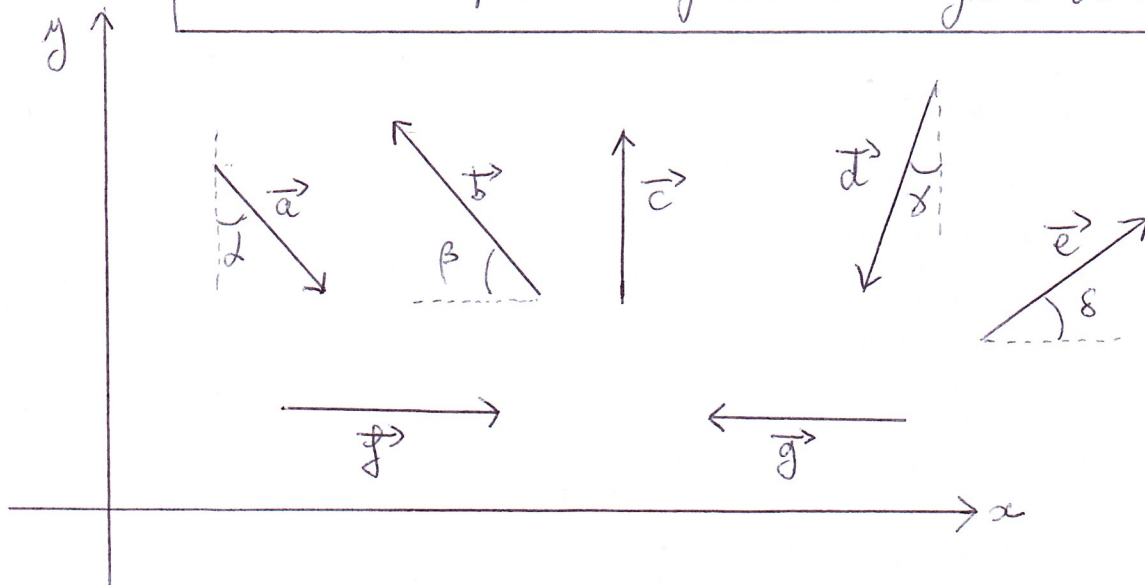


Donner les composantes en fonction de l'angle et de la norme



$$\vec{a} \begin{cases} a_x = \\ a_y = \end{cases}$$

$$\vec{b} \begin{cases} b_x = \\ b_y = \end{cases}$$

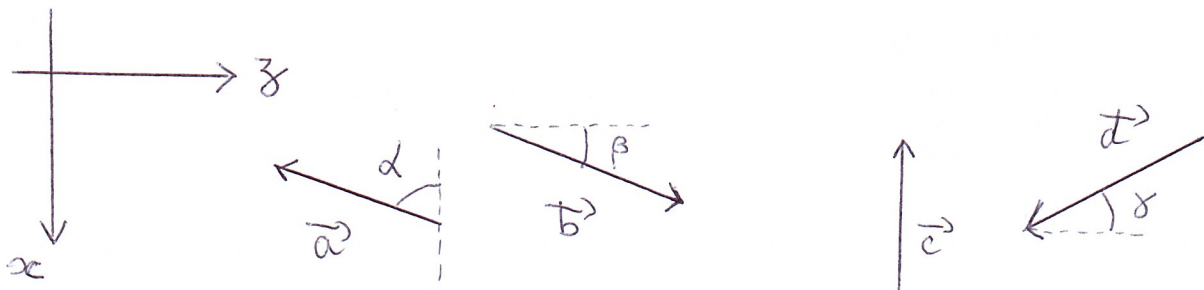
$$\vec{c} \begin{cases} c_x = \\ c_y = \end{cases}$$

$$\vec{d} \begin{cases} d_x = \\ d_y = \end{cases}$$

$$\vec{e} \begin{cases} e_x = \\ e_y = \end{cases}$$

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

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



$$\vec{a} \begin{cases} a_x = \\ a_z = \end{cases}$$

$$\vec{b} \begin{cases} b_x = \\ b_z = \end{cases}$$

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

$$\vec{d} \begin{cases} d_x = \\ d_z = \end{cases}$$