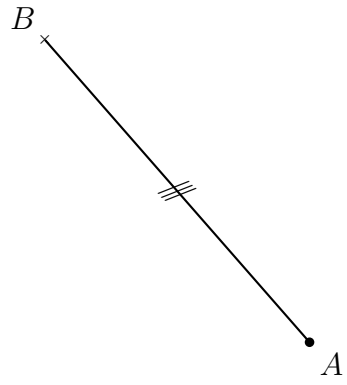


1 Objets de base

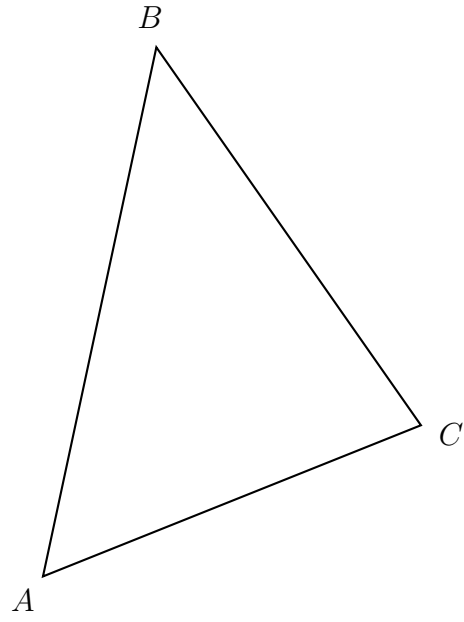
1.1 Points

• A

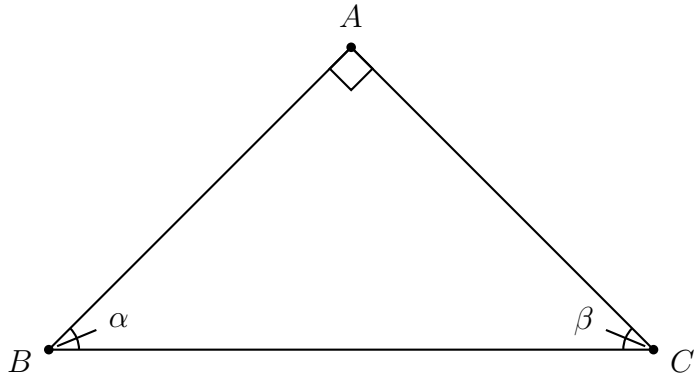
1.2 Codage des segments



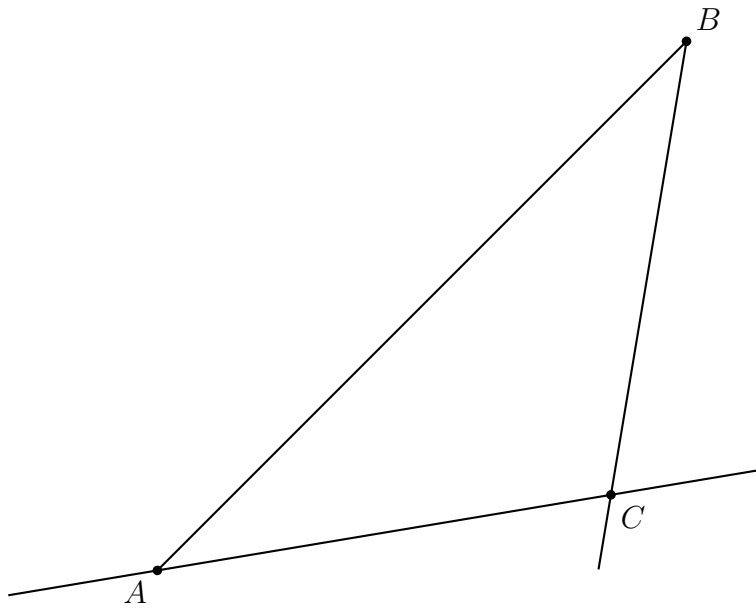
1.3 Triangles



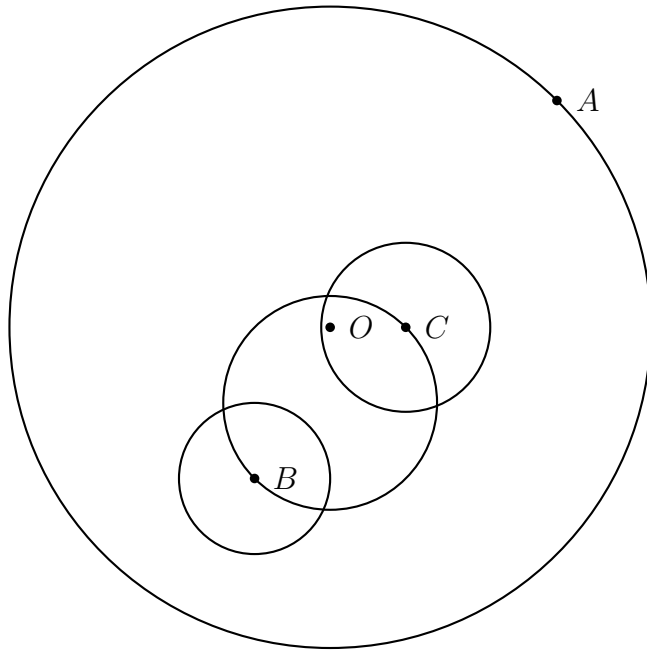
1.4 Angles



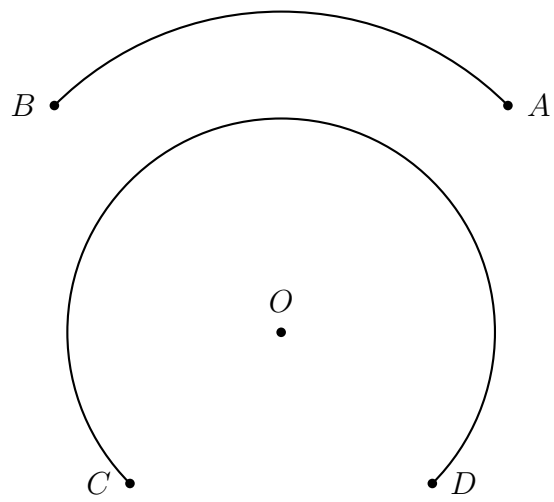
1.5 Droites, demi-droites et segments



