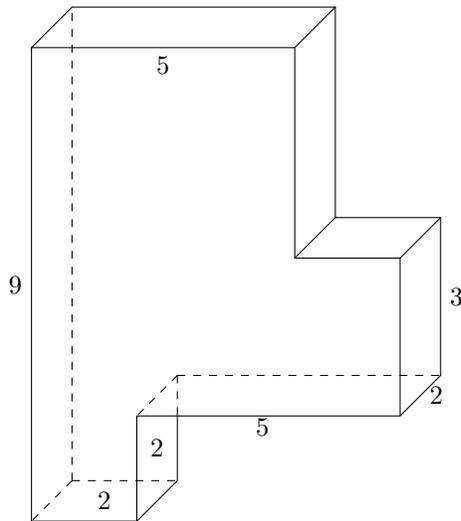


- **Cylindre:**

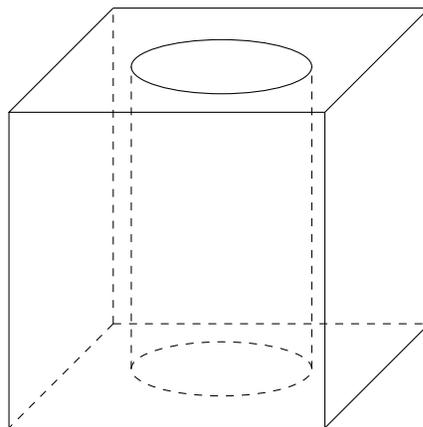


4.2.2 Figures particulières

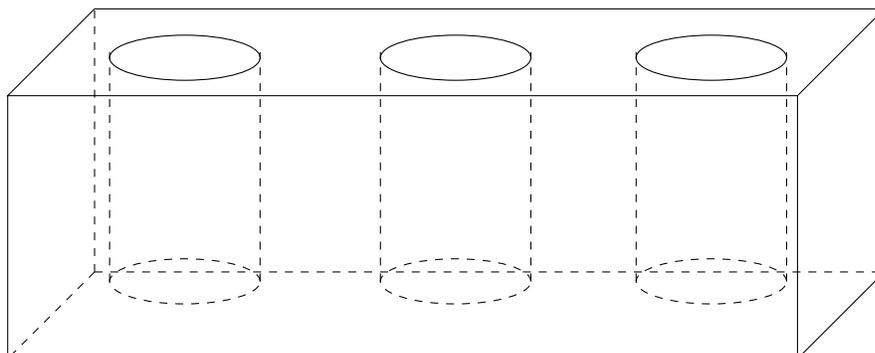
- Premier exemple :



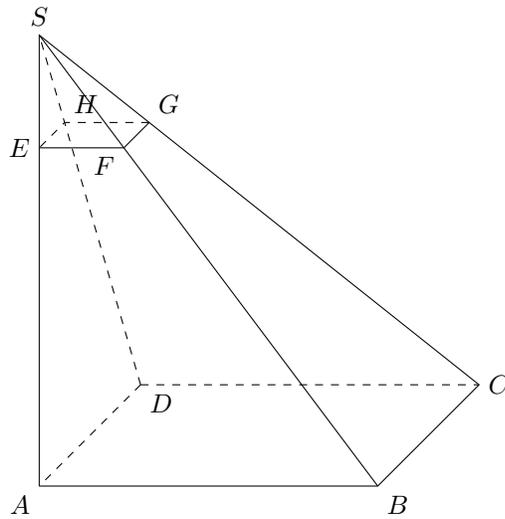
- Deuxième exemple :



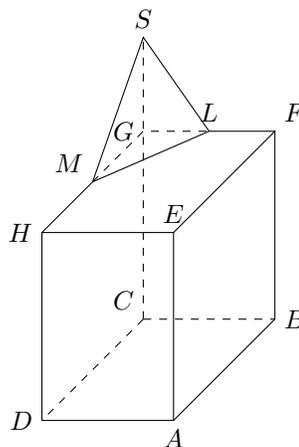
- Troisième exemple :



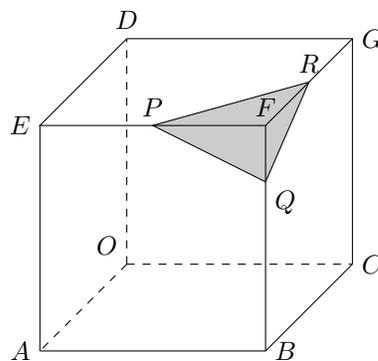
- Quatrième exemple :



