

# FORMULA TING. 1, 2, 3

## Integer

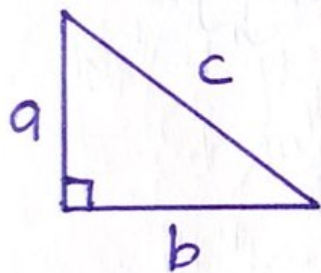
$$* x + (+y) = x + y$$

$$* x + (-y) = x - y$$

$$* x - (+y) = x - y$$

$$* x - (-y) = x + y$$

## Teorem Pythagoras



$$c^2 = \sqrt{a^2 + b^2}$$

$$a^2 / b^2 = \sqrt{c^2 - b^2}$$

@

$$\sqrt{c^2 - a^2}$$

## Bulatan

$$* \text{Lilitan} = 2\pi r / \pi d$$

$$* \text{Panjang lengkok} = \frac{\theta}{360} \times 2\pi r$$

$$* \text{Luas bulatan} = \pi r^2$$

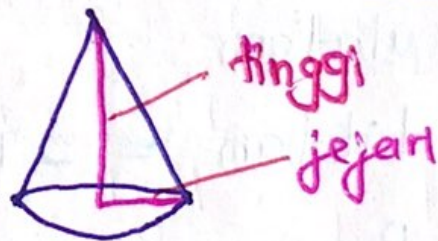
$$* \text{Luas sektor} = \frac{\theta}{360} \times \pi r^2$$

## Luas Pepejal Geometri

- \* Silinder =  $2\pi j^2 + 2\pi jt$  → permukaan melengkung
- \* Kon =  $\pi j^2 + \pi js$
- \* Sfera =  $4\pi j^2$
- \* Piramid =  $(P \times L) + \left(\frac{1}{2} \times t \times t\right) \times$   
luas tapak segi tiga      jumlah luas segi tiga
- \* Hemisfera =  $\pi j^2 + 2\pi j^2$

## Isipadu

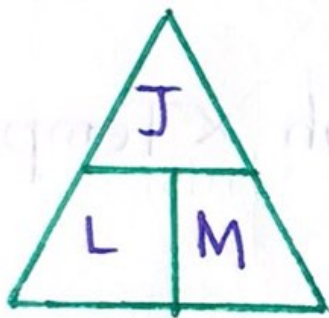
- Prisma = Luas tapak x Tinggi
- Silinder =  $\pi j^2 t$
- Kubus / Kuboid =  $p \times l \times t$
- Piramid =  $\frac{1}{3} \times$  Luas tapak x Tinggi
- Kon =  $\frac{1}{3} \pi j^2 t$
- Sfera =  $\frac{4}{3} \pi j^3$
- Hemisfera =  $\frac{2}{3} \pi j^3$



## Nombor Perdana

2, 3, 5, 7, 11, 13, 17, 19, 23,  
29, 31, 37, 41, 43, 47, 53, 59,  
61, 67, 71, 73, 79, 83, 89, 97

## Nisbah, Kadar & Kadaran II



$$\hookrightarrow \text{Jarak} = \text{Laju} \times \text{Masa}$$

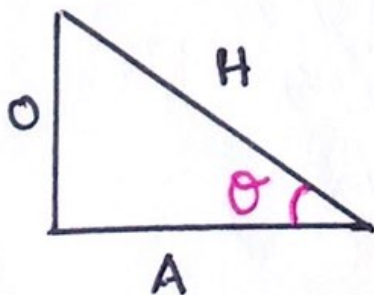
$$\hookrightarrow \text{Laju} = \frac{\text{Jarak}}{\text{Masa}}$$

$$\hookrightarrow \text{Masa} = \frac{\text{Jarak}}{\text{Laju}}$$

$$\hookrightarrow \text{Laju purata} = \frac{\text{Jumlah jarak}}{\text{Masa yg diambil}}$$

$$\hookrightarrow \text{Pecutan} = \frac{\text{Perubahan laju}}{\text{Masa}}$$

## Trigonometri



$$\cos = \frac{A}{H}$$

$$\sin = \frac{O}{H}$$

$$\text{T} = \frac{O}{A}$$

tangen

## Peratusan

$$* \% \text{ untung} = \frac{\text{keuntungan}}{\text{harga kos}} \times 100\%$$

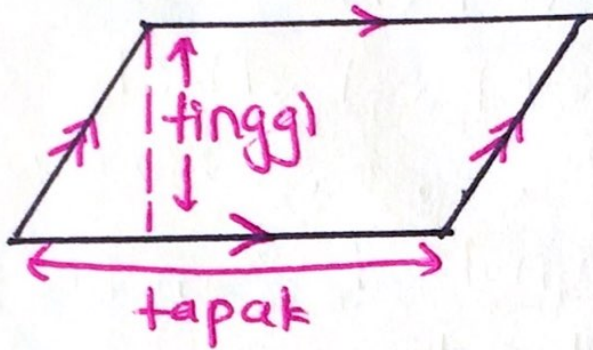
$$* \% \text{ rugi} = \frac{\text{kerugian}}{\text{harga kos}} \times 100\%$$