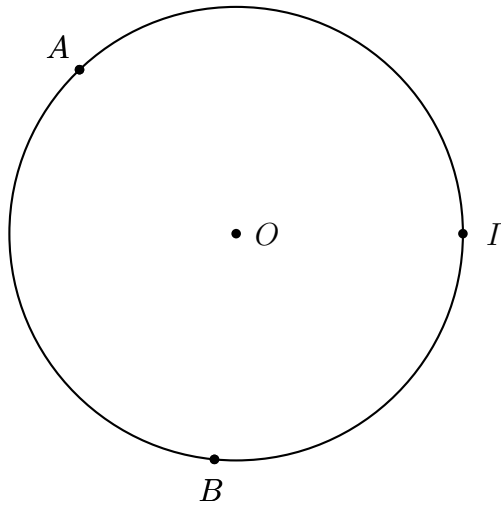
1.6 Cercles



1.7 Arcs de cercles

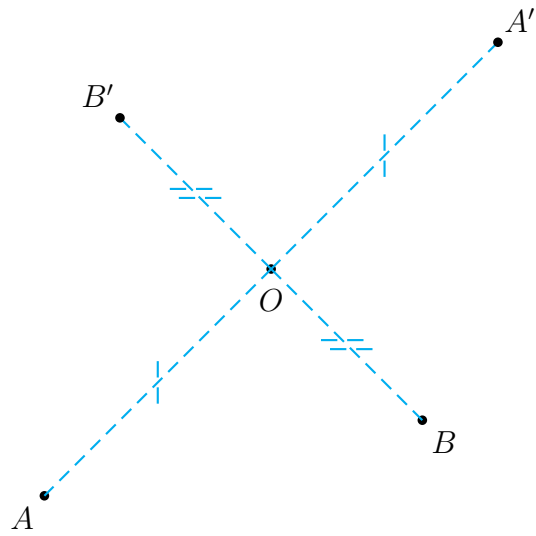


1.8 Abscisse curviligne

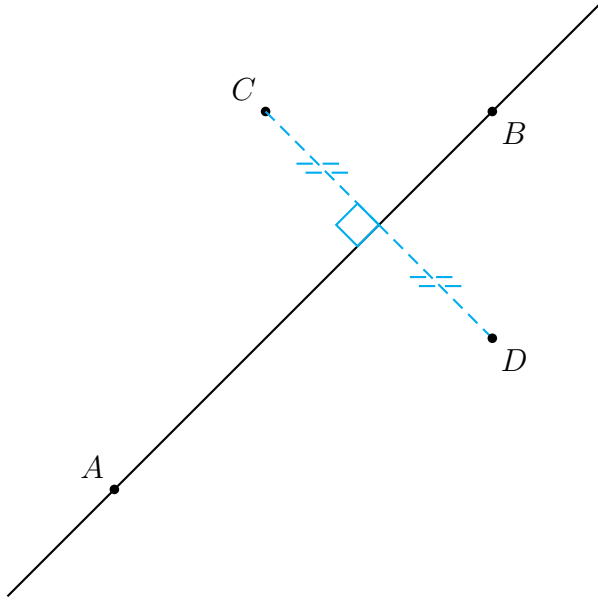


2 Transformations

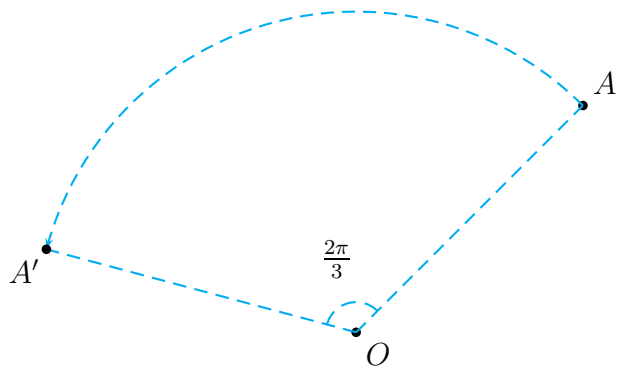
2.1 Symétrie centrale



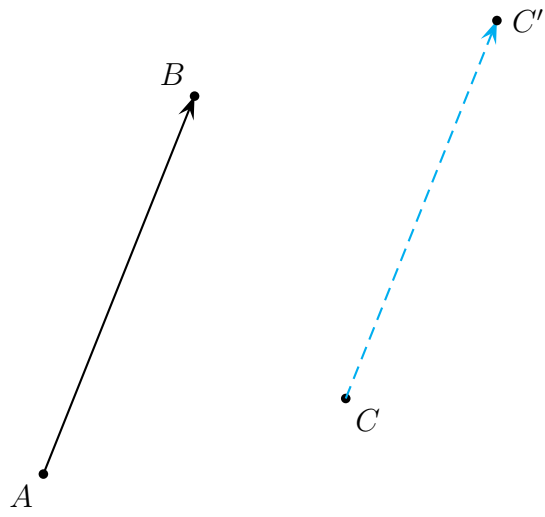
2.2 Symétrie axiale



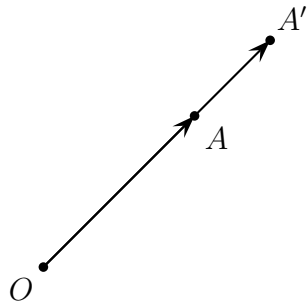
