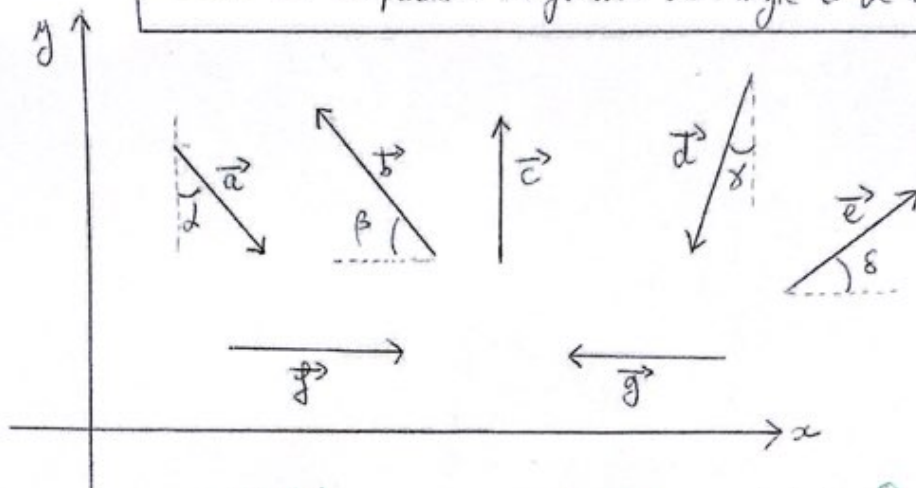


Donner les composantes en fonction de l'angle et de la norme



$$\vec{a} \begin{cases} a_x = +a \sin \alpha \\ a_y = -a \cos \alpha \end{cases}$$

$$\vec{b} \begin{cases} b_x = -b \cos \beta \\ b_y = +b \sin \beta \end{cases}$$

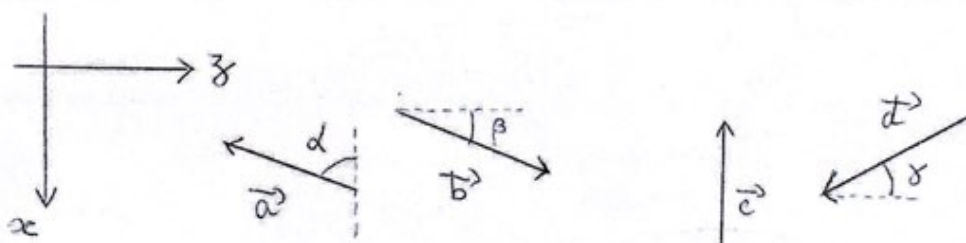
$$\vec{c} \begin{cases} c_x = 0 \\ c_y = +c \end{cases}$$

$$\vec{d} \begin{cases} d_x = -d \sin \delta \\ d_y = -d \cos \delta \end{cases}$$

$$\vec{e} \begin{cases} e_x = +e \cos \epsilon \\ e_y = +e \sin \epsilon \end{cases}$$

$$\vec{f} \begin{cases} f_x = +f \\ f_y = 0 \end{cases}$$

$$\vec{g} \begin{cases} g_x = -g \\ g_y = 0 \end{cases}$$



$$\vec{a} \begin{cases} a_x = -a \cos \alpha \\ a_z = -a \sin \alpha \end{cases}$$

$$\vec{b} \begin{cases} b_x = +b \sin \beta \\ b_z = +b \cos \beta \end{cases}$$

$$\vec{c} \begin{cases} c_x = -c \\ c_z = 0 \end{cases}$$

$$\vec{d} \begin{cases} d_x = +d \sin \delta \\ d_z = -d \cos \delta \end{cases}$$