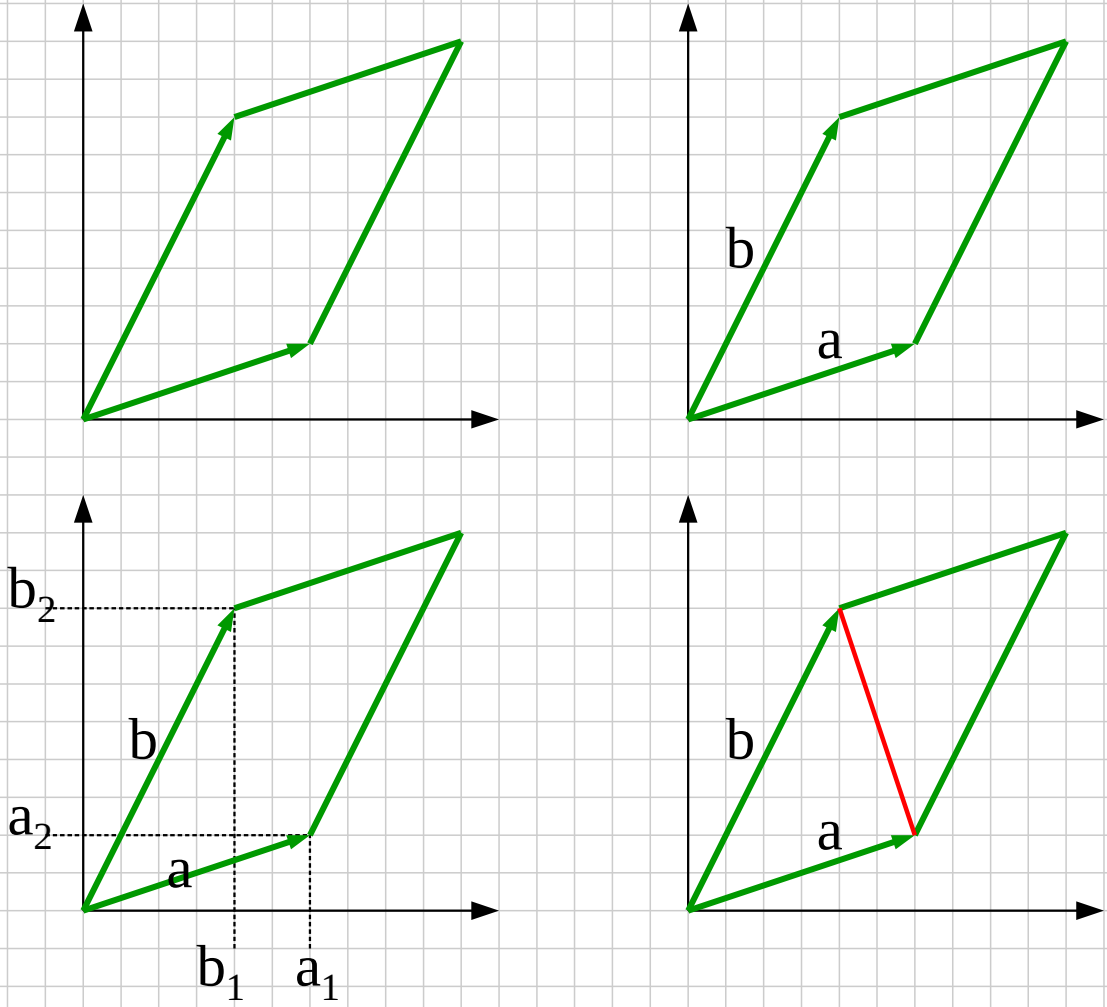
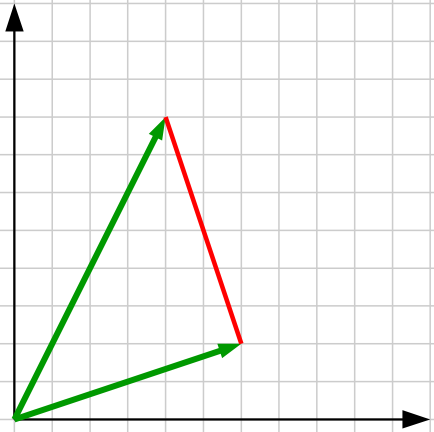
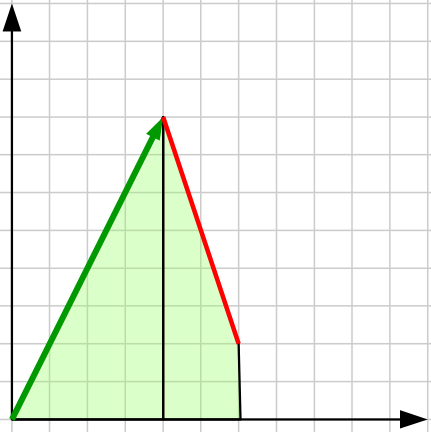
