

# Position, vitesse et accélération

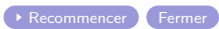
- Un point est fixé dans le référentiel : l'origine  $O$ .

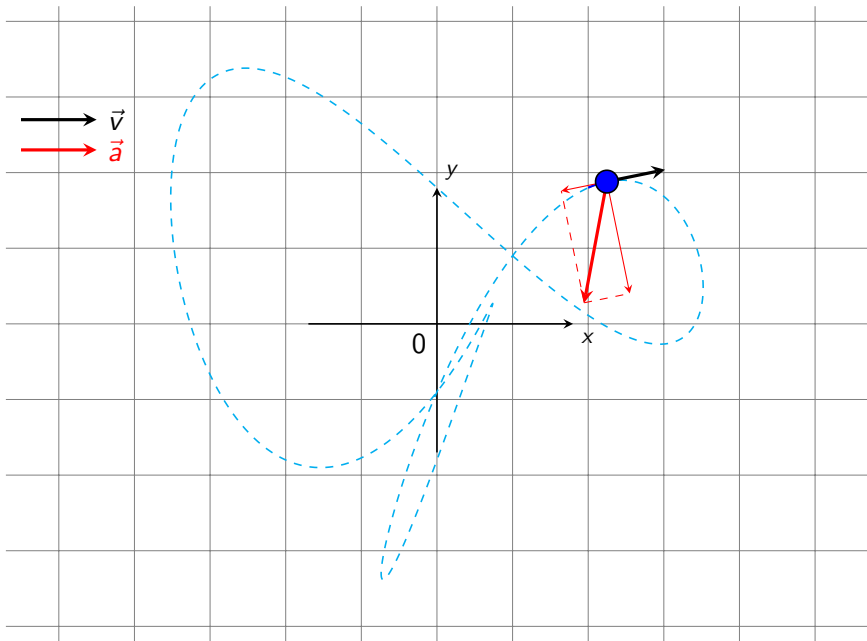
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- La vitesse de l'objet est donnée à chaque instant  $t$  par le vecteur vitesse  $\vec{v}(t)$ . La vitesse est toujours tangente à la trajectoire.
- L'accélération de l'objet est donnée à chaque instant  $t$  par le vecteur accélération  $\vec{a}(t)$ . Elle peut être décomposée selon la tangente et selon la normale de la trajectoire. L'accélération normale est toujours dirigée vers l'intérieur du virage.

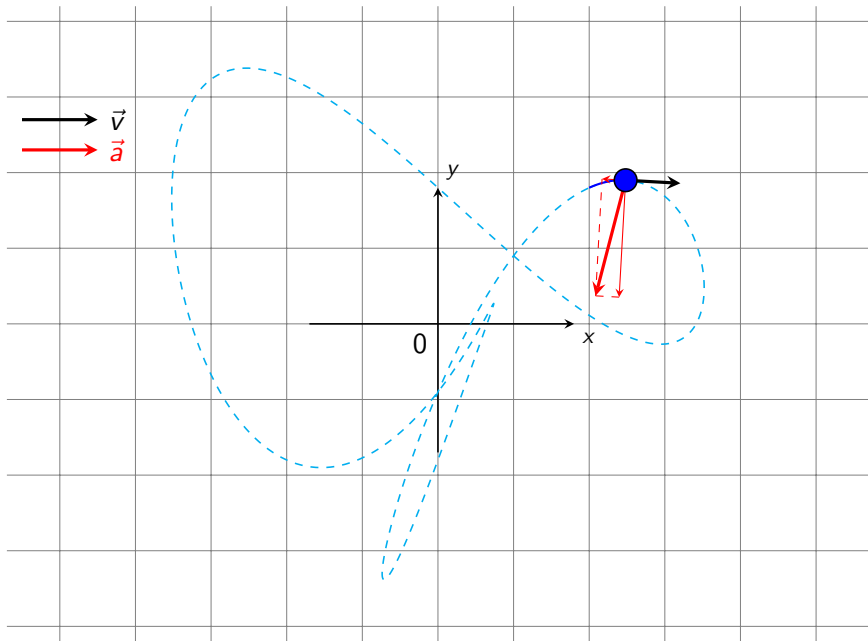
Une voiture sur une route





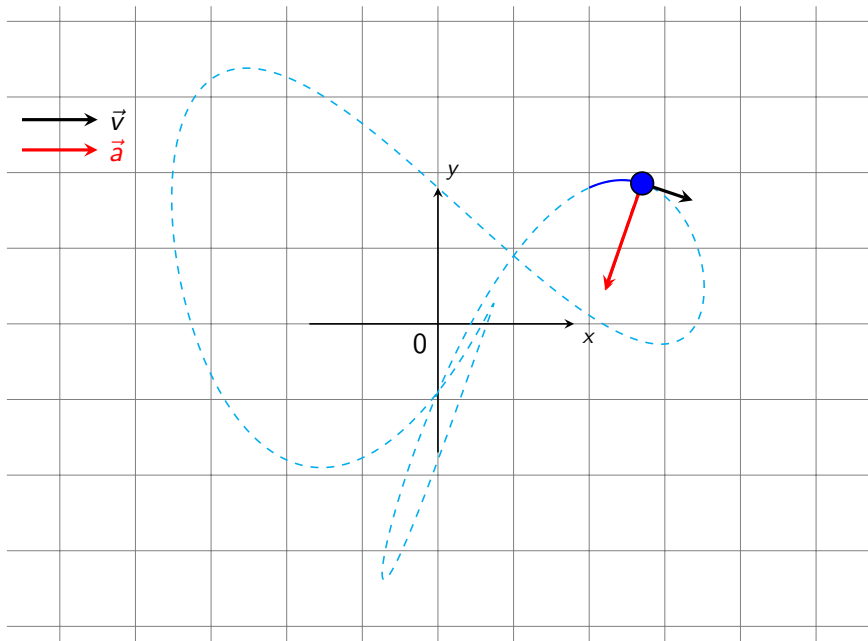
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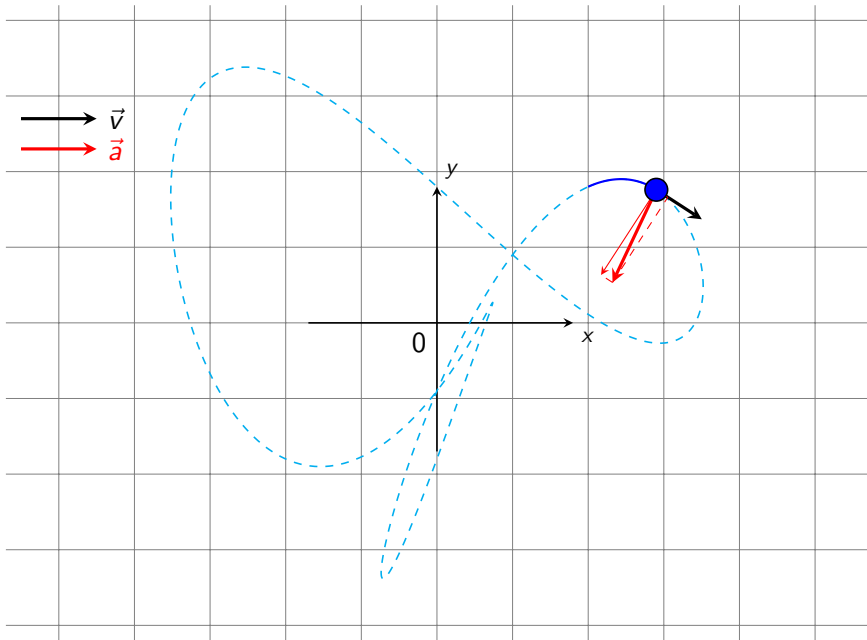
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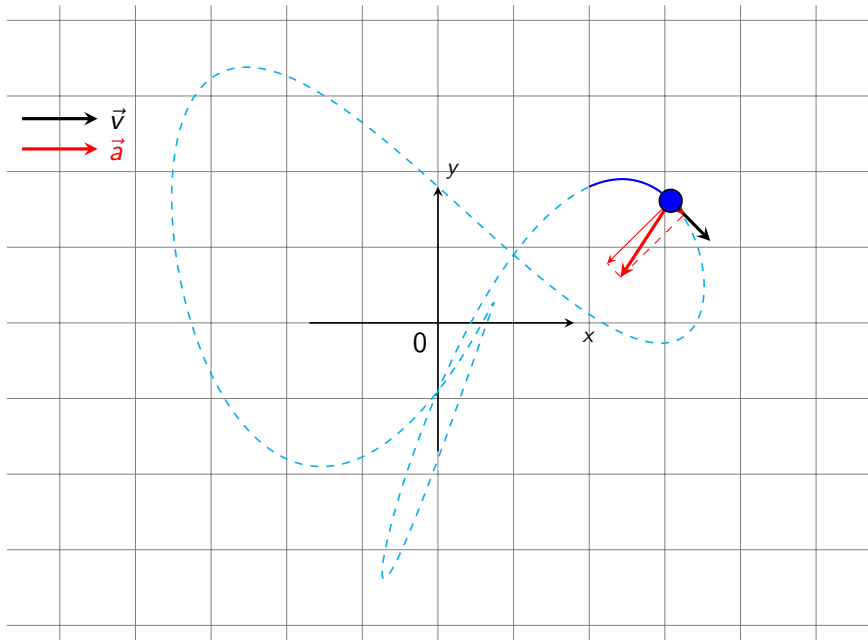


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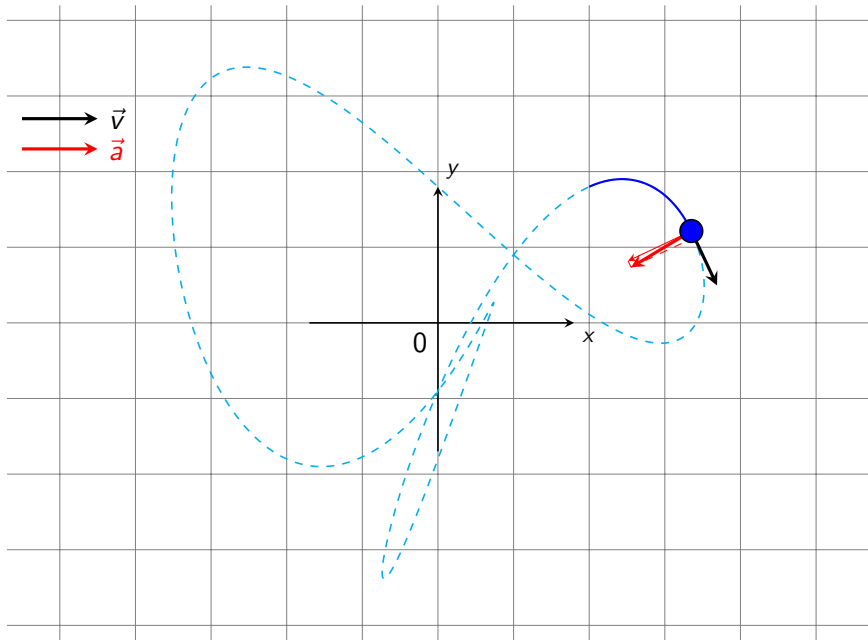




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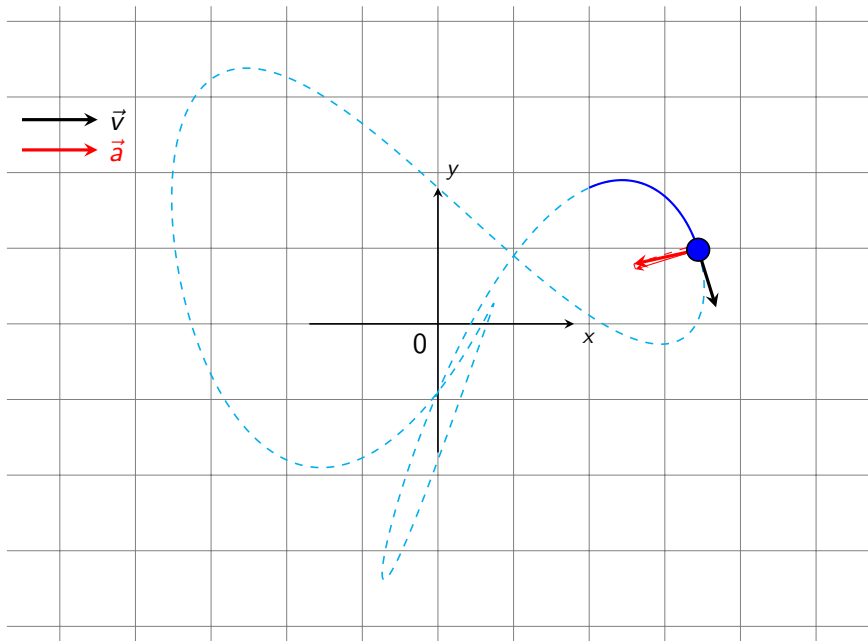
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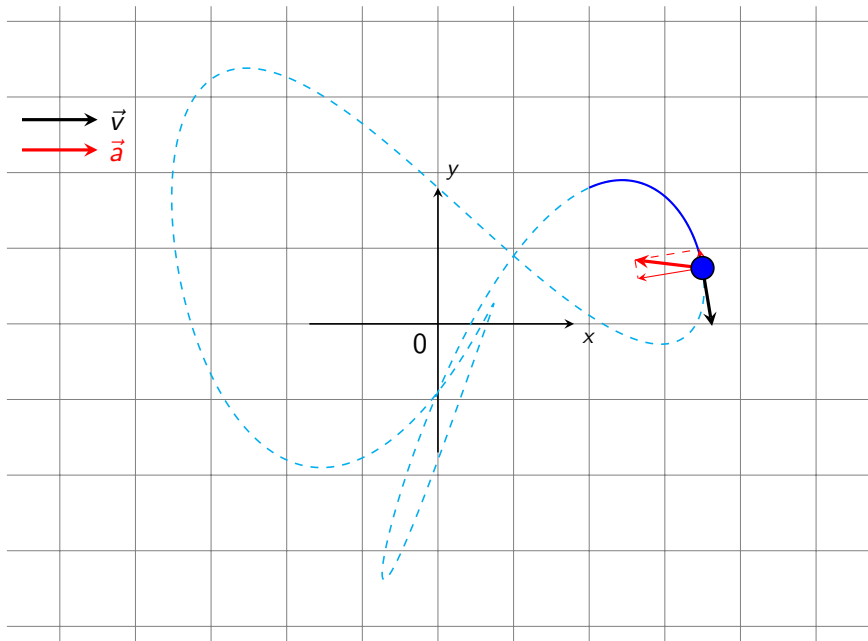
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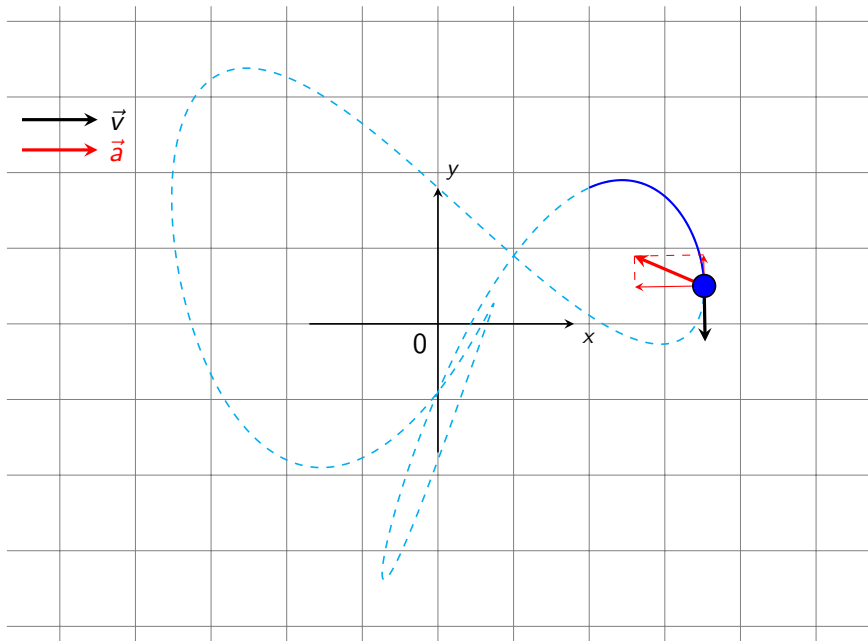
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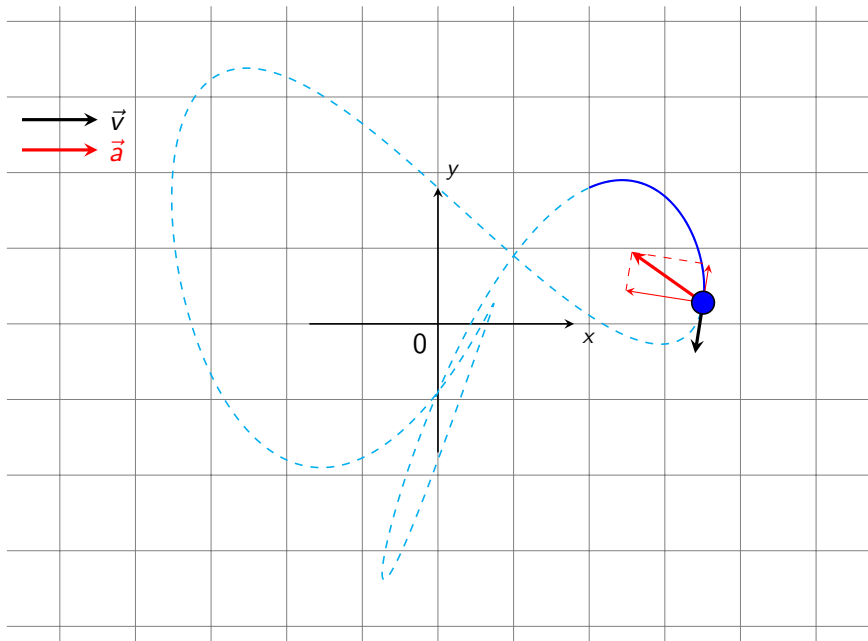
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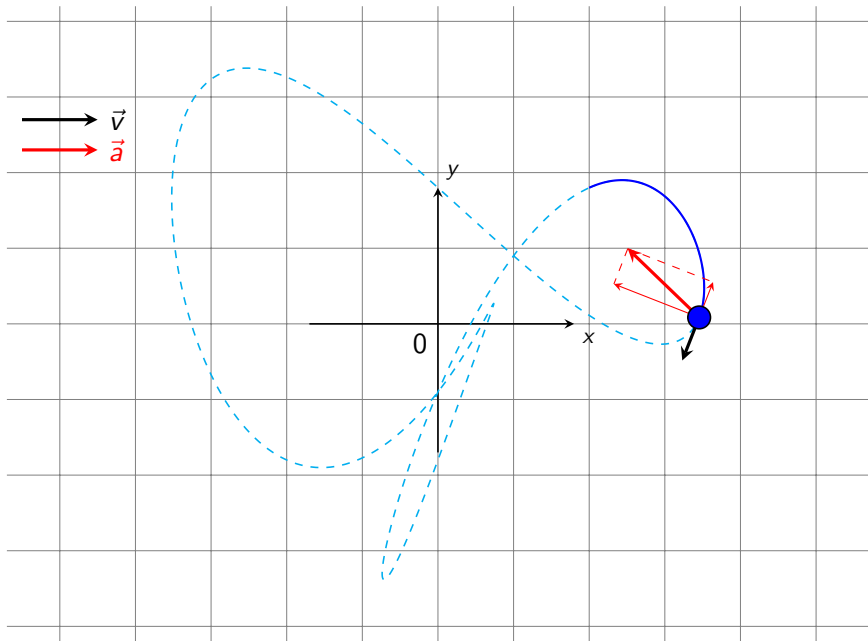
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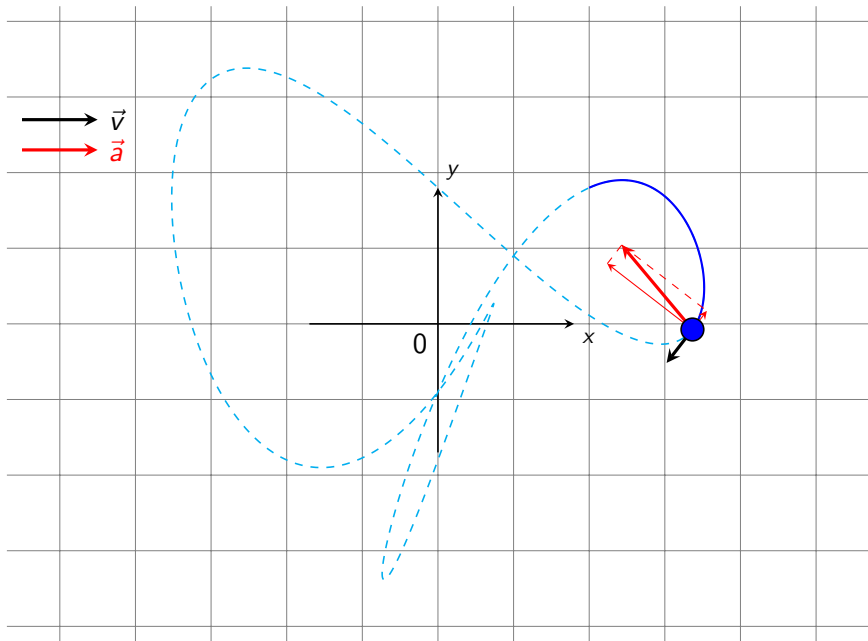
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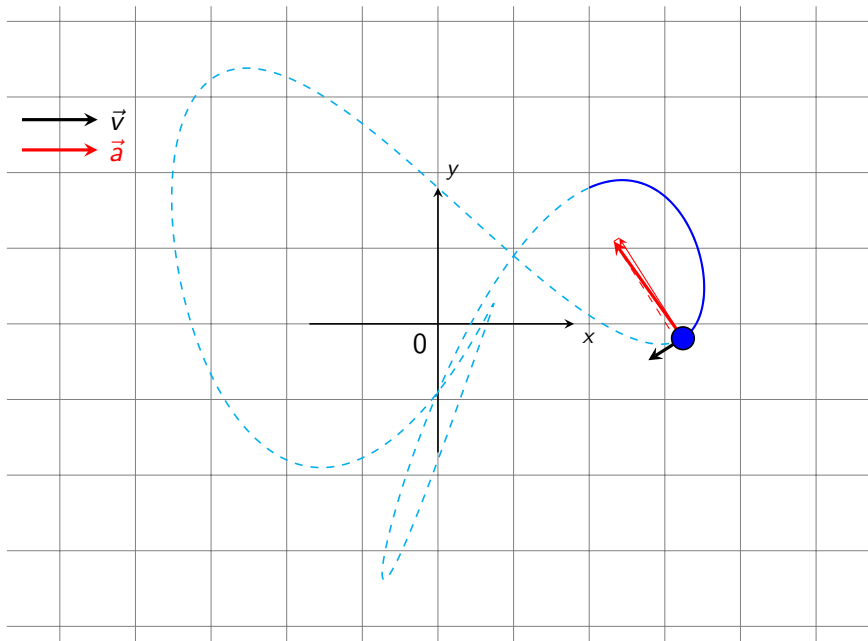
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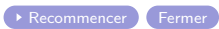


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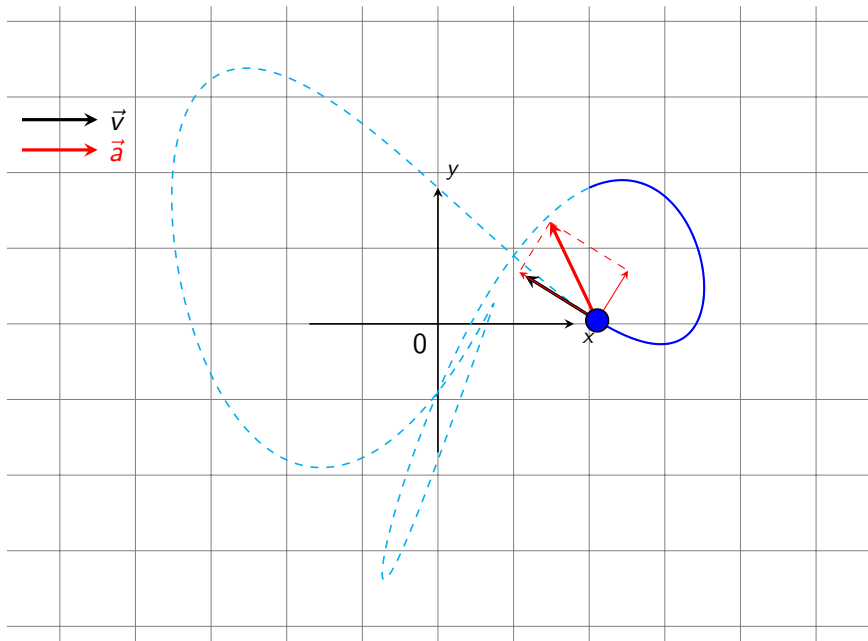
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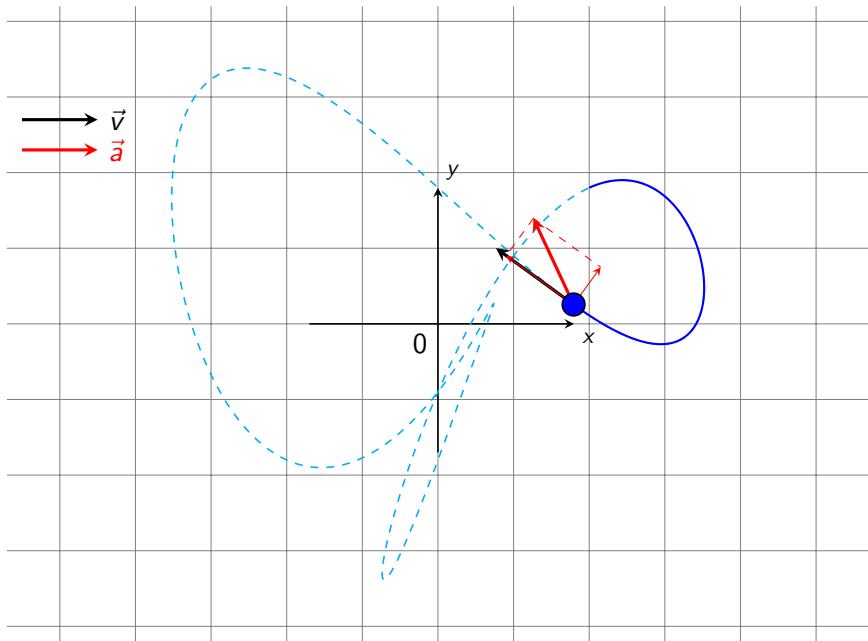


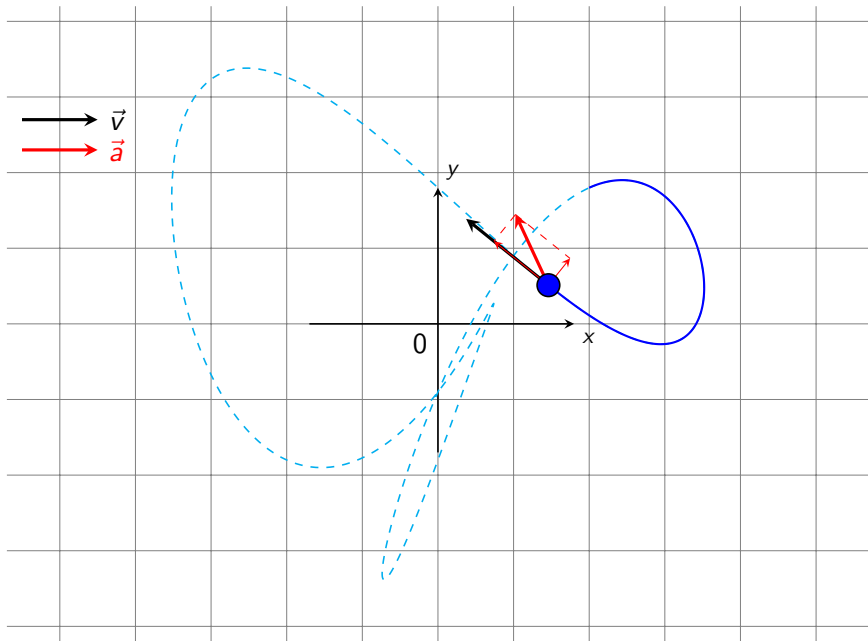


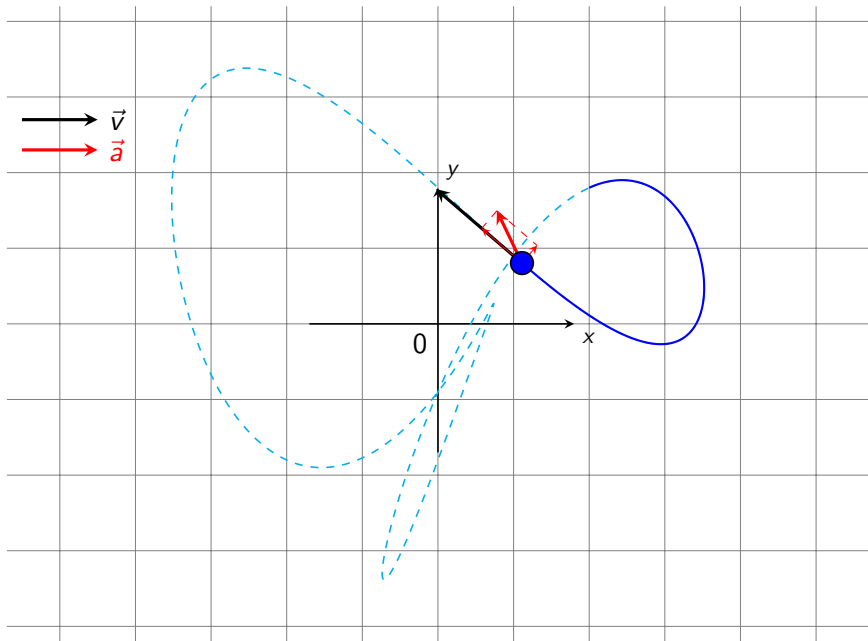


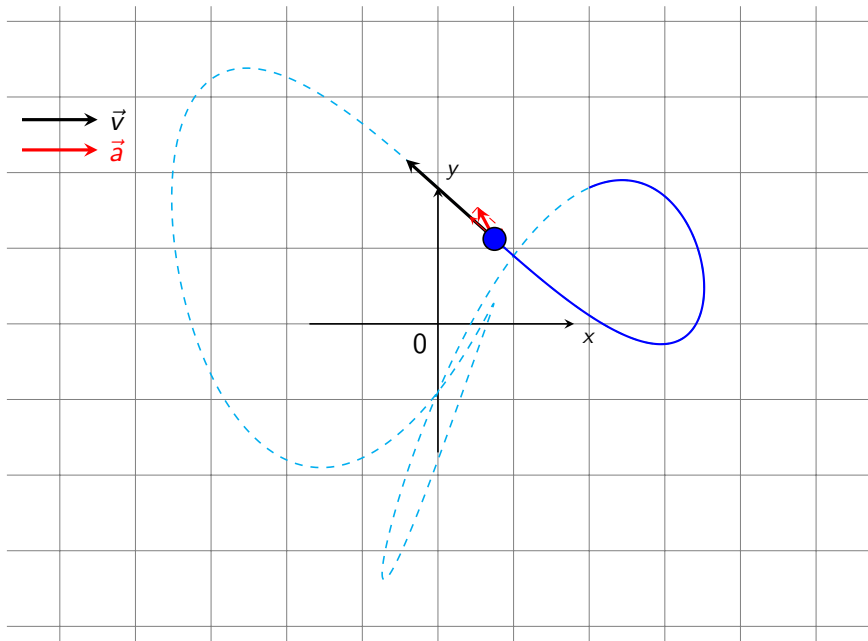






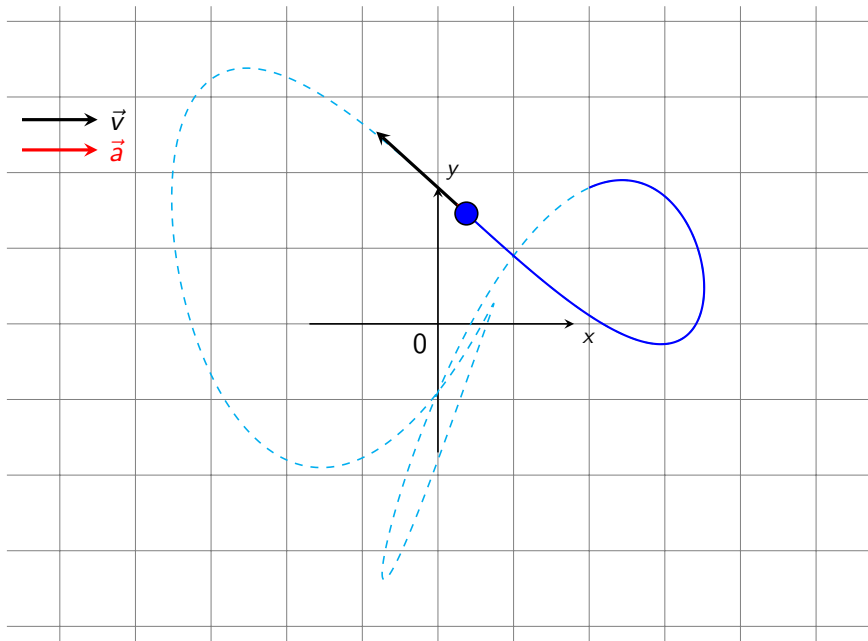






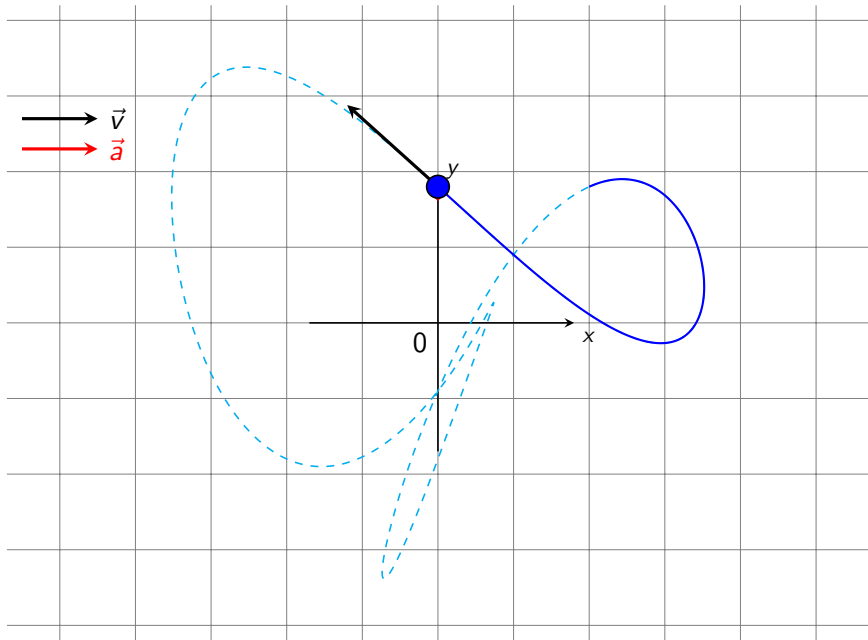
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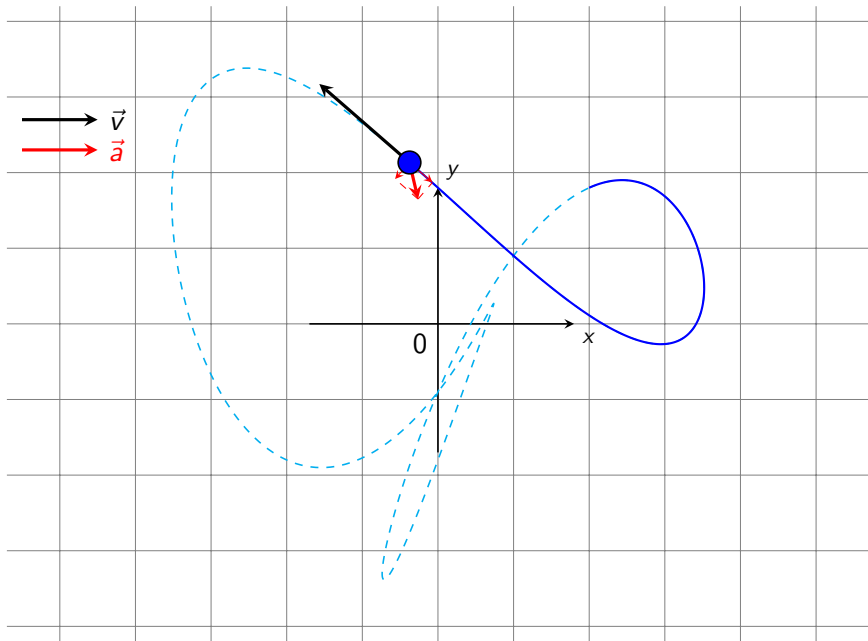
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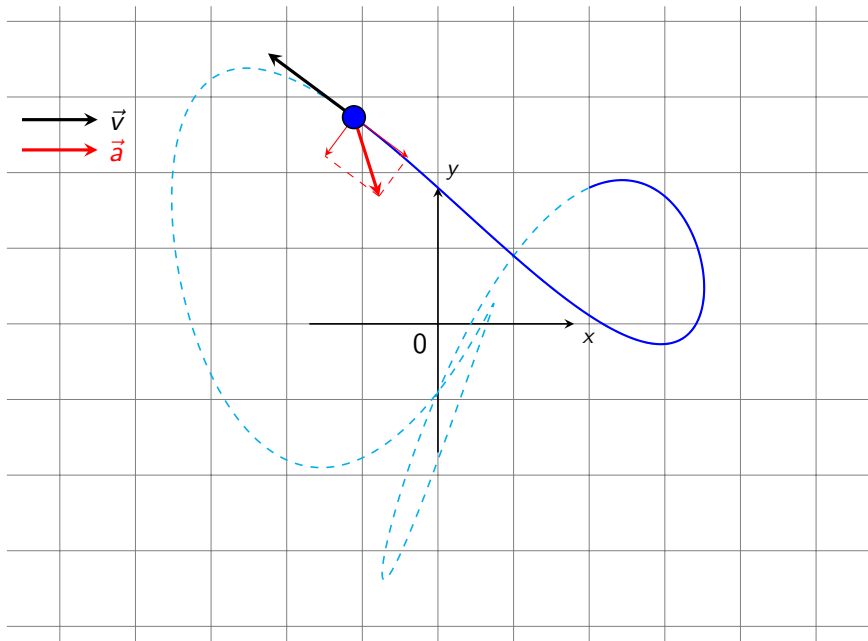


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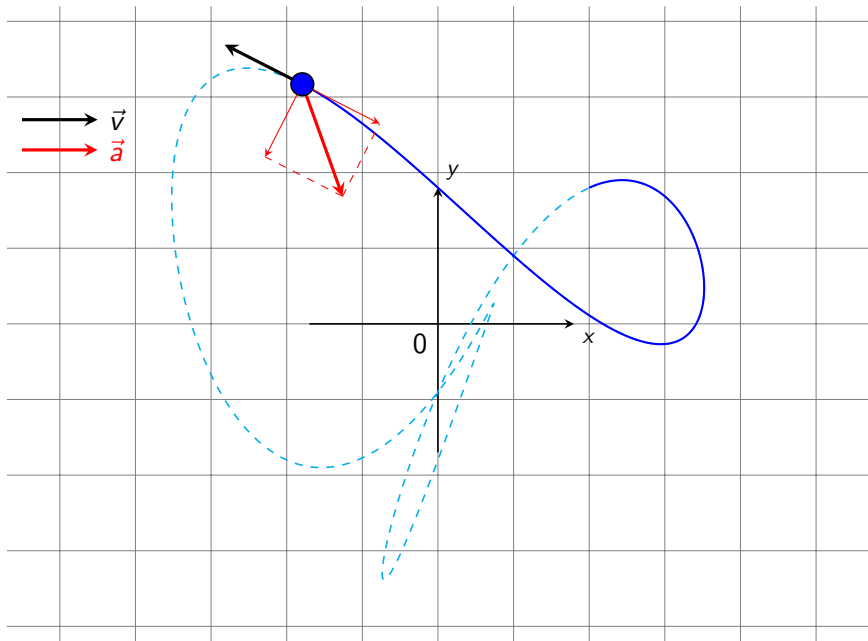


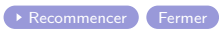


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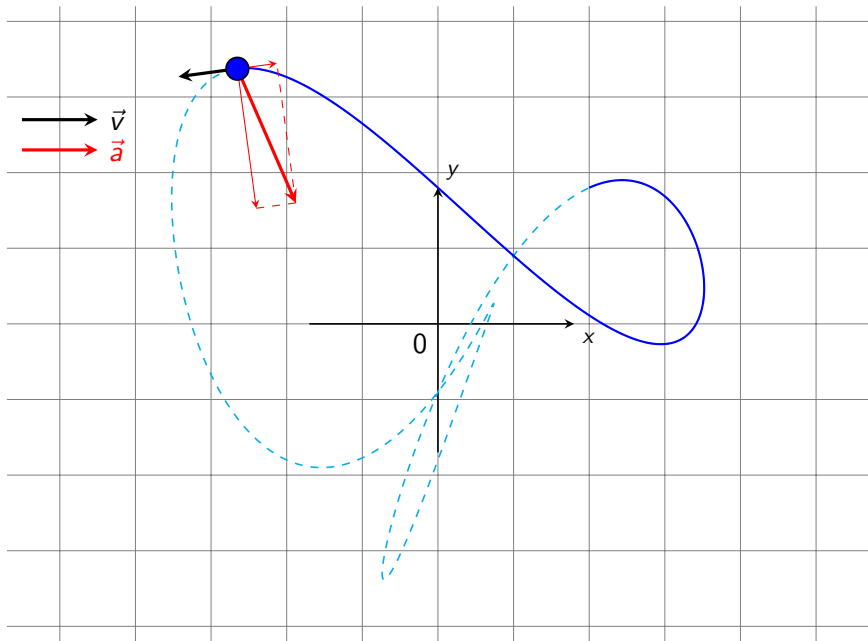
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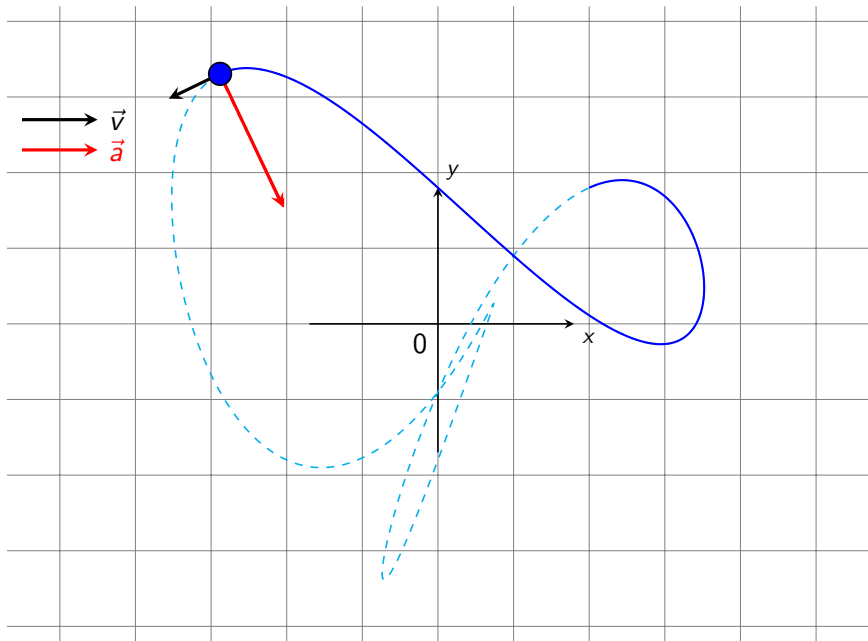






