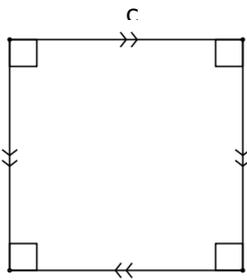
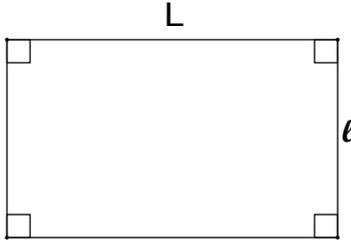
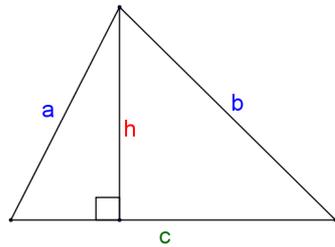
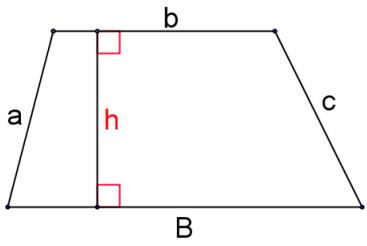
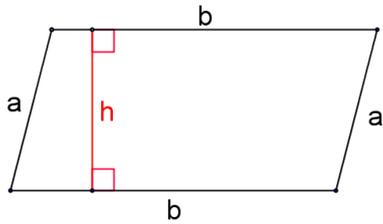
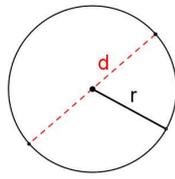
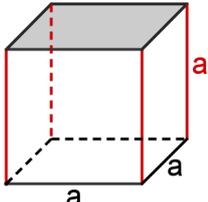
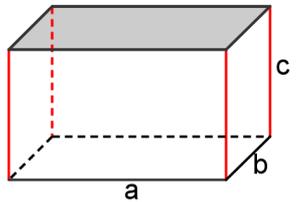
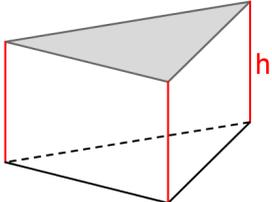
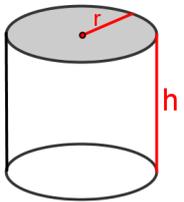


# Formulaire de périmètres, aires et volumes

Figures Planes		
<p style="text-align: center;"><b>Le carré</b></p>  <p style="color: magenta;">Périmètre = <math>c \times 4</math> Aire = <math>c \times c</math> ou <math>c^2</math></p>	<p style="text-align: center;"><b>Le rectangle</b></p>  <p style="color: magenta;">Périmètre = <math>(L + l) \times 2</math> Aire = <math>L \times l</math></p>	<p style="text-align: center;"><b>Le triangle</b></p>  <p style="color: magenta;">Périmètre = <math>a + b + c</math> Aire = <math>\frac{c \times h}{2}</math></p>
<p style="text-align: center;"><b>Le trapèze</b></p>  <p style="color: magenta;">Périmètre = <math>a + b + c + B</math> Aire = <math>\frac{(B + b) \times h}{2}</math></p>	<p style="text-align: center;"><b>Le parallélogramme</b></p>  <p style="color: magenta;">Périmètre = <math>a + b + a + b</math> Aire = <math>b \times h</math></p>	<p style="text-align: center;"><b>Le cercle</b></p>  <p style="color: magenta;">Longueur du cercle = <math>d \times \pi</math> ou <math>r \times 2 \times \pi</math> Aire du disque = <math>r \times r \times \pi</math> ou <math>\pi \times r^2</math></p>

Solides			
<p style="text-align: center;"><b>Le cube</b></p>  <p style="color: red;">Volume = <math>a \times a \times a</math> ou <math>a^3</math></p>	<p style="text-align: center;"><b>Le pave droit</b></p>  <p style="color: red;">Volume = <math>a \times b \times c</math></p>	<p style="text-align: center;"><b>Le prisme</b></p>  <p style="color: red;">V = Aire de la base <math>\times</math> h</p>	<p style="text-align: center;"><b>Le cylindre</b></p>  <p style="color: red;">V = Aire de la base <math>\times</math> h soit <math>\pi \times r^2 \times h</math></p>