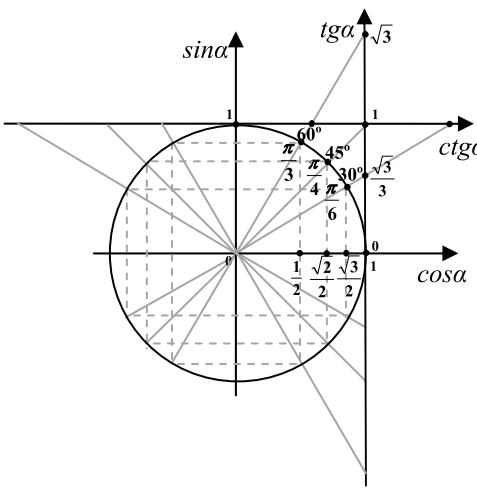
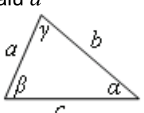
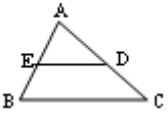
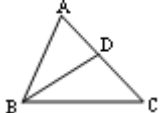
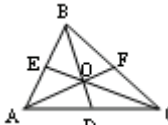

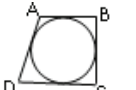
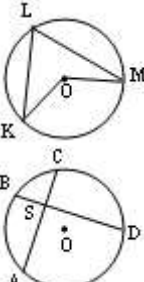
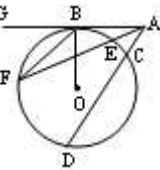


Formulas

(pieļaujāmām burtu vērtībām)

<p>Saiņinātās reizināšanas formulas</p> $(a \pm b)^3 = a^3 \pm 3a^2b + 3ab^2 \pm b^3$ $a^3 \pm b^3 = (a \pm b)(a^2 \mp ab + b^2)$ <p>Kvadrātrinoms</p> $ax^2 + bx + c = a(x - x_1)(x - x_2)$	<p>Kvadrātvienādojums</p> $ax^2 + bx + c = 0 \quad (a \neq 0)$ $\begin{cases} x_1 + x_2 = -\frac{b}{a} \\ x_1 \cdot x_2 = \frac{c}{a} \end{cases}$	<p>Modulis</p> $ a = \begin{cases} a, & \text{ja } a \geq 0 \\ -a, & \text{ja } a < 0 \end{cases}$ $ a \geq 0$ $ a + b \leq a + b $
<p>Aritmētiskā progresija</p> $a_n = a_1 + (n - 1)d$ $S_n = \frac{(a_1 + a_n)n}{2}$ $a_k = \frac{a_{k+1} + a_{k-1}}{2}$	<p>Ģeometriskā progresija</p> $b_n = b_1 \cdot q^{n-1}$ $S_n = \frac{b_1(q^n - 1)}{q - 1}$ $b_k^2 = b_{k-1} \cdot b_{k+1}$	<p>Bezgalīgi dilstoša ģeometriskā progresija</p> $ q < 1$ $S = \frac{b_1}{1 - q}$
<p>Pakāpju īpašības</p> $a^0 = 1$ $a^{-n} = \frac{1}{a^n}$ $a^{\frac{m}{n}} = \sqrt[n]{a^m}$ $a^m \cdot a^n = a^{m+n}$ $a^m : a^n = a^{m-n}$ $a^m \cdot b^m = (a \cdot b)^m$ $(a^m)^n = a^{m \cdot n}$	<p>Sakņu īpašības</p> $\sqrt[n]{a} \cdot \sqrt[n]{b} = \sqrt[n]{a \cdot b}$ $\frac{\sqrt[n]{a}}{\sqrt[n]{b}} = \sqrt[n]{\frac{a}{b}}$ $\sqrt[n]{a^{k \cdot m}} = \sqrt[n]{a^k}^m$ $\sqrt[n]{\sqrt[m]{a}} = \sqrt[n \cdot m]{a}$ $\sqrt[n]{a} \cdot \sqrt[k]{b} = \sqrt[n \cdot k]{a^k \cdot b^n}$ $\sqrt{a^2} = a $	<p>Logaritmu īpašības</p> $a^{\log_a b} = b$ $\log_a(xy) = \log_a x + \log_a y$ $\log_a \frac{x}{y} = \log_a x - \log_a y$ $\log_a x^k = k \cdot \log_a x$ $\log_a b = \frac{\log_c b}{\log_c a}$ $\log_{a^k} x = \frac{1}{k} \log_a x$