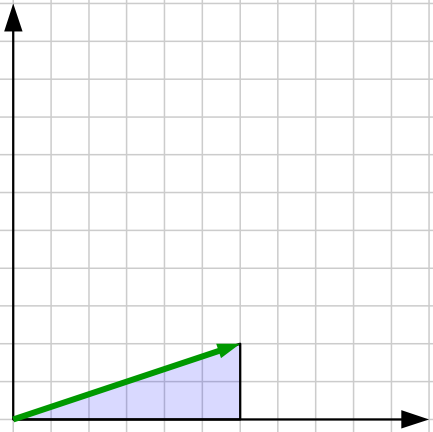
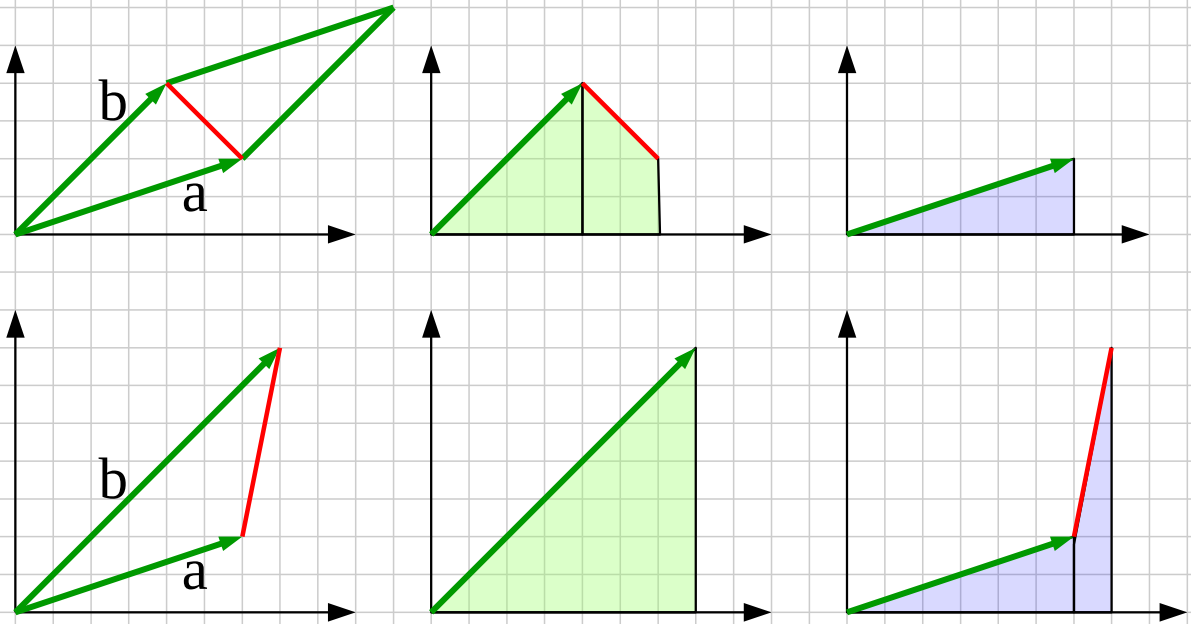
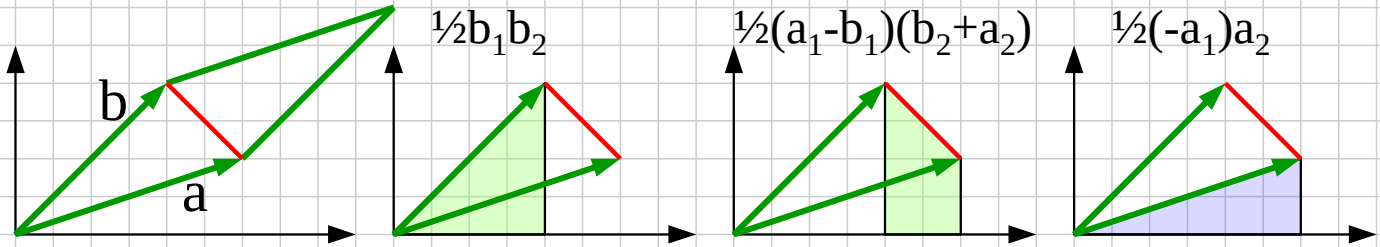

b
a
b2
b
a2
a
b1
a1
b
a

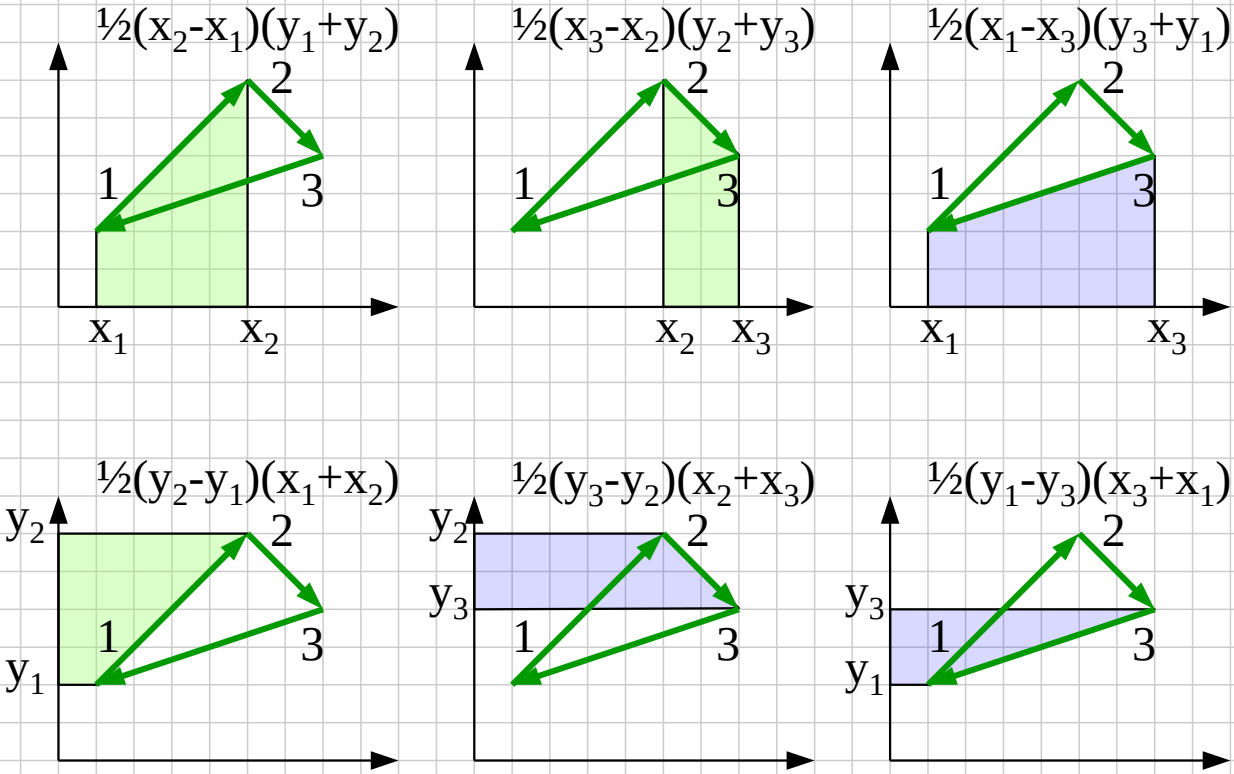


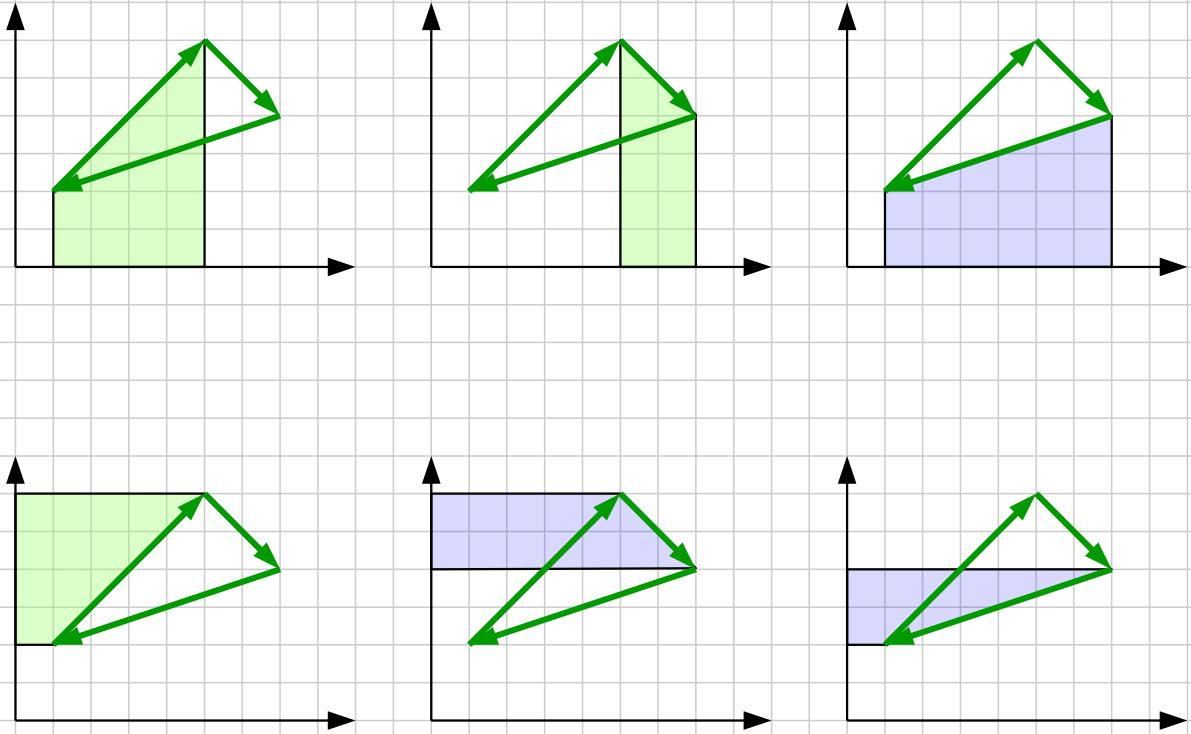