- Cinquième exemple :

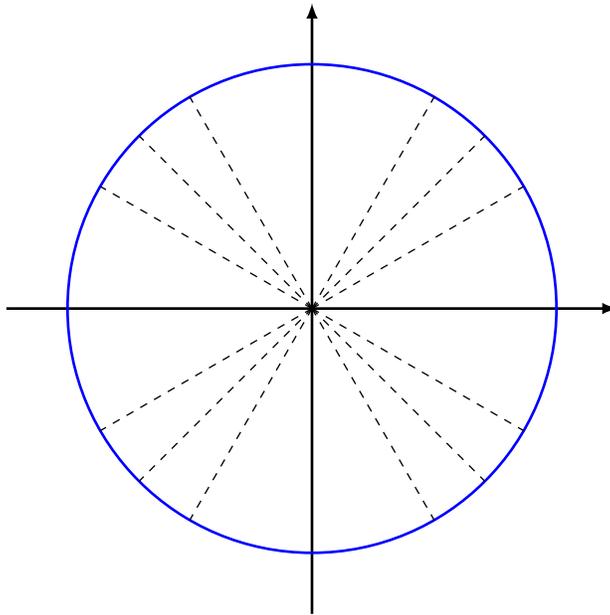


- Sixième exemple :

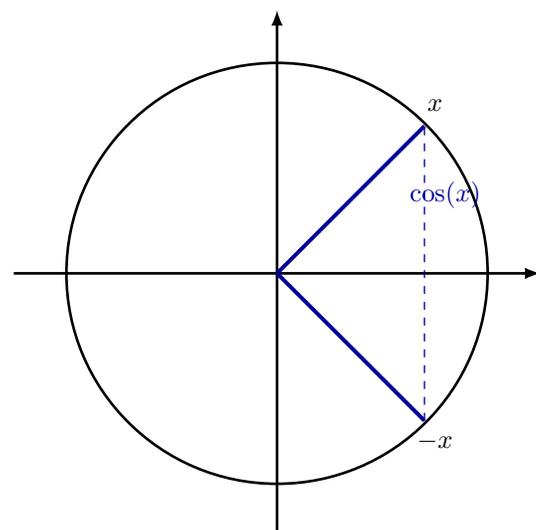
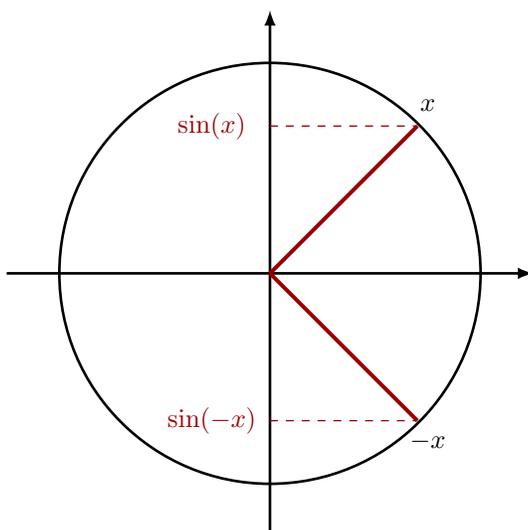
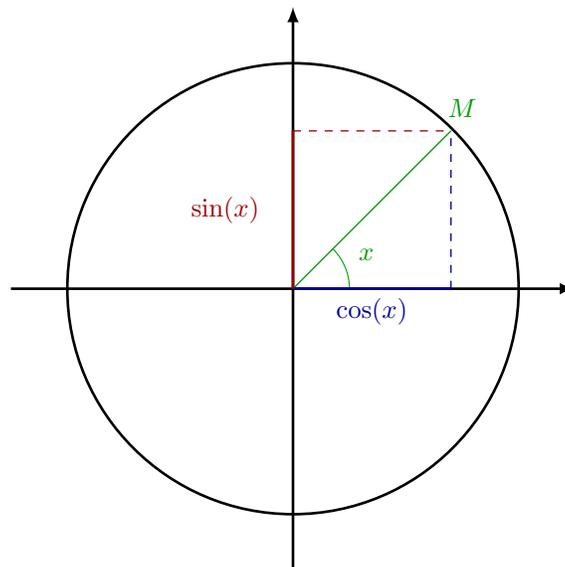


4.3 Cercle trigonométrique

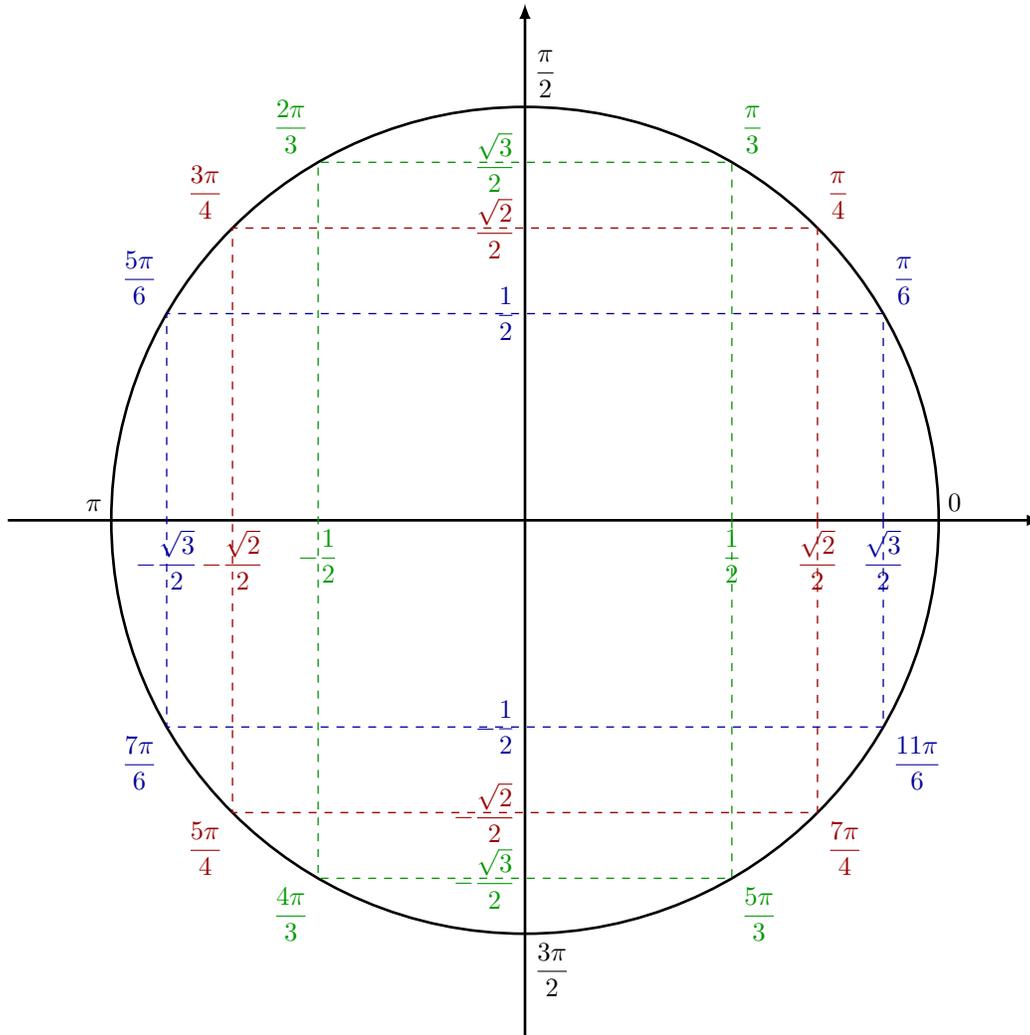
4.3.1 Le cercle



4.3.2 Sinus et cosinus

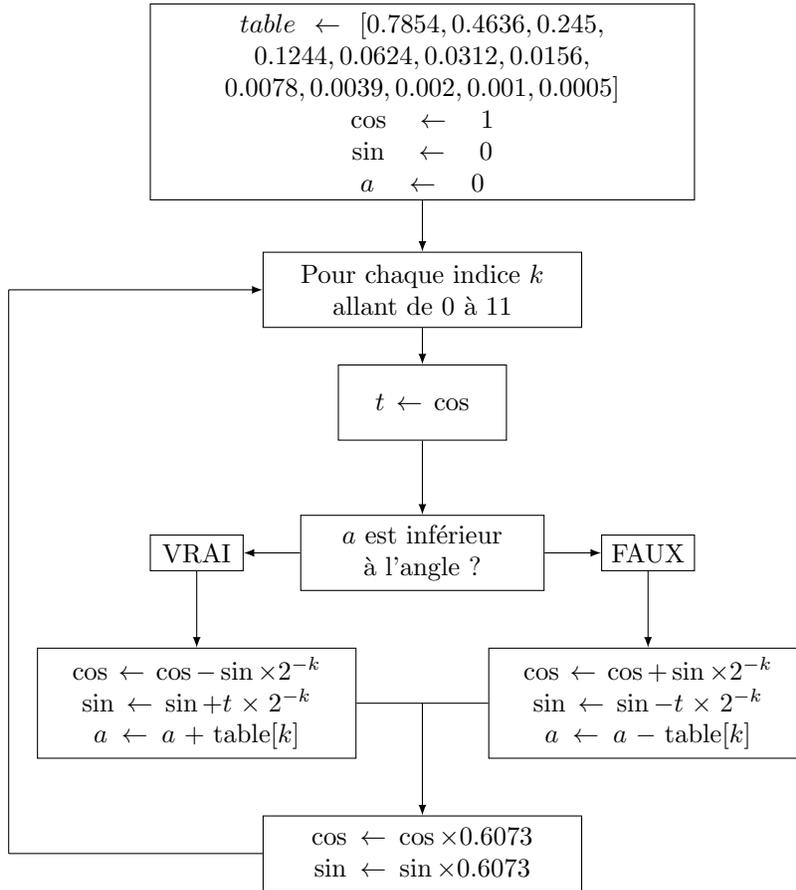


4.3.3 Valeurs remarquables



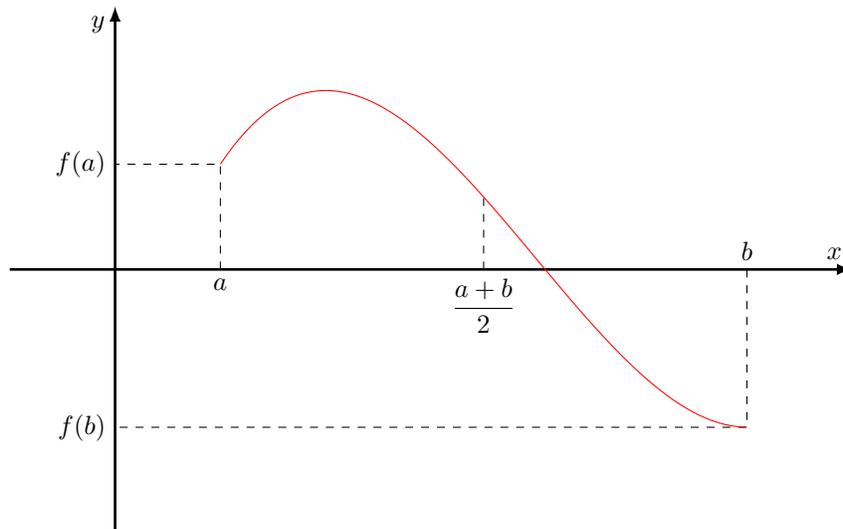
5 Informatique

5.1 Algorithme

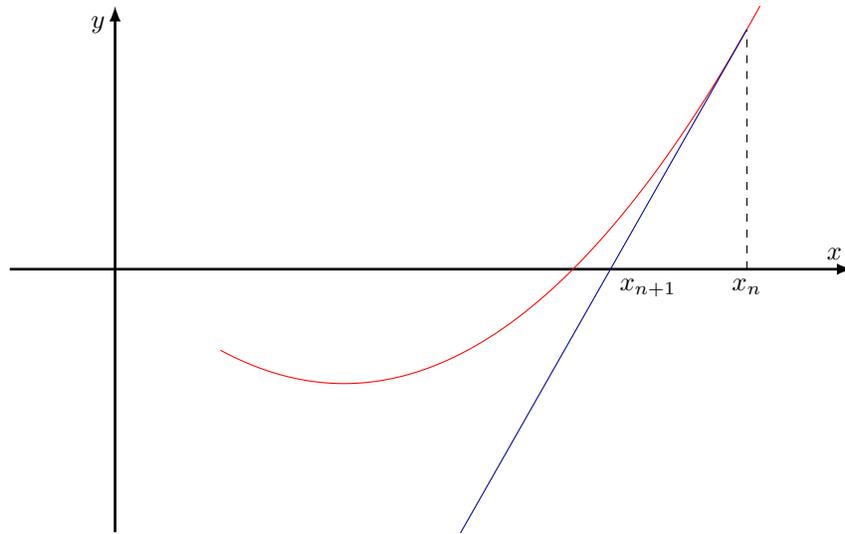


5.2 Méthodes numériques

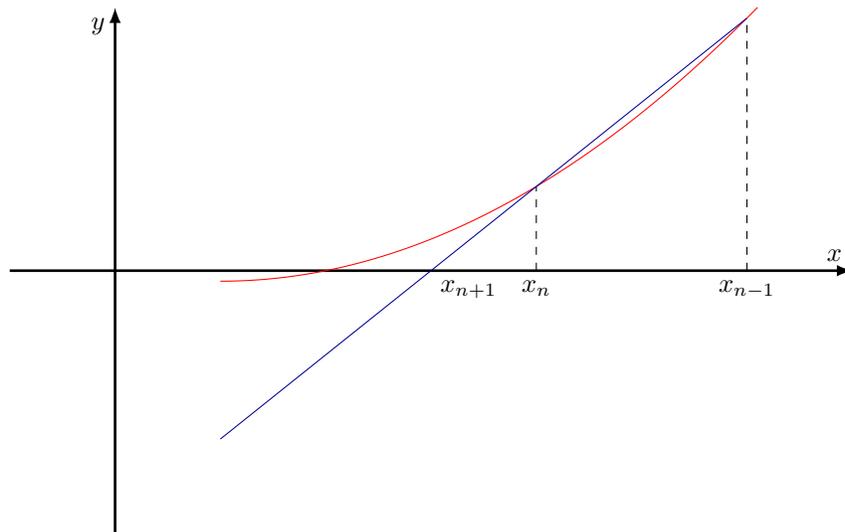
5.2.1 Dichotomie



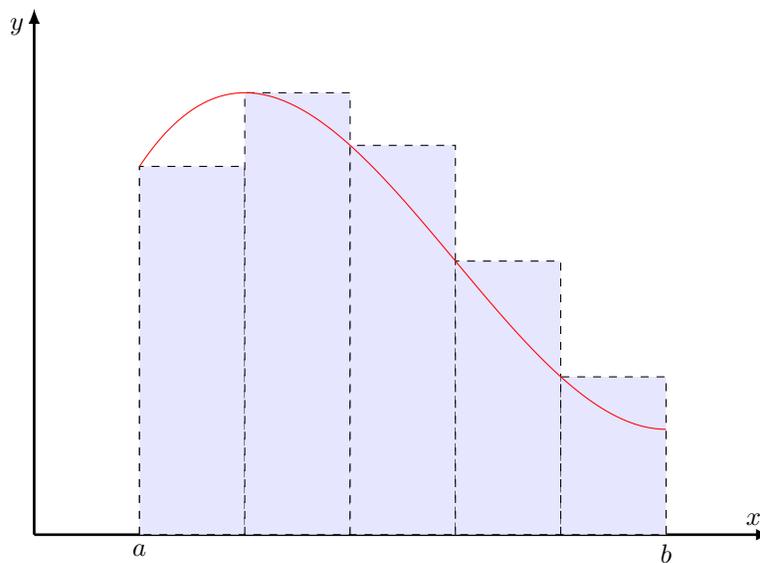
5.2.2 Méthode de Newton



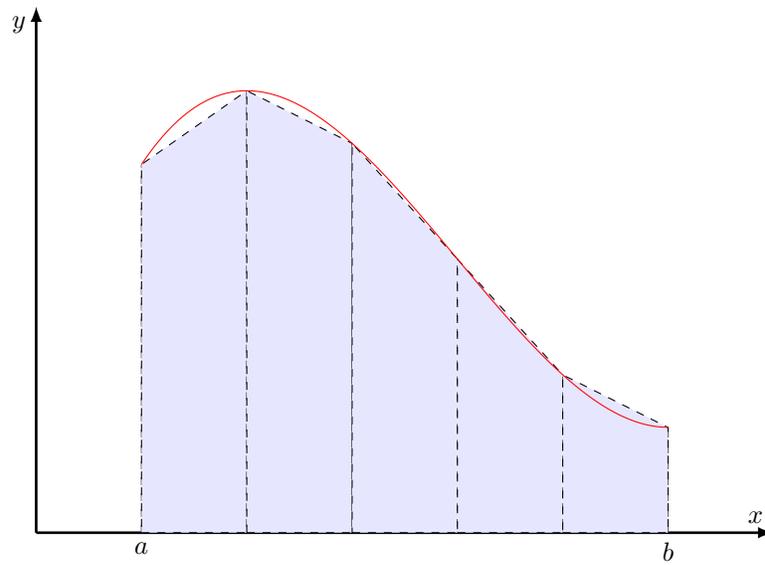
5.2.3 Méthode de la sécante



5.2.4 Méthode des rectangles



5.2.5 Méthode des trapèzes



5.2.6 Méthode de Simpson