<p style="text-align: center;">Kombinatorika</p> $P_n = n!$ $A_n^k = \frac{n!}{(n - k)!} \quad C_n^k = \frac{n!}{k!(n - k)!}$ $C_n^m = C_n^{n-m} \quad C_n^0 + C_n^1 + C_n^2 + \dots + C_n^{n-1} + C_n^n = 2^n$		<p style="text-align: center;">Varbūtību teorija</p> $P(A) = \frac{k}{n}, \text{ kur } k - \text{labvēlīgo notikumu skaits, } n - \text{visu vienādi}$ <p>iespējamo notikumu skaits</p> $P(A \cup B) = P(A) + P(B),$ <p>kur A, B - nesavienojami notikumi</p> $P(A \cap B) = P(A) \cdot P(B),$ <p>kur A, B - neatkarīgi notikumi</p>
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;">  </div> <div style="width: 65%;"> <p style="text-align: center;">Trigonometrija</p> $\sin^2 \alpha + \cos^2 \alpha = 1$ $\operatorname{tg} \alpha = \frac{\sin \alpha}{\cos \alpha} \quad \operatorname{ctg} \alpha = \frac{\cos \alpha}{\sin \alpha}$ $1 + \operatorname{tg}^2 \alpha = \frac{1}{\cos^2 \alpha}$ $1 + \operatorname{ctg}^2 \alpha = \frac{1}{\sin^2 \alpha}$ $\operatorname{tg} \alpha \cdot \operatorname{ctg} \alpha = 1$ $\sin 2\alpha = 2 \sin \alpha \cdot \cos \alpha$ $\cos 2\alpha = \cos^2 \alpha - \sin^2 \alpha$ $\operatorname{tg} 2\alpha = \frac{2 \operatorname{tg} \alpha}{1 - \operatorname{tg}^2 \alpha}$ </div> <div style="width: 65%;"> $\sin(\alpha \pm \beta) = \sin \alpha \cos \beta \pm \cos \alpha \sin \beta$ $\cos(\alpha \pm \beta) = \cos \alpha \cos \beta \mp \sin \alpha \sin \beta$ $\operatorname{tg}(\alpha \pm \beta) = \frac{\operatorname{tg} \alpha \pm \operatorname{tg} \beta}{1 \mp \operatorname{tg} \alpha \cdot \operatorname{tg} \beta}$ $\operatorname{ctg}(\alpha \pm \beta) = \frac{\operatorname{ctg} \alpha \cdot \operatorname{ctg} \beta \mp 1}{\operatorname{ctg} \beta \pm \operatorname{ctg} \alpha}$ $\sin \alpha \pm \sin \beta = 2 \sin \frac{\alpha \pm \beta}{2} \cos \frac{\alpha \mp \beta}{2}$ $\cos \alpha + \cos \beta = 2 \cos \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$ $\cos \alpha - \cos \beta = -2 \sin \frac{\alpha + \beta}{2} \sin \frac{\alpha - \beta}{2}$ </div> </div>		

