

1 Raccourcis




- \ds $\frac{1}{2}$
- \NN
- \ZZ
- \QQ
- \RR
- \CC
- \intOO]#1;#2[
- \intFO]#1;#2[
- \intOF]#1;#2[
- \intFF]#1;#2[
- \vect $\vec{1}$
- \norme $\|\vec{1}\|$
- \scal $\vec{1} \cdot \vec{2}$
- \vectCoord $\begin{pmatrix} \#1 \\ \#2 \end{pmatrix}$
- \e e
- \coefBino $\begin{pmatrix} \#1 \\ \#2 \end{pmatrix}$
- \equiv \Leftrightarrow
- \calc #1

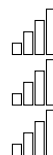
2 Compétences



- \Cher 
- \Mod 
- \Rep 
- \Rai 
- \Cal $\begin{matrix} 0100 \\ 0011 \\ 1001 \end{matrix}$
- \Com 
- \Con 
- \RepLevel 
- \SignalBar 
- \Assesment  Très bonne maîtrise
- \competencesStatement

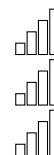
Nom:

Prénom:

 Chercher
 Modéliser
 Représenter

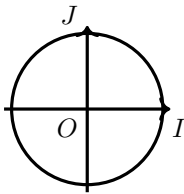


 Raisonner
 $\begin{matrix} 0100 \\ 0011 \\ 1001 \end{matrix}$ Calculer
 Communiquer

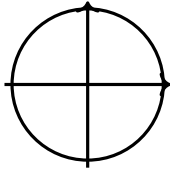


3 tikzpicture

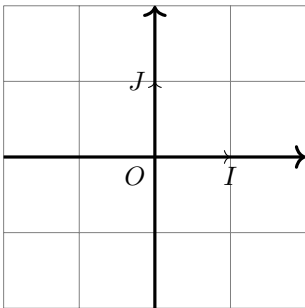
```
\begin{tikzpicture}[scale=1]
  ...
\end{tikzpicture}
```



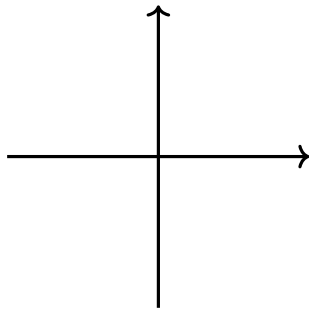
- `\cercleTrigo`



- `\cercleTrigoNo0IJ`



- `\repere`



- `\repereNoGrid`



- `\boxplot`



- `\boxplotNoNames`

4 Mise en avant

- `\afaire`

À faire au crayon à papier: #1

- `\envideo`

Voir la vidéo #linkname

- `\enclasse`

Sera complété en classe #1

- `\arediger`

À rédiger et m'envoyer par mail: #1

5 Algo

```

\begin{algorithm}[H]
\SetAlgoLined
\Entree{n}
\Debut{
$u \leftarrow 3$ \;
\Pour{$i$ de 1 à 3}{
$u \leftarrow u+2$ \;
}
}
\Sortie{u}
\end{algorithm}

```

<p>Entrées : n</p> <p>1 début</p> <p>2 $u \leftarrow 3;$</p> <p>3 pour i de 1 à 3 faire</p> <p>4 $u \leftarrow u + 2;$</p> <p>5 fin</p> <p>6 fin</p> <p>Sorties : u</p>

6 Programmation

```

\begin{lstlisting}[language=Python, basicstyle
x = ("Nombre de tirage?")
if x < 200:
    print("Le tarif est ", x*0.11)
else:
    print("Le tarif est ", x*0.8)
\end{lstlisting}

```

```

x = ("Nombre de tirage?")
if x < 200:
    print("Le tarif est ", x*0.11)
else:
    print("Le tarif est ", x*0.8)

```

7 QRcode

```
\usepackage{qrcode}
```



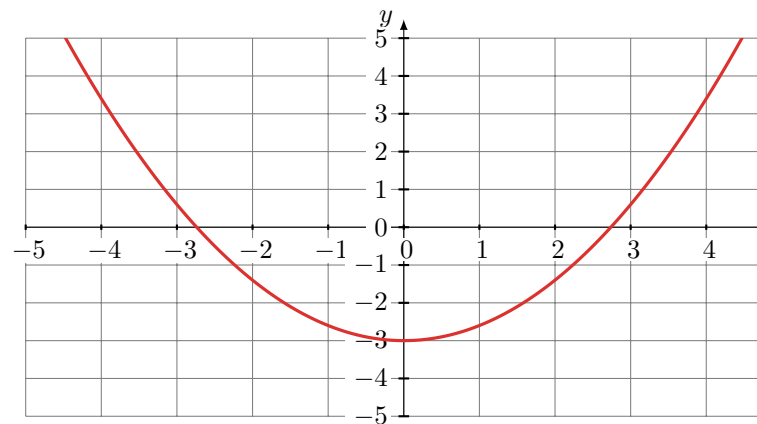
8 Graphique et tableaux

8.1 Grahique

```

\begin{tikzpicture}[baseline=(a.north),
xscale=1, yscale=0.5]
\tkzInit[xmin=-5,xmax=5,xstep=1,
ymin=-5,ymax=5,ystep=1]
\tkzGrid
\tkzAxeXY
\tkzFct[domain=-5:5,color=red,very thick]%
{ 0.4*x*x - 3 };
\end{tikzpicture}

```

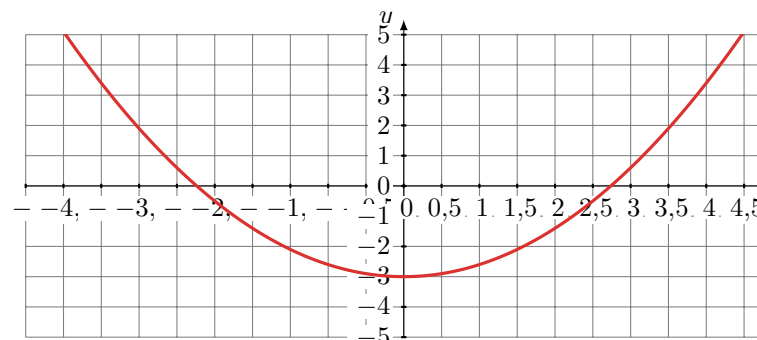


Quand on change la valeur de $xstep$, il faut remplacer x par $\backslash x$.

```

\begin{tikzpicture}[baseline=(a.north),
xscale=0.5, yscale=0.4]
\tkzInit[xmin=-5,xmax=5,xstep=0.5,
ymin=-5,ymax=5,ystep=1]
\tkzGrid
\tkzAxeXY
\tkzFct[domain=-5:5,color=red,very thick]%
{ 0.4*\x*\x - 3 };
\end{tikzpicture}

```



8.2 Tableau de signes et variations

```
\begin{tikzpicture}[baseline=(a.north)]
  \tkzTabInit[lgt=2,espc1=2]
  {\$ x \$/1,\$ f(x) \$/2}{-1, 2, 3, 5}
  \tkzTabLine{, +, z, +, z, -, d, +, }
\end{tikzpicture}
```

x	-1	2	3	5	
$f(x)$	+	0	+	0	-

```
\begin{tikzpicture}[baseline=(a.north)]
  \tkzTabInit[lgt=2,espc1=2]
  {\$ x \$/1, \$ f(x) \$/2}{-2, 0, 1 }
  \tkzTabVar{ +/3, -/1, +/5}
\end{tikzpicture}
```

x	-2	0	1
$f(x)$	3	1	5