2.3 Rotation



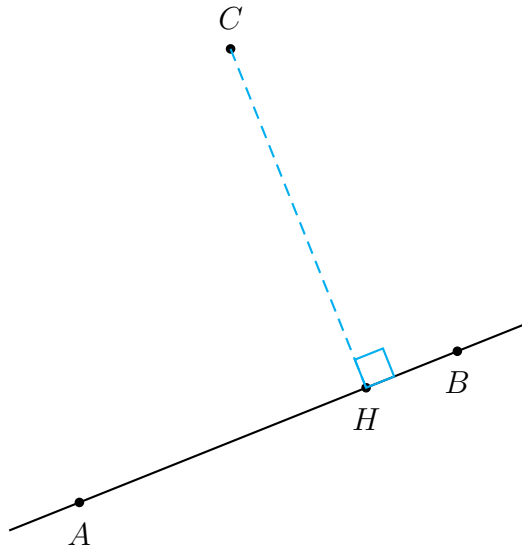
2.4 Translation



2.5 Homothétie

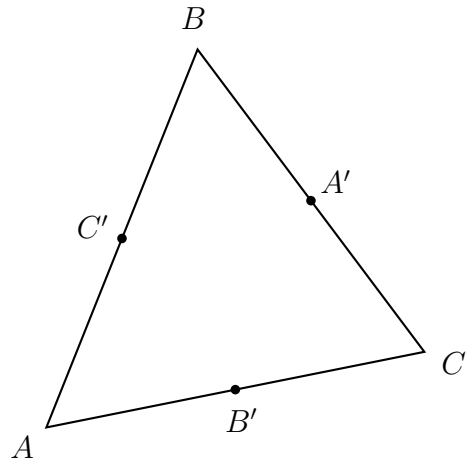


2.6 Projection orthogonale

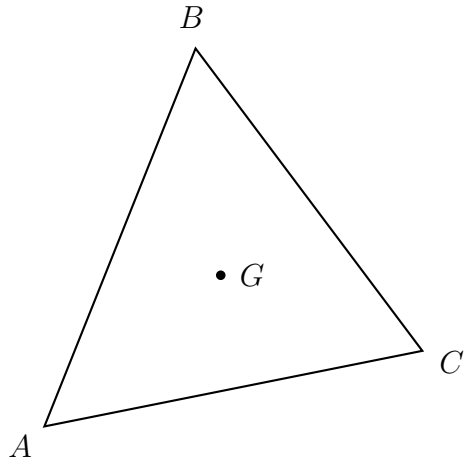


3 Objets particuliers

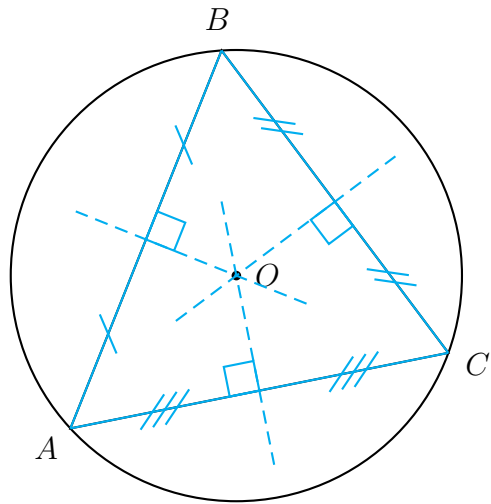
3.1 Milieu



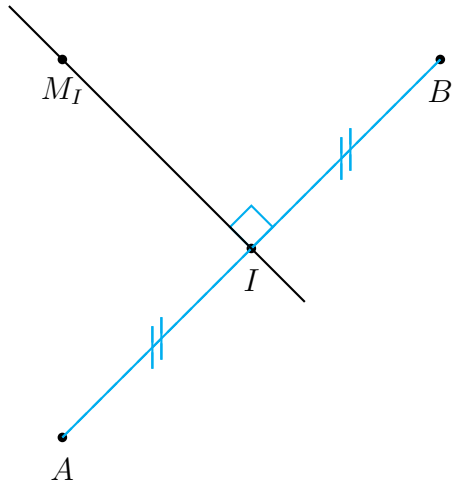
3.2 Centre de gravité d'un triangle