\* Faedah mudah

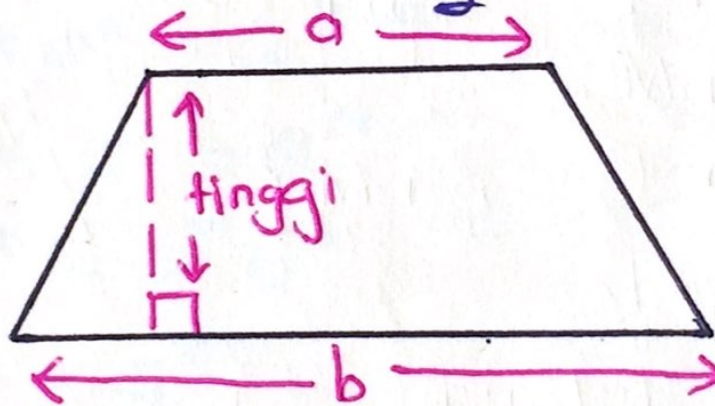
$$= \text{Pokok} \times \text{Peratusan faedah} \times \text{Tempoh}$$

## Luas

→ Segi empat selati = Tapak  $\times$  Tinggi



→ Trapezium =  $\frac{1}{2} (a+b) \times$  Tinggi



## Koordinat

- Jarak =  $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
- Titik tengah =  $\left( \frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right)$

## Indeks

- $a^n = \underbrace{a \times a \times a \times a \dots \times a}_{\text{faktor} \cong 'n'}$
  - $a^m \times a^n = a^{m+n}$
  - $a^m \div a^n = a^{m-n}$
  - $(ab)^m = a^m b^m$
  - $(a^m)^n = a^{mn}$
  - $(a^n \times b^m)^k = a^{nk} \times b^{mk}$
  - $a^0 = 1$
  - $a^{-1} = \frac{1}{a}$
  - $a^{-n} = \frac{1}{a^n}$
  - $a^{\frac{1}{n}} = \sqrt[n]{a}$
- $a^{\frac{m}{n}} = \sqrt[n]{a^m} = \left( \sqrt[n]{a} \right)^m$

## Ungkapan Algebra

$$* a(b+c) = ab+ac$$

$$* (a+b)(c+d) = ac+ad+bc+bd$$

@

$$(a+b)(c+d) = ac+bc+ad+bd$$

$$* (a+b)^2 = a^2+2ab+b^2$$

$$* (a-b)^2 = a^2-2ab+b^2$$

$$* a^2-b^2 = (a+b)(a-b)$$

## Lukisan Berskala & Penjelmaan

→ Panjang sebenar =  $\times$  skala

→ Panjang lukisan =  $\div$  skala

→ Skala (Faktor)  $(k) = \frac{\text{Pjg sisi lukisan}}{\text{Pjg sisi objek sepadan}}$

→ Skala  $* 1:1 \rightarrow L=0$

$1:N$

$L:0$

$* 1:\frac{1}{2} \rightarrow L > 0$

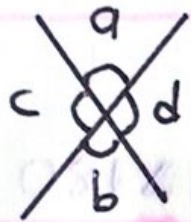
$* 1:2 \rightarrow L < 0$

→ Luas imej =  $k^2 \times$  Luas objek

→ Luas objek =  $\frac{\text{Luas imej}}{k^2}$

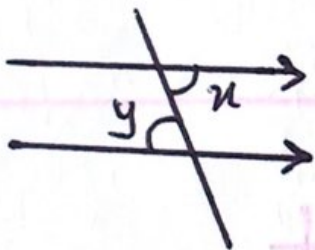
## Sudut dan Garis

→ Sudut bertentangan bucu



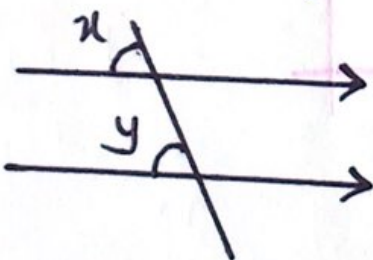
$$a = b$$
$$c = d$$

→ Sudut berselang-seli



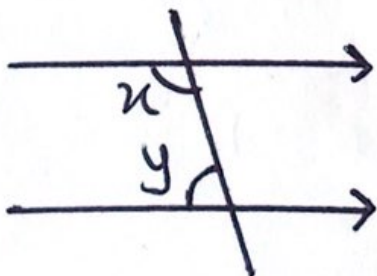
$$x = y$$

→ Sudut sepadan



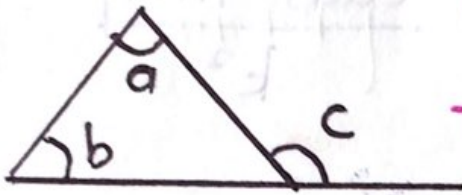
$$x = y$$

→ Sudut pedalaman

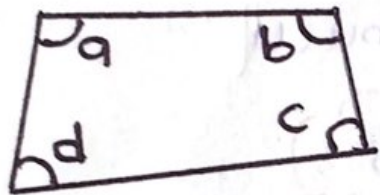


$$x + y = 180^\circ$$

# Poligon



$$c = a + b$$



$$a + b + c + d = 360^\circ$$



Bilangan sisi =  $(n - 2) \times 180$

$$= \frac{\text{Hasil tambah } \angle \text{ pedalaman}}{n}$$



Sudut pedalaman

$$\frac{(n - 2) \times 180^\circ}{n}$$



Sudut peluaran

$$\frac{360}{n}$$