<p>Trijstūris</p> <p>a, b, c – malas, α, β, γ – leņķi, r – ievilktais riņķa līnijas rādiuss, R – apvilktais riņķa līnijas rādiuss, p – pusperimetrs, h_a – augstums pret malu a</p>  $\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} = \frac{c}{\sin \gamma} = 2R$ $a^2 = b^2 + c^2 - 2bc \cos \alpha$	$S_{\Delta} = \frac{a \cdot h_a}{2} \quad S_{\Delta} = \frac{1}{2} ab \sin \gamma$ $S_{\Delta} = \sqrt{p(p-a)(p-b)(p-c)}$ $S_{\Delta} = \frac{abc}{4R} \quad S_{\Delta} = p \cdot r$	<p>Viduslīnijas īpašība</p> $ED = \frac{1}{2} BC$  <p>Bisektrises īpašība</p> $\frac{AD}{DC} = \frac{AB}{BC}$  <p>Mediānas īpašība</p> $\frac{BO}{OD} = \frac{AO}{OF} = \frac{CO}{OE} = \frac{2}{1}$ 
<p>Taisnleņķa trijstūris</p> <p>a, b – katetes, h_c – augstums pret hipotenūzu, a_c, b_c – katešu projekcijas uz hipotenūzas</p> $h_c^2 = a_c \cdot b_c \quad a^2 = a_c \cdot c$ $b^2 = b_c \cdot c \quad \frac{a^2}{b^2} = \frac{a_c}{b_c}$	<p>Regulārs trijstūris</p> <p>a – mala, h – augstums, r – ievilktais riņķa līnijas rādiuss, R – apvilktais riņķa līnijas rādiuss</p> $h = \frac{a\sqrt{3}}{2} \quad r = \frac{a\sqrt{3}}{6} \quad R = \frac{a\sqrt{3}}{3}$ $S = \frac{a^2\sqrt{3}}{4}$	<p>Līdzīgi trijstūri</p> $\frac{AB}{A_1B_1} = \frac{AC}{A_1C_1} = \frac{BC}{B_1C_1} = \frac{P_{ABC}}{P_{A_1B_1C_1}} = k$ $\frac{S_{ABC}}{S_{A_1B_1C_1}} = k^2$
<p>Paralelograms</p> <p>a, b – malas, d_1, d_2 – diagonāles, h_a – augstums pret malu a, α – leņķis starp malām</p> $2(a^2 + b^2) = d_1^2 + d_2^2$ $S = a \cdot h_a \quad S = ab \sin \alpha$	<p>Ievilkti un apvilkti četrstūri</p> <p>Ievilkts četrstūris $ABCD$ $\angle A + \angle C = \angle B + \angle D$</p> <p>Apvilkts četrstūris $ABCD$ $AB + CD = AD + BC$</p>  	<p>Trapece</p> <p>a, b – pamata malas, h – augstums</p> $S = \frac{a+b}{2} \cdot h$
<p>Nogriežņi un leņķi, kas saistīti ar riņķa līniju</p>  $\angle KLM = \frac{1}{2} \angle KOM$ $\angle BSA = \frac{1}{2} (\overset{\frown}{BA} + \overset{\frown}{CD})$ $AS \cdot SC = BS \cdot SD$	 $\angle FAD = \frac{1}{2} (\overset{\frown}{FD} - \overset{\frown}{EC})$ $\angle FBG = \frac{1}{2} \overset{\frown}{FB}$ $AE \cdot AF = AC \cdot AD$ $AB^2 = AC \cdot AD$	<p>Regulāri n – stūri</p> <p>a_n – mala, h_a – apotēma, r – ievilktais riņķa līnijas rādiuss, R – apvilktais riņķa līnijas rādiuss, P – perimetrs</p> $S = \frac{1}{2} P \cdot h_a \quad a_n = 2R \cdot \sin \frac{180^\circ}{n}$ $a_n = 2r \cdot \operatorname{tg} \frac{180^\circ}{n}$
<p>Prizma</p> $V = S_{\text{pam.}} \cdot H, \quad H - \text{augstums}$	<p>Konuss</p> <p>R – rādiuss, l – veidule, H – augstums, α – sānu virsmas izklājuma centra leņķis (grādos)</p> $S_{\text{sānu}} = \pi \cdot R \cdot l \quad S_{\text{sānu}} = \frac{\pi \cdot l^2 \cdot \alpha}{360^\circ}$	<p>Riņķis un riņķa līnija</p> <p>R – rādiuss, l_α – garums lokam, kura centra leņķis ir α</p> $C = 2 \cdot \pi \cdot R \quad l_\alpha = \frac{\pi \cdot R \cdot \alpha}{180^\circ}$
<p>Cilindrs</p> <p>R – rādiuss, H – augstums</p> $S_{\text{sānu}} = 2\pi \cdot R \cdot H$ $V = \pi \cdot R^2 \cdot H$	$V = \frac{\pi \cdot R^2 \cdot H}{3}$	$S = \pi \cdot R^2 \quad S_{\text{sekt}} = \frac{\pi \cdot R^2 \cdot \alpha}{360^\circ}$
<p>Piramīda</p> <p>h_s – apotēma, P – pamata perimetrs, α – reg. pir. divpl. kakts pie pamata, H – augstums</p> $S_{\text{sānu.reg.}} = \frac{1}{2} P \cdot h_s \quad S_{\text{sānu.reg.}} = \frac{S_{\text{pam.}}}{\cos \alpha}$ $V = \frac{1}{3} S_{\text{pam.}} \cdot H$ <p>Nošķelta piramīda</p> <p>P_1, P_2 – pam. perimetri, h_s – apotēma, H – augstums, S_1, S_2 – pamatu laukumi</p> $S_{\text{sānu.reg.}} = \frac{1}{2} (P_1 + P_2) \cdot h_s$ $V = \frac{H}{3} (S_1 + S_2 + \sqrt{S_1 S_2})$	<p>Nošķelts konuss</p> <p>R_1, R_2 – pamatu rādiusi, l – veidule, H – augstums</p> $S_{\text{sānu}} = \pi (R_1 + R_2) \cdot l$ $V = \frac{\pi \cdot H}{3} (R_1^2 + R_1 R_2 + R_2^2)$ <p>Lode un tās daļas</p> <p>R – rādiuss, H – segmenta augstums</p> $S_{\text{sf.virsm}} = 4 \cdot \pi \cdot R^2 \quad V_{\text{lode}} = \frac{4}{3} \pi \cdot R^3$ $S_{\text{sf.segm.virsm}} = 2 \cdot \pi \cdot R \cdot H$ $V_{\text{segmentam}} = \pi \cdot H^2 \left(R - \frac{H}{3} \right)$ $V_{\text{sekt.}} = \frac{2}{3} \pi \cdot R^2 \cdot H$	<p>Vektori</p> <p>$A(x_1; y_1) \quad B(x_2; y_2)$</p> $\overrightarrow{AB} = (x_2 - x_1; y_2 - y_1)$ $\vec{a} = (a_x; a_y) \quad \vec{b} = (b_x; b_y)$ $\vec{a} + \vec{b} = (a_x + b_x; a_y + b_y)$ $\vec{a} - \vec{b} = (a_x - b_x; a_y - b_y)$ $ \vec{a} = \sqrt{a_x^2 + a_y^2}$