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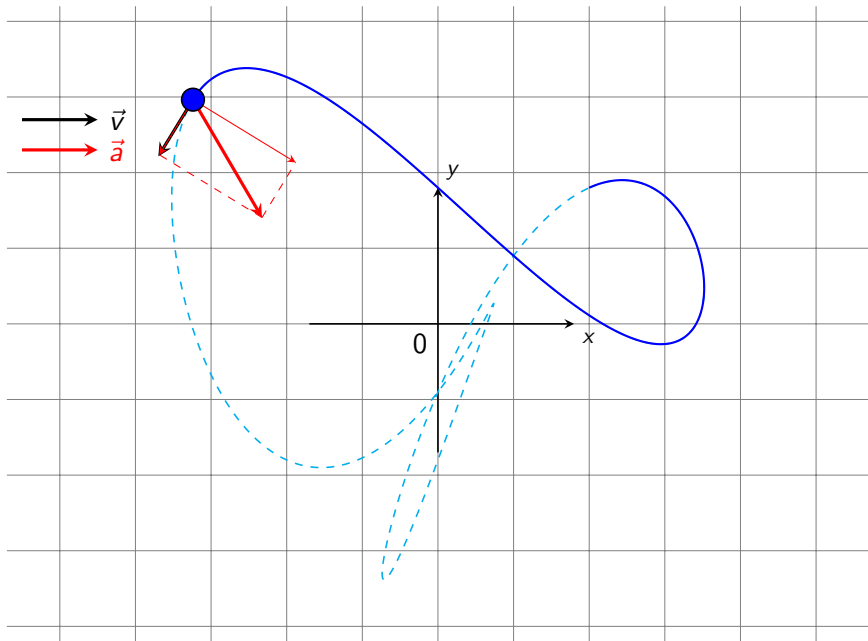
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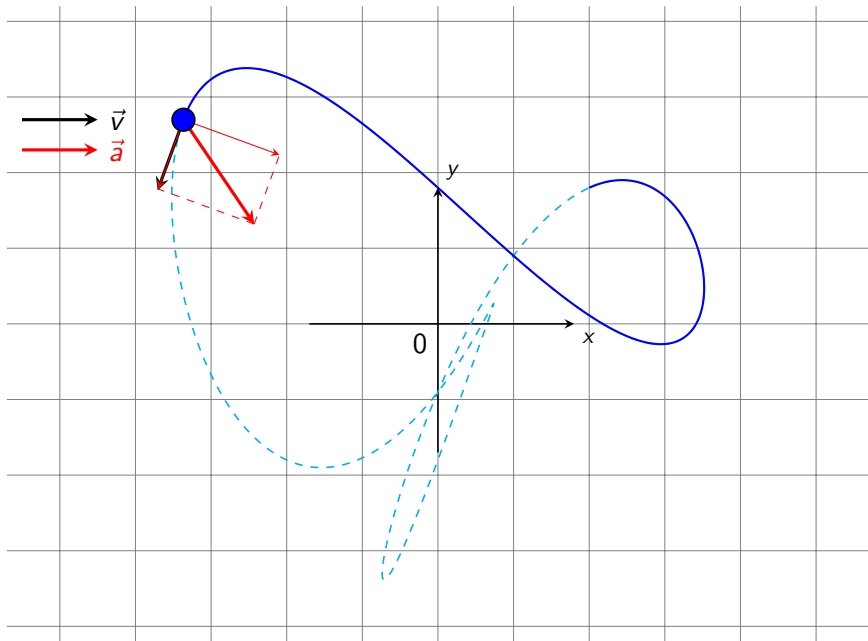
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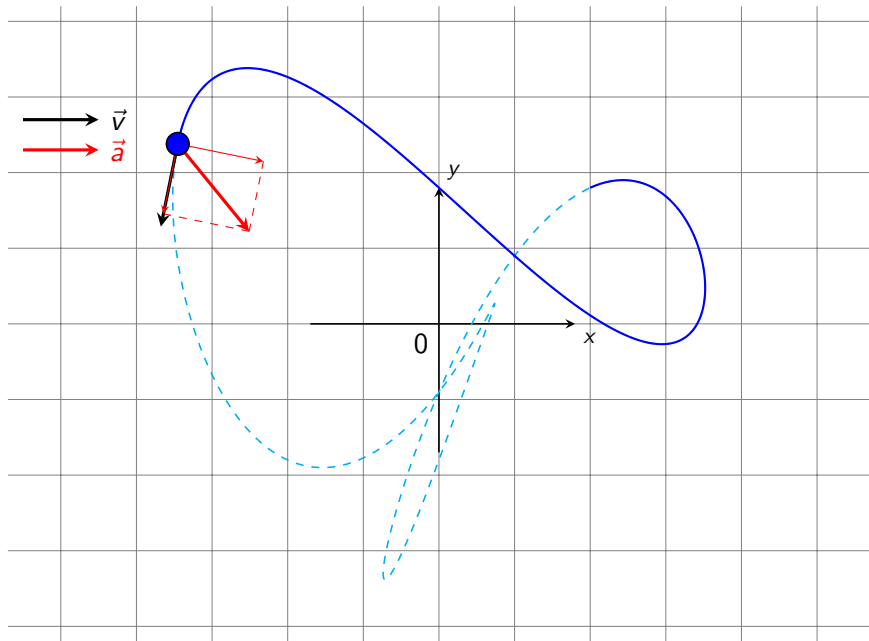
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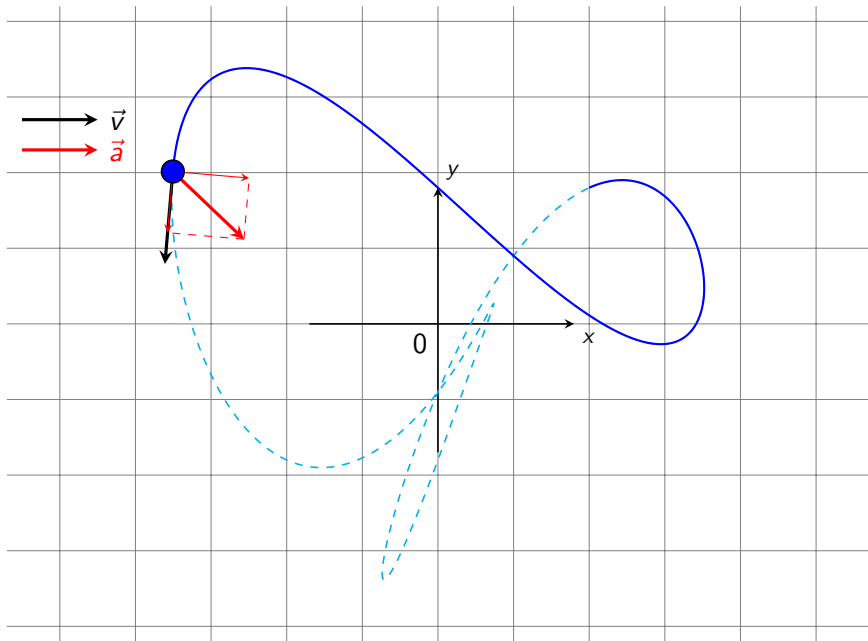
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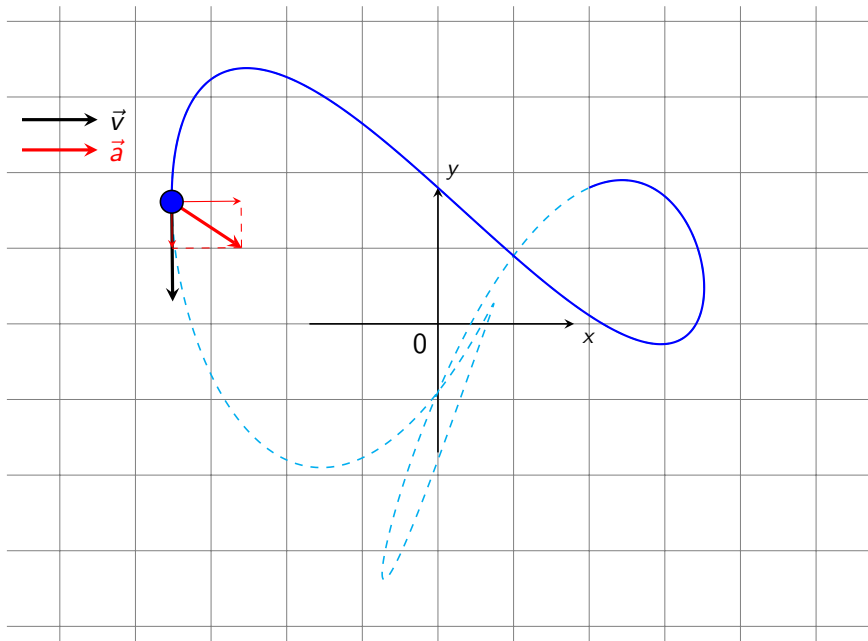
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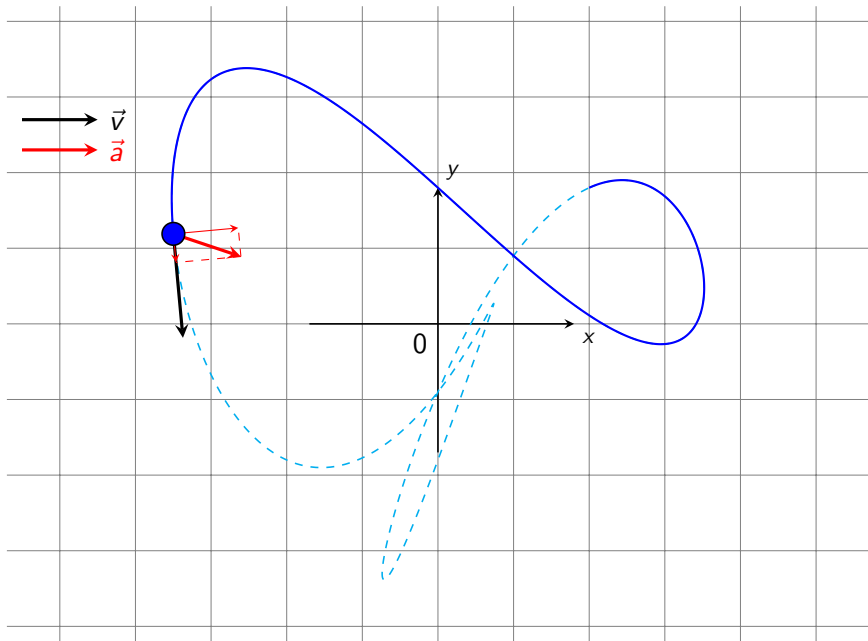
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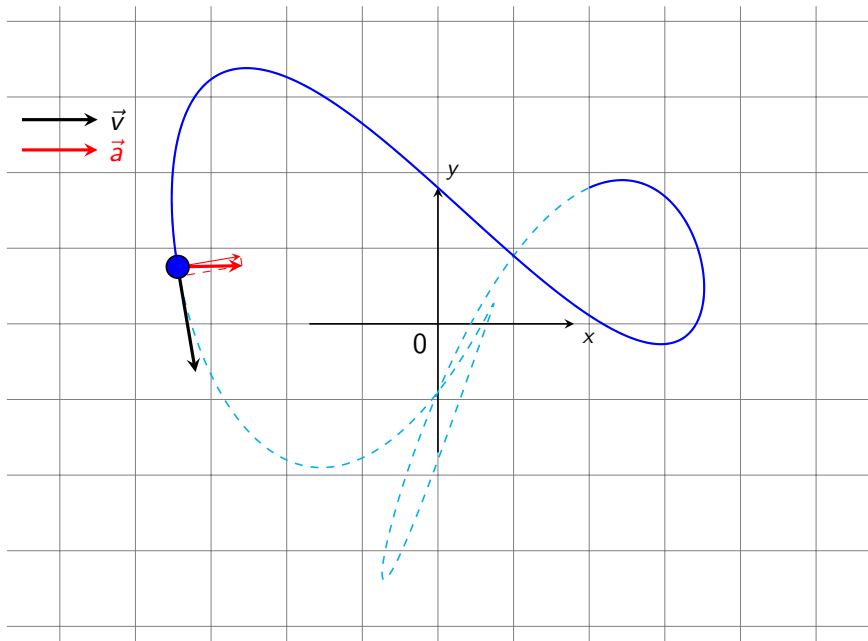
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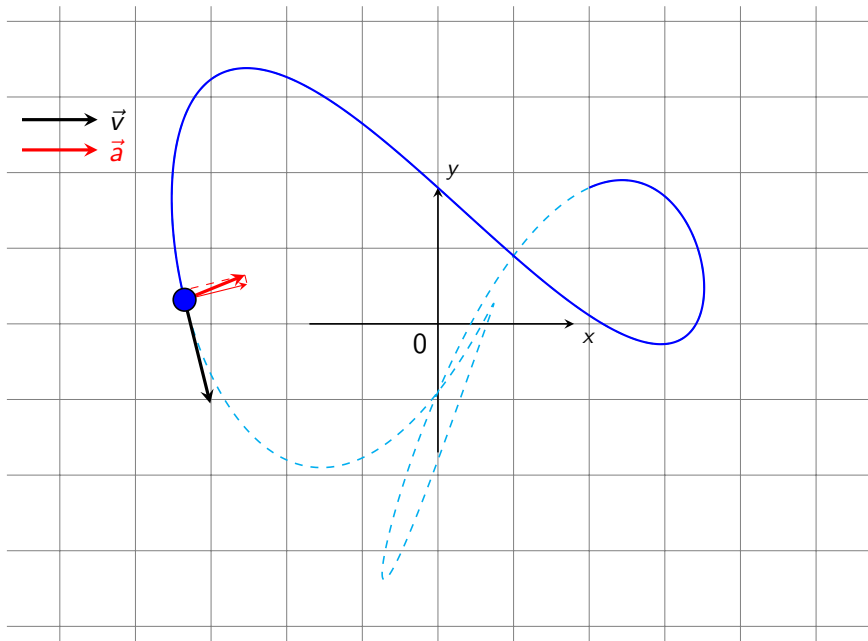
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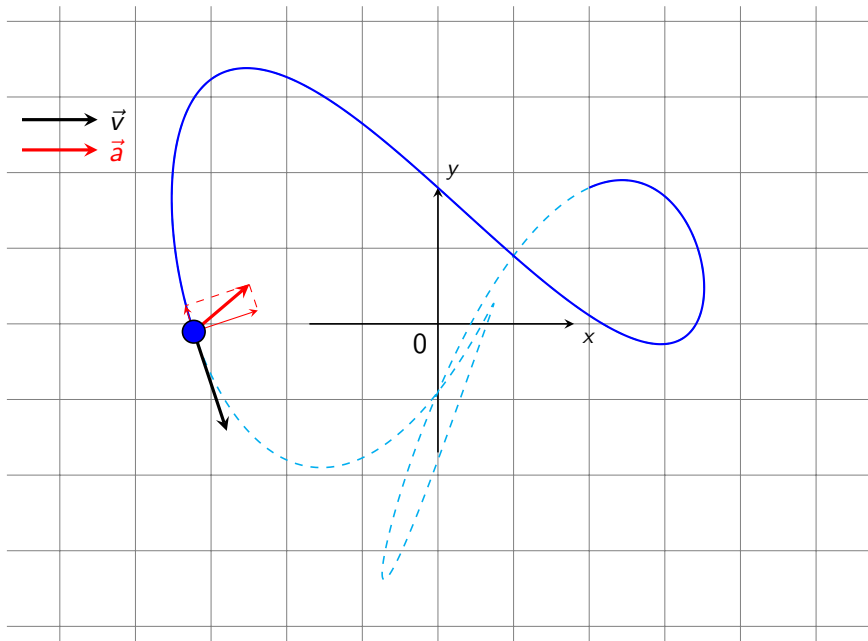
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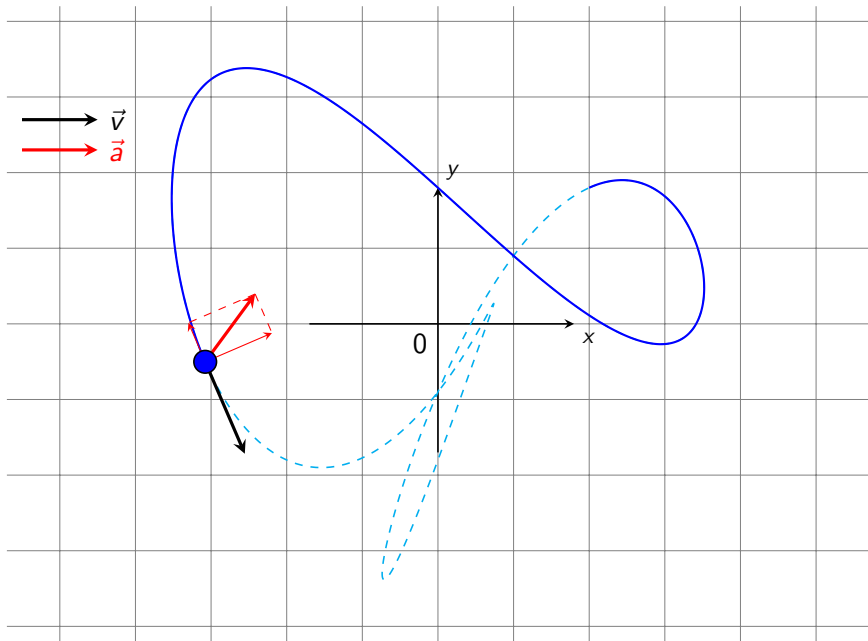
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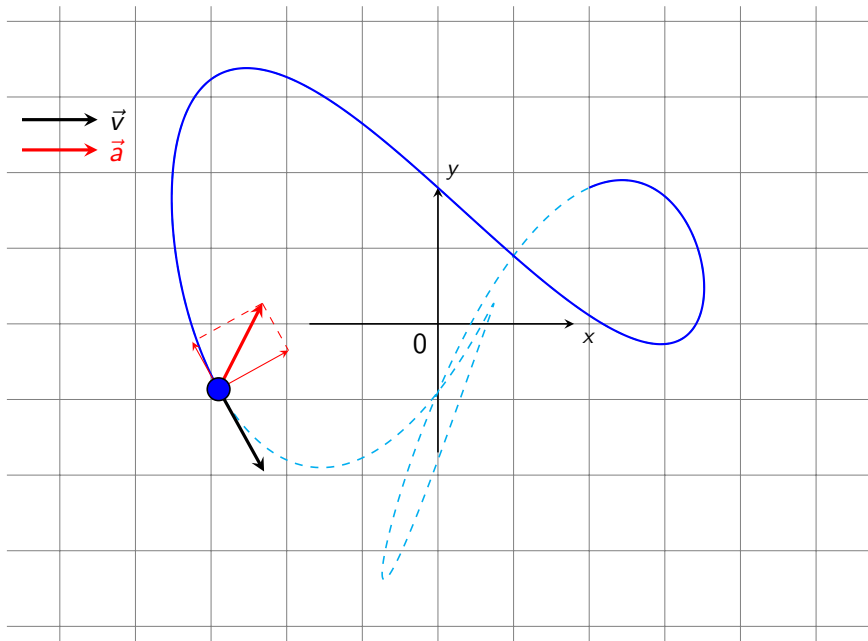
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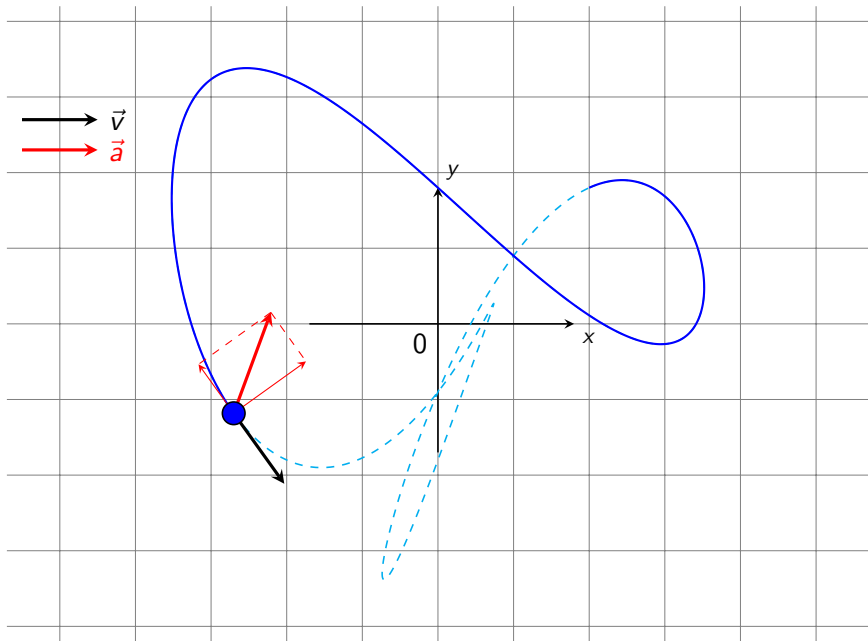
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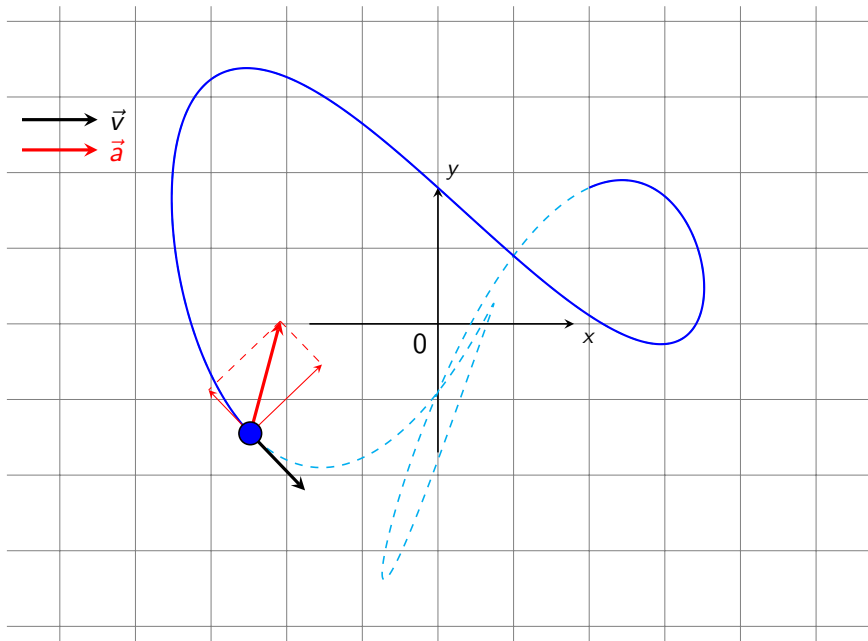




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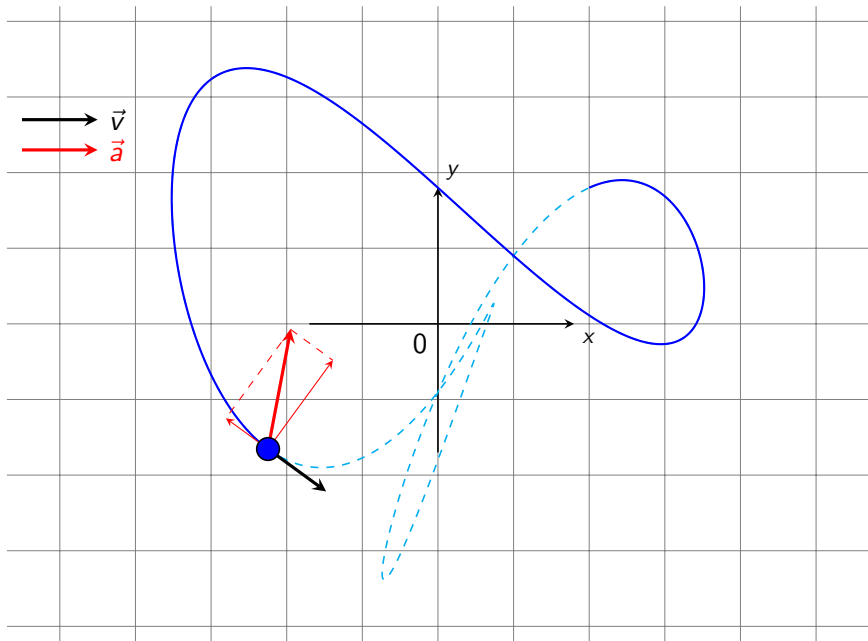
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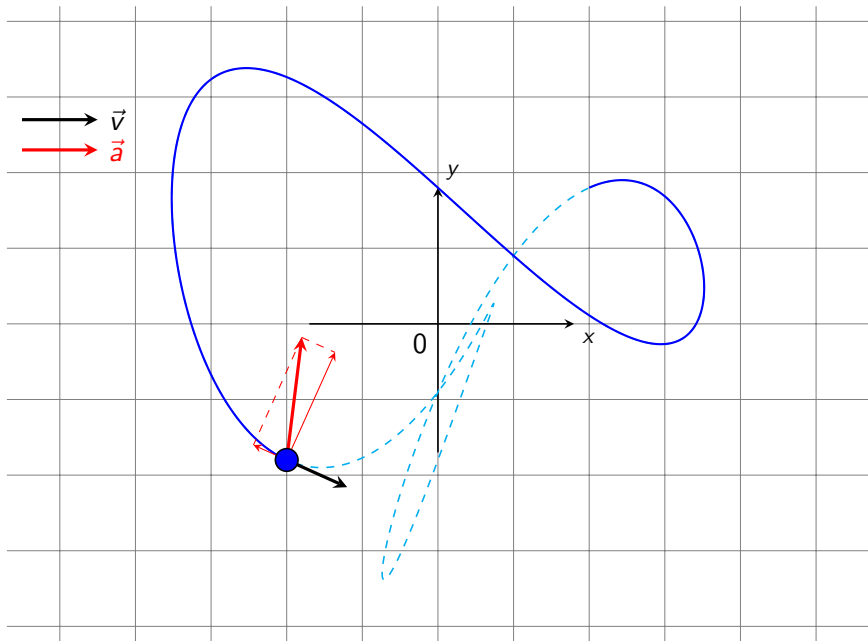
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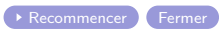
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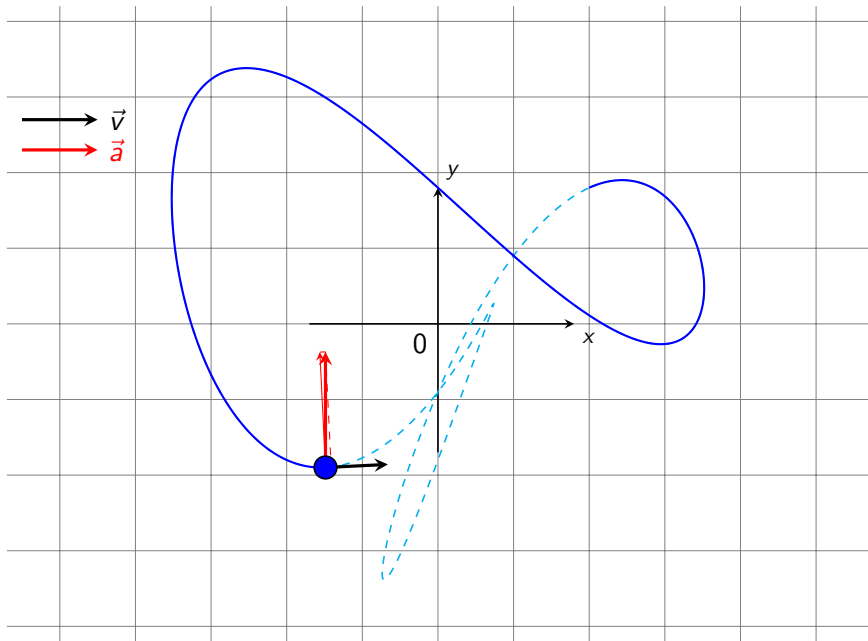


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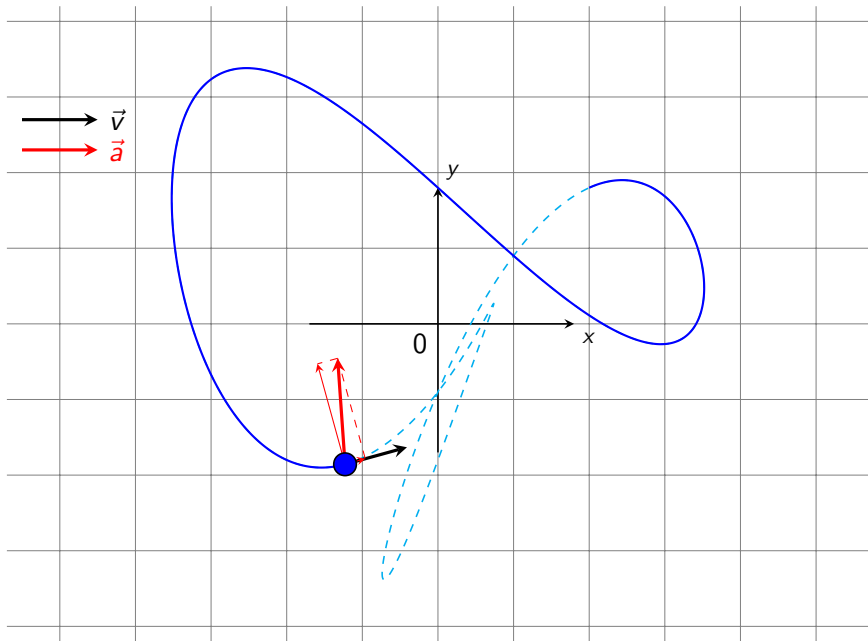


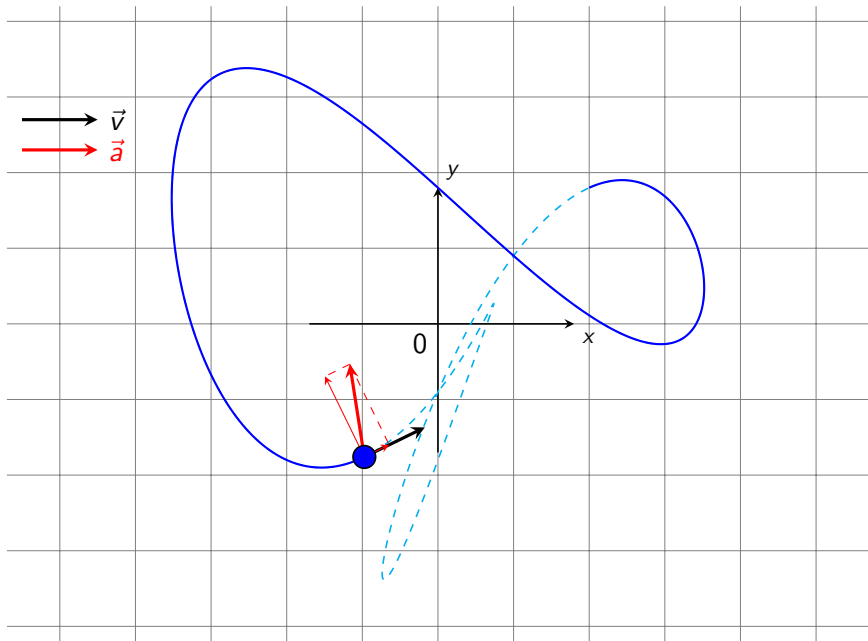




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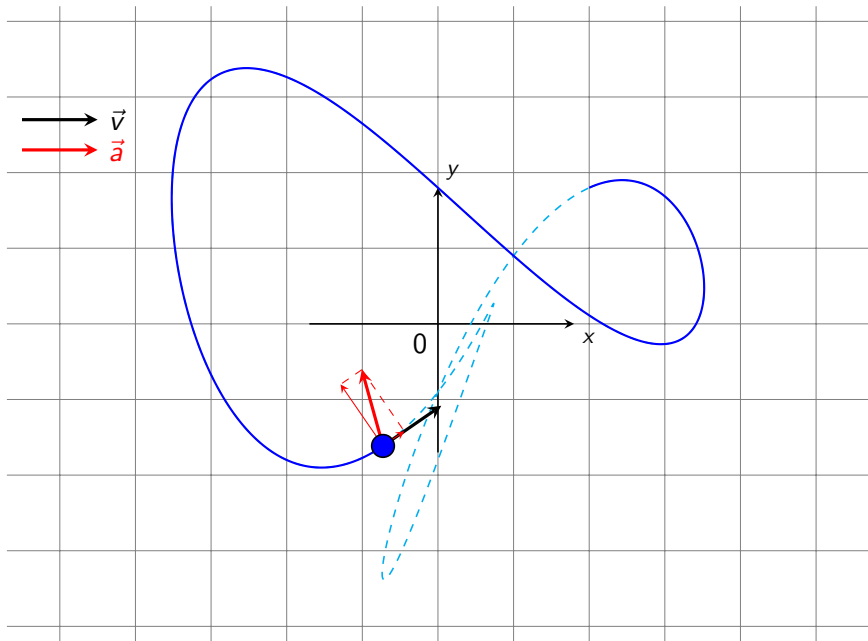
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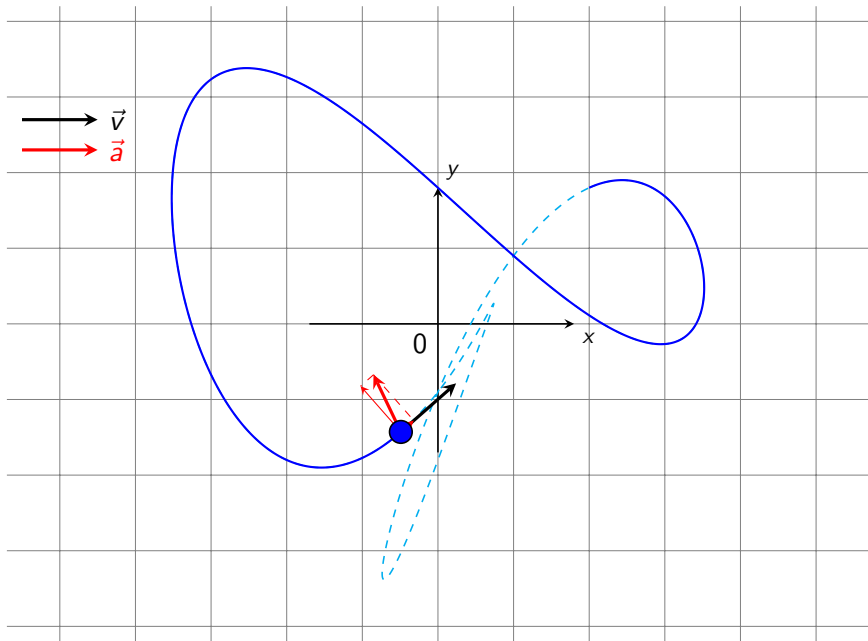


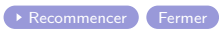


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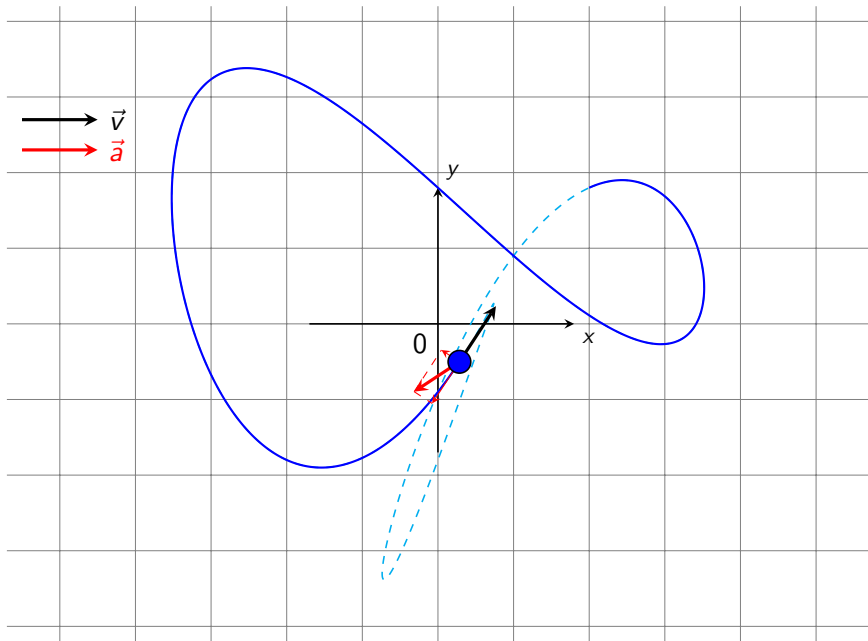


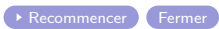


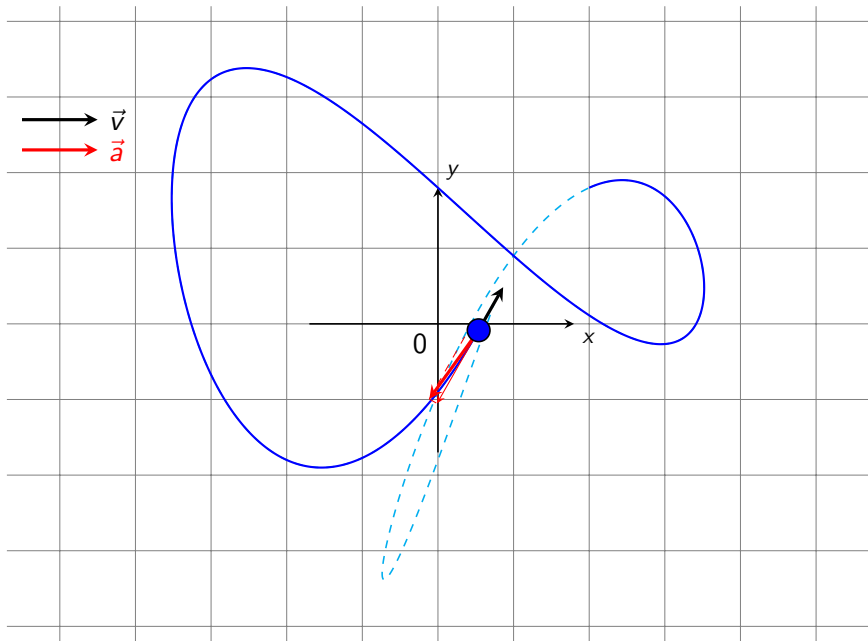


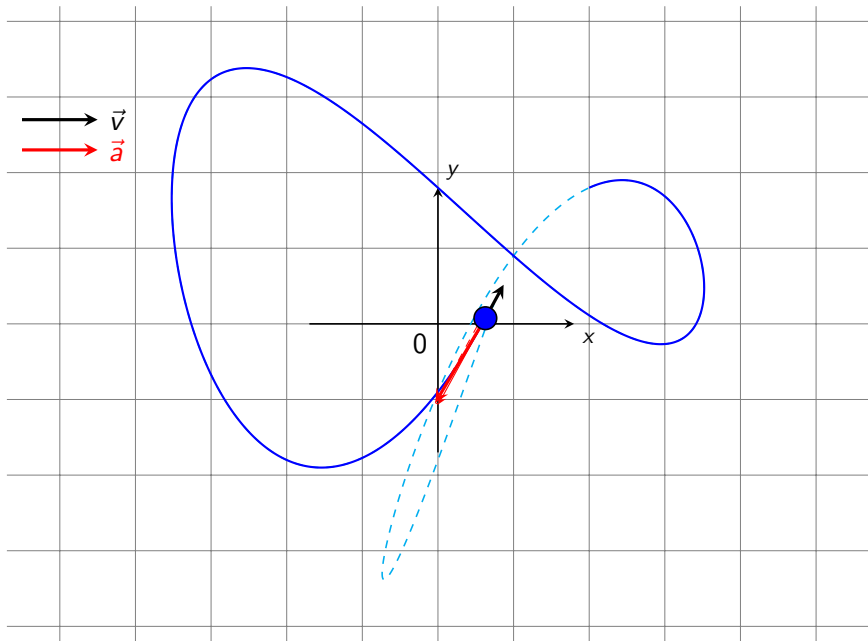


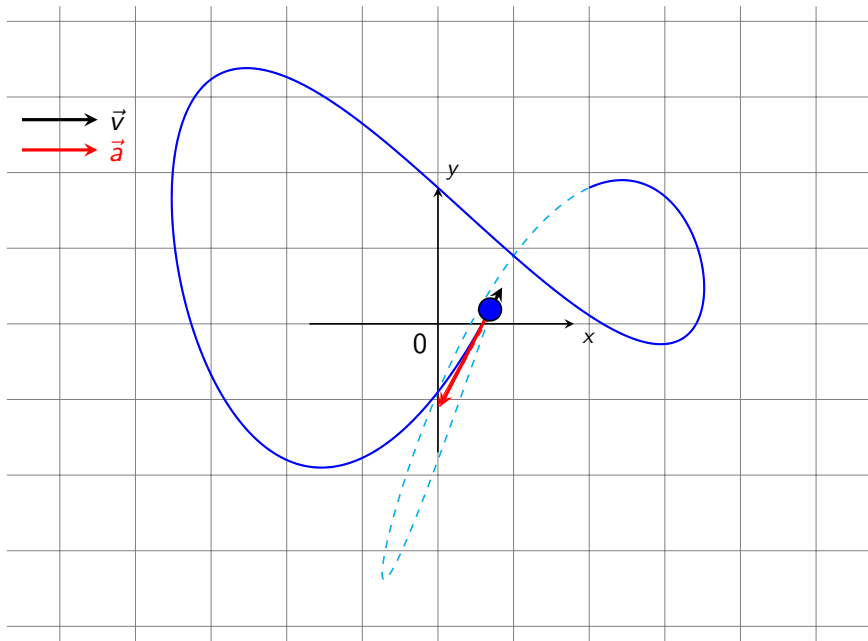


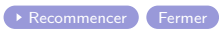


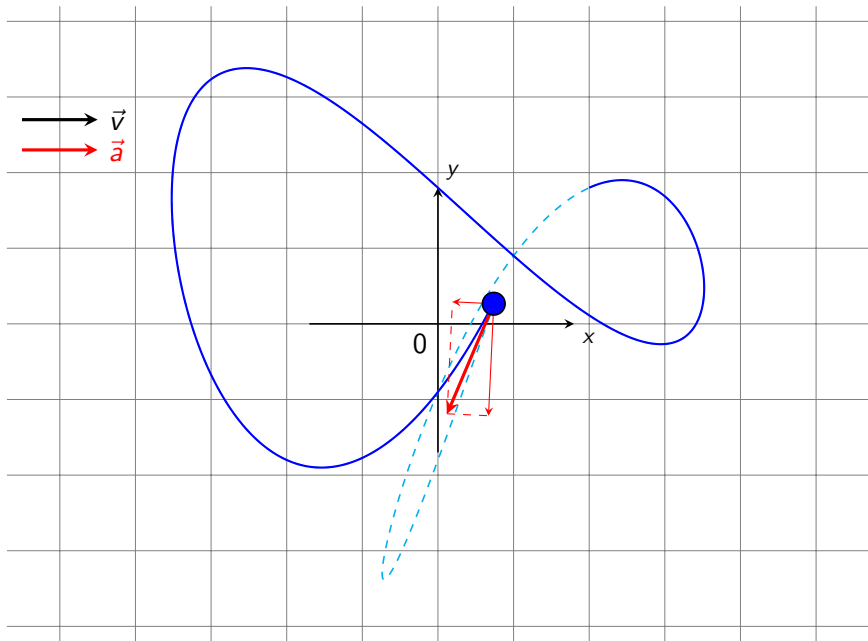


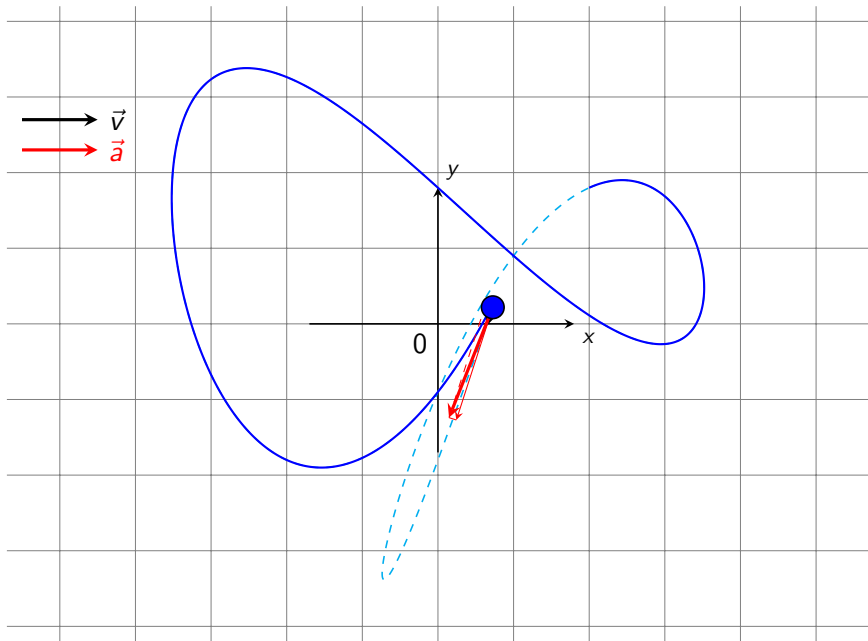


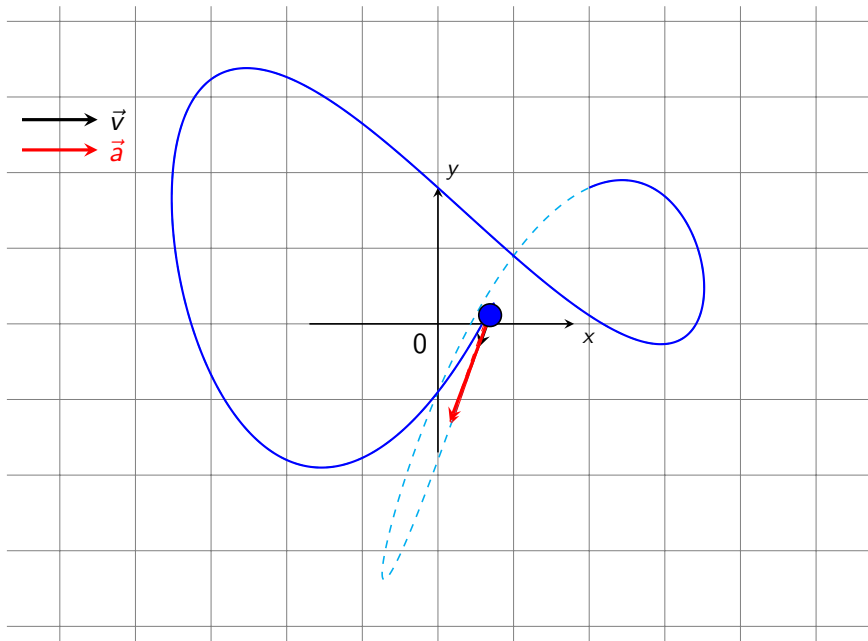






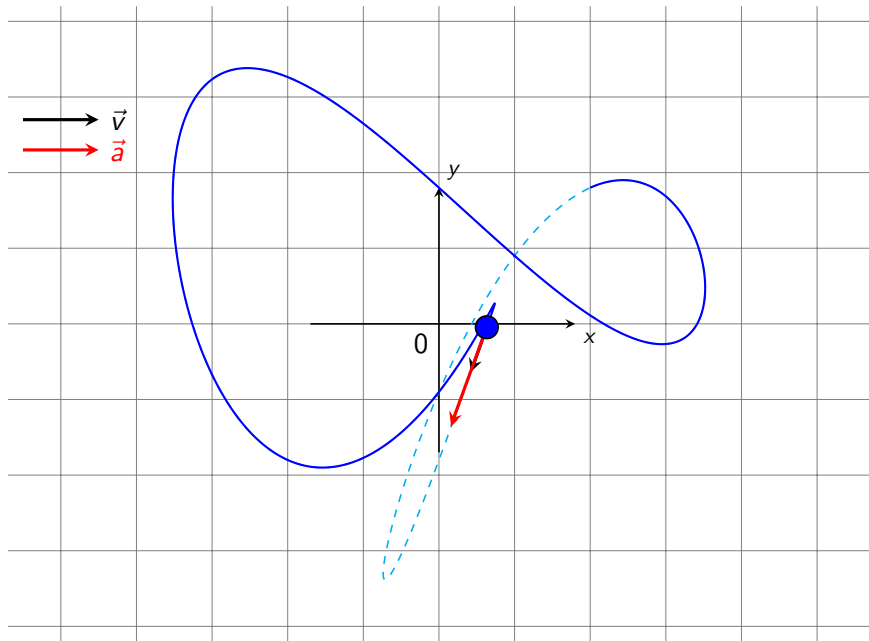






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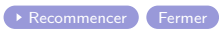
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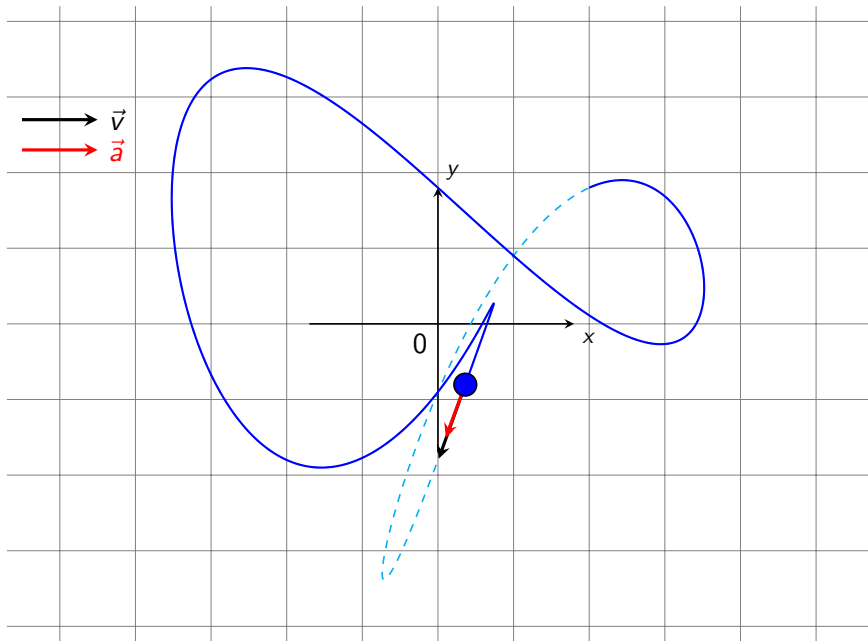


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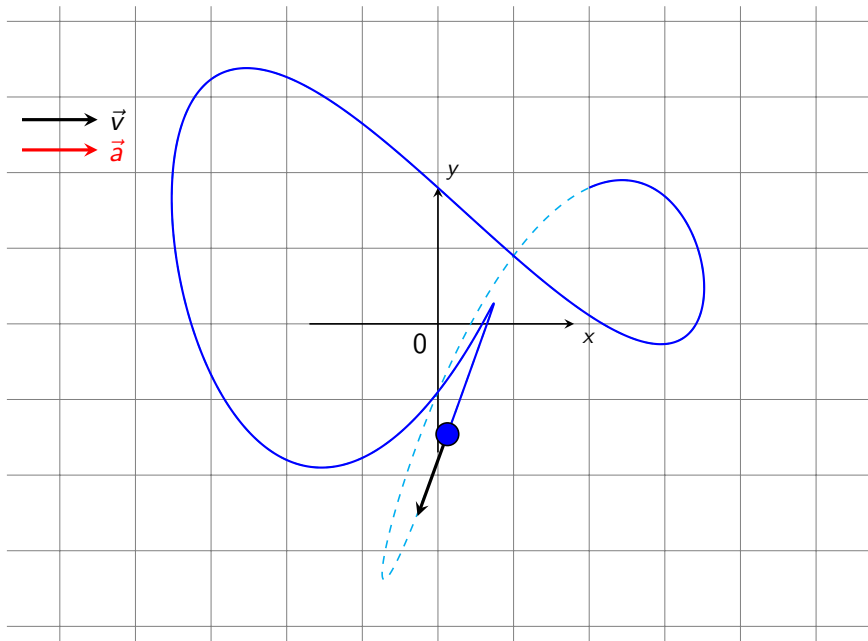




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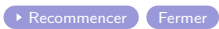


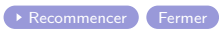


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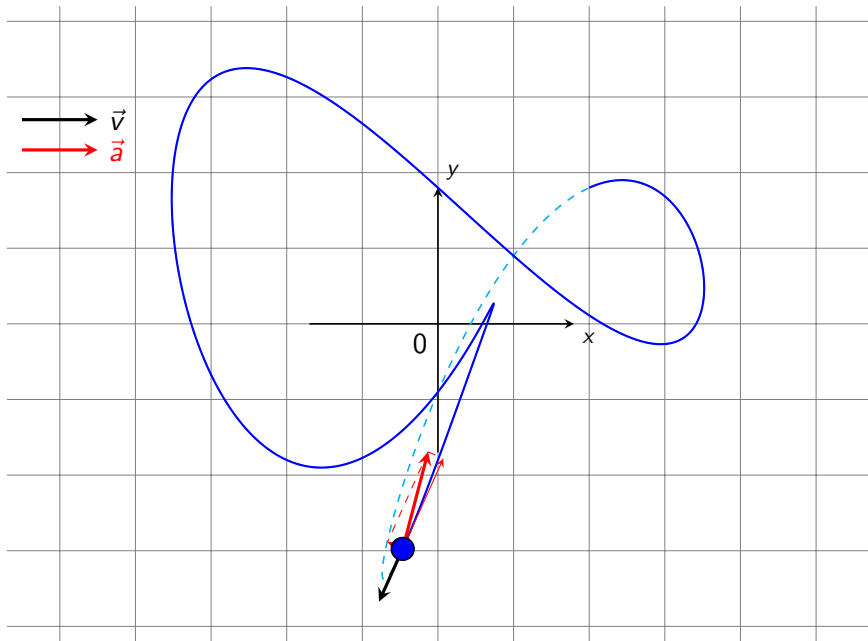
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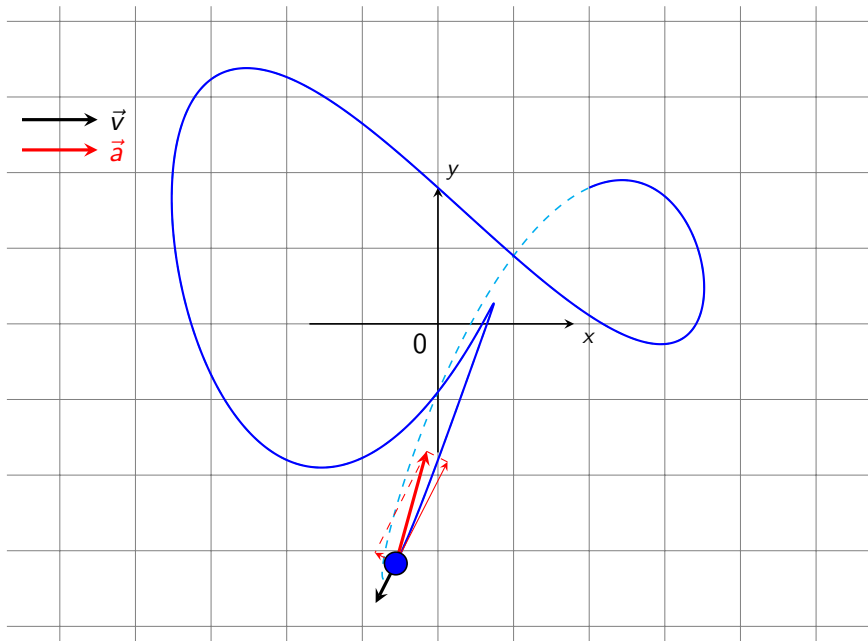






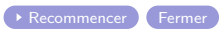


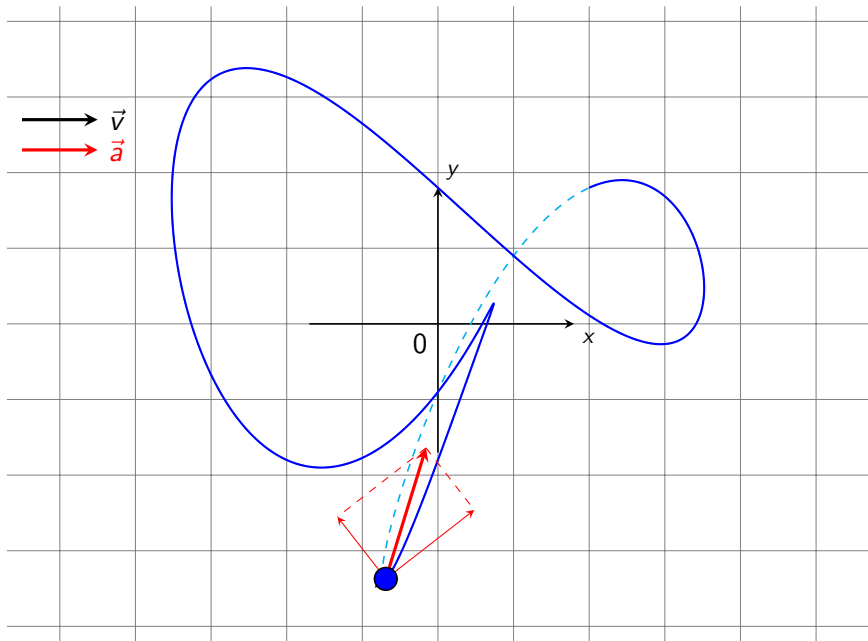


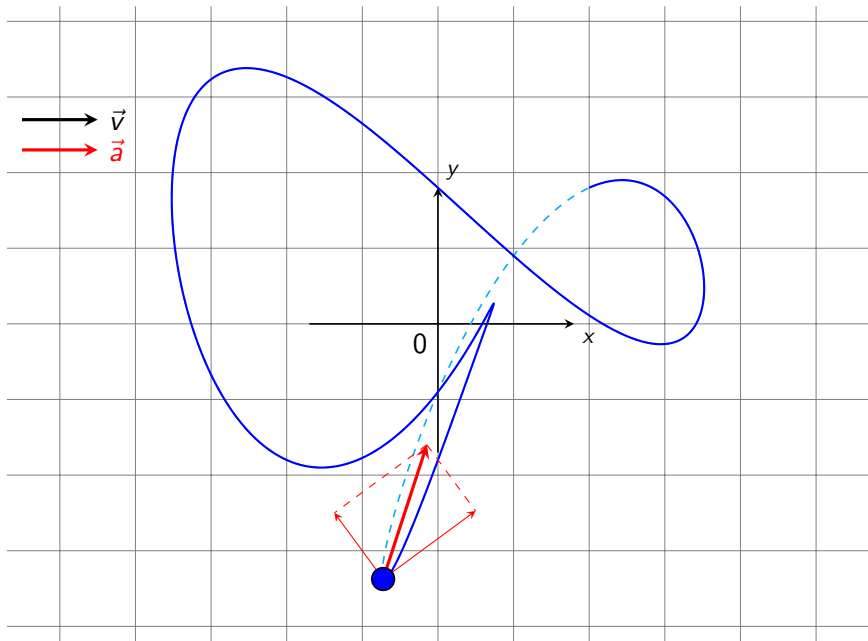


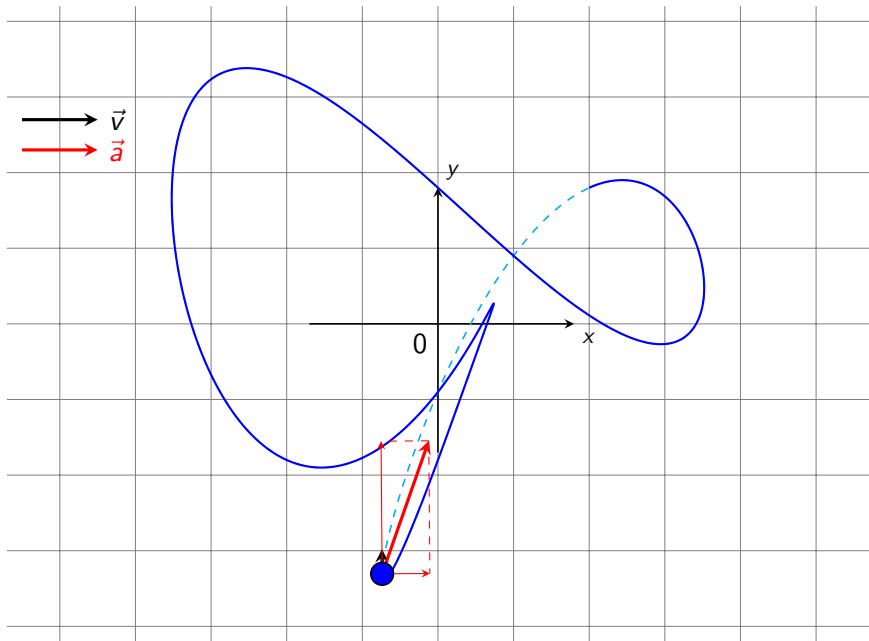
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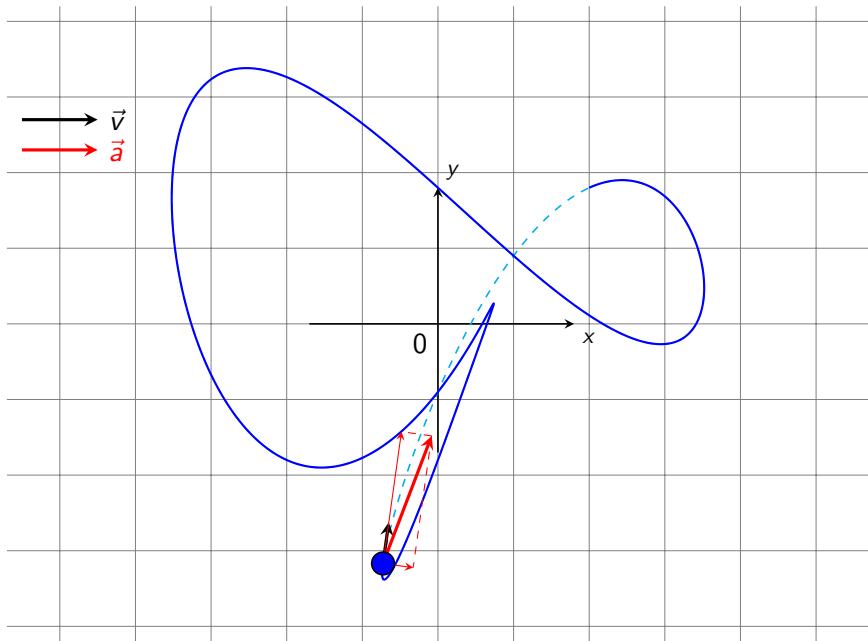






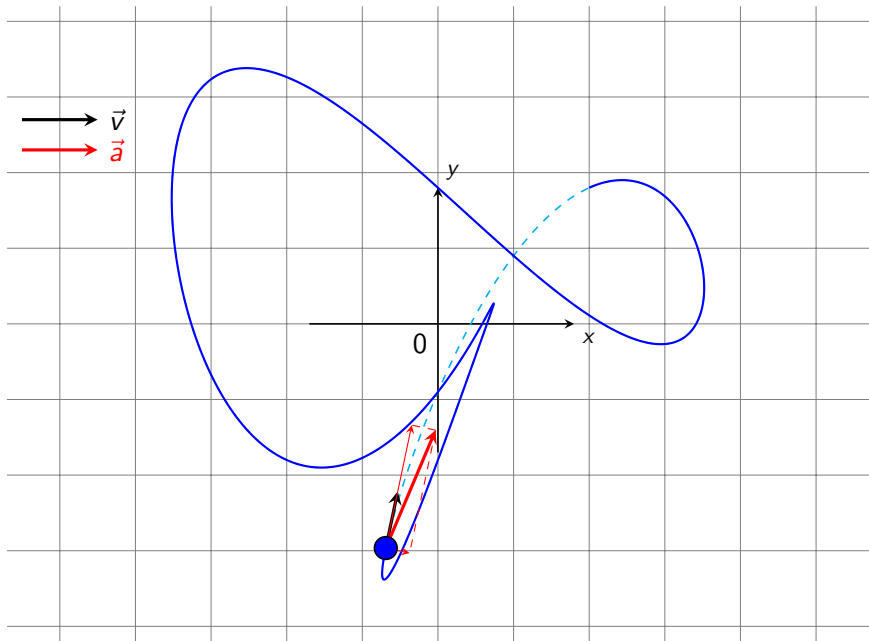
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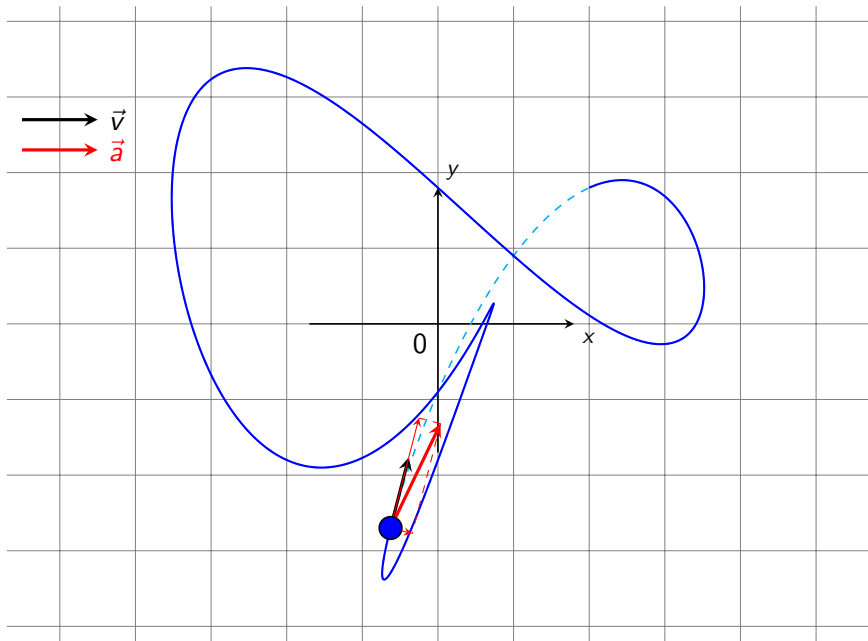
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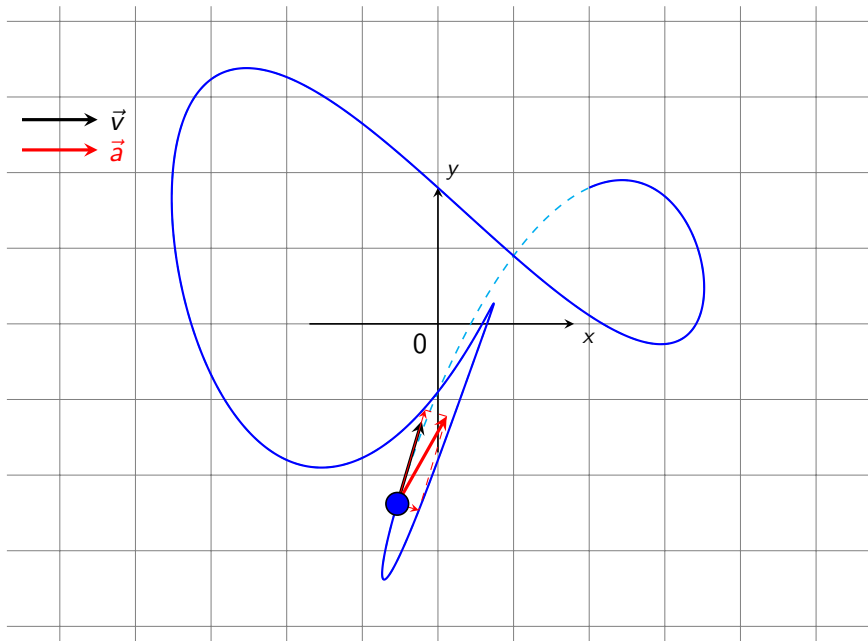
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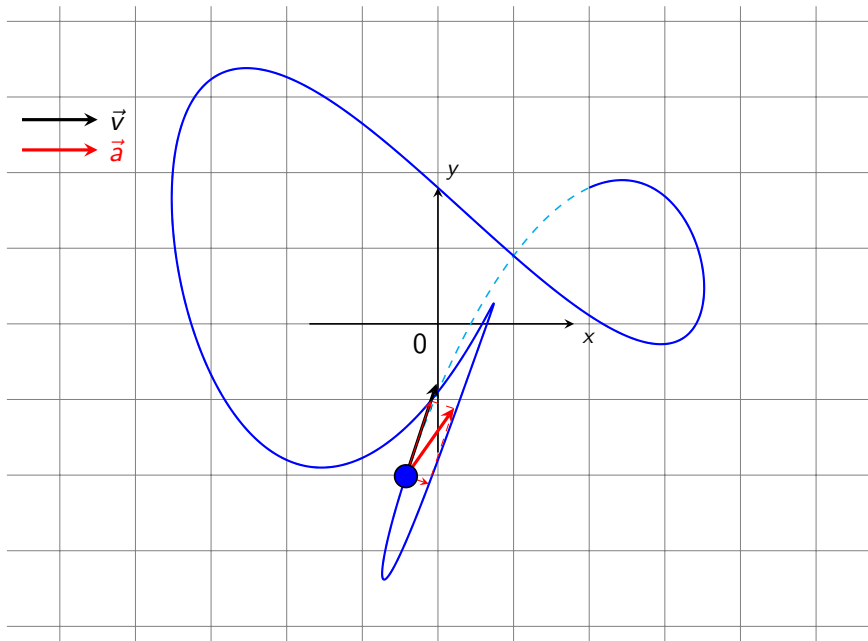


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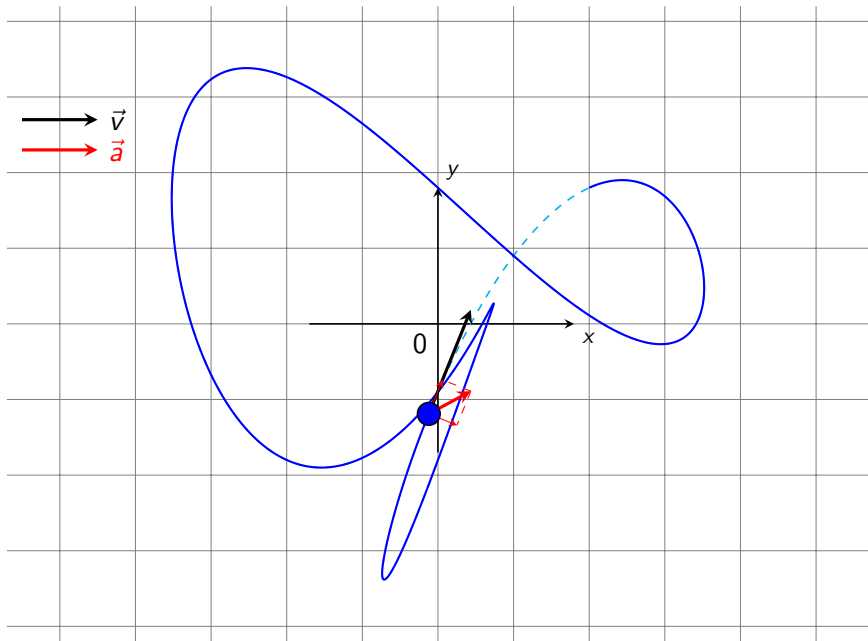
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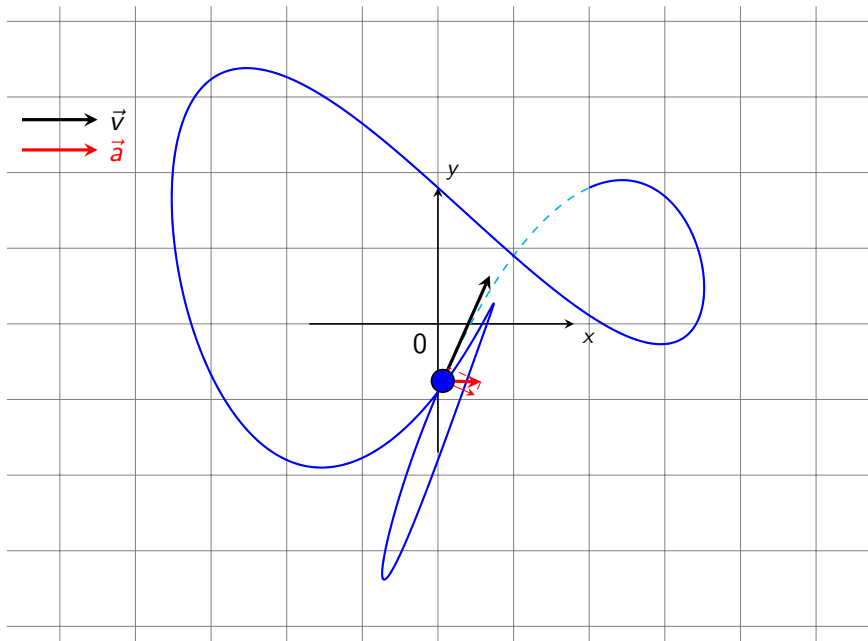






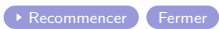


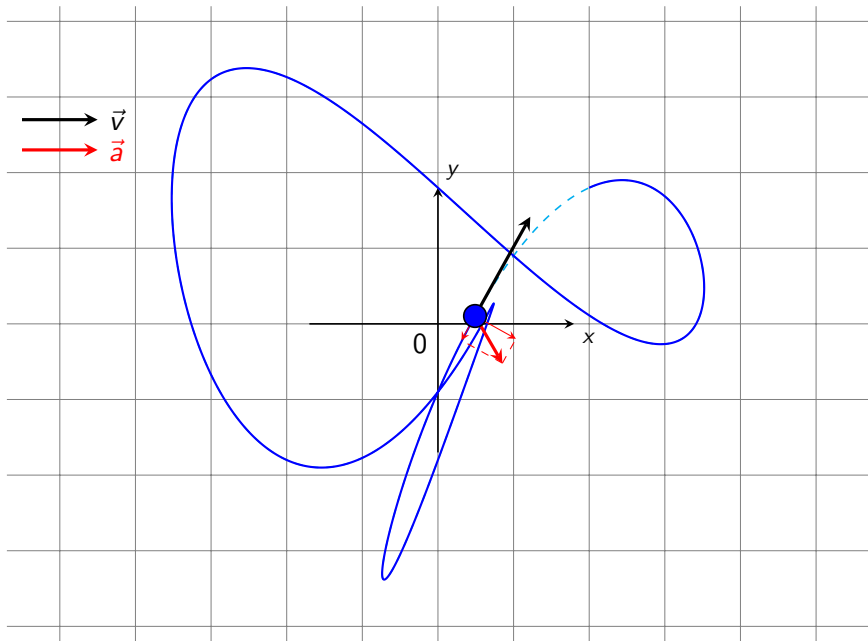




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