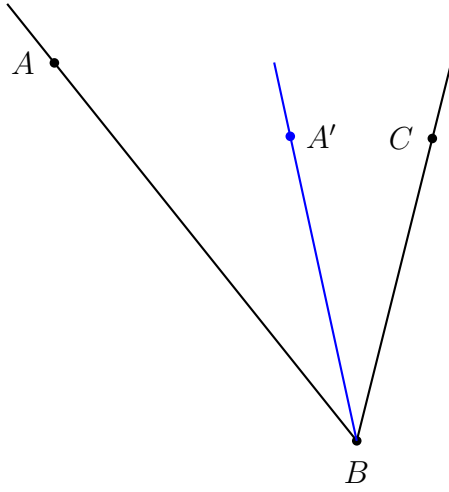
3.3 Centre du cercle circonscrit à un triangle



3.4 Médiatrice d'un segment

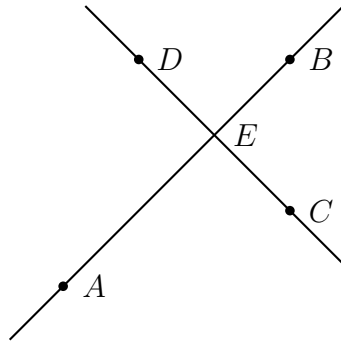


3.5 Bissettrice d'un angle

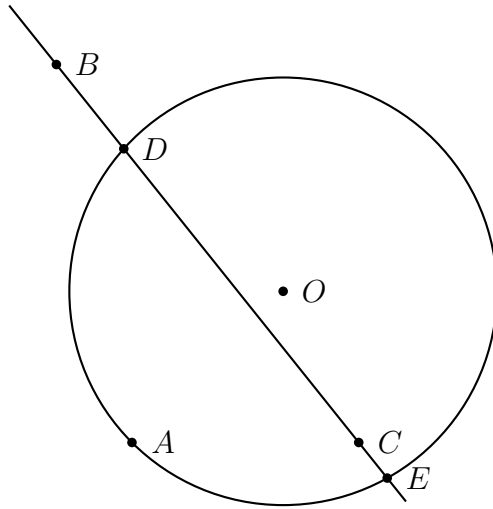


4 Intersections

4.1 Intersection entre deux droites



4.2 Intersection entre une droite et un cercle



4.3 Intersection entre deux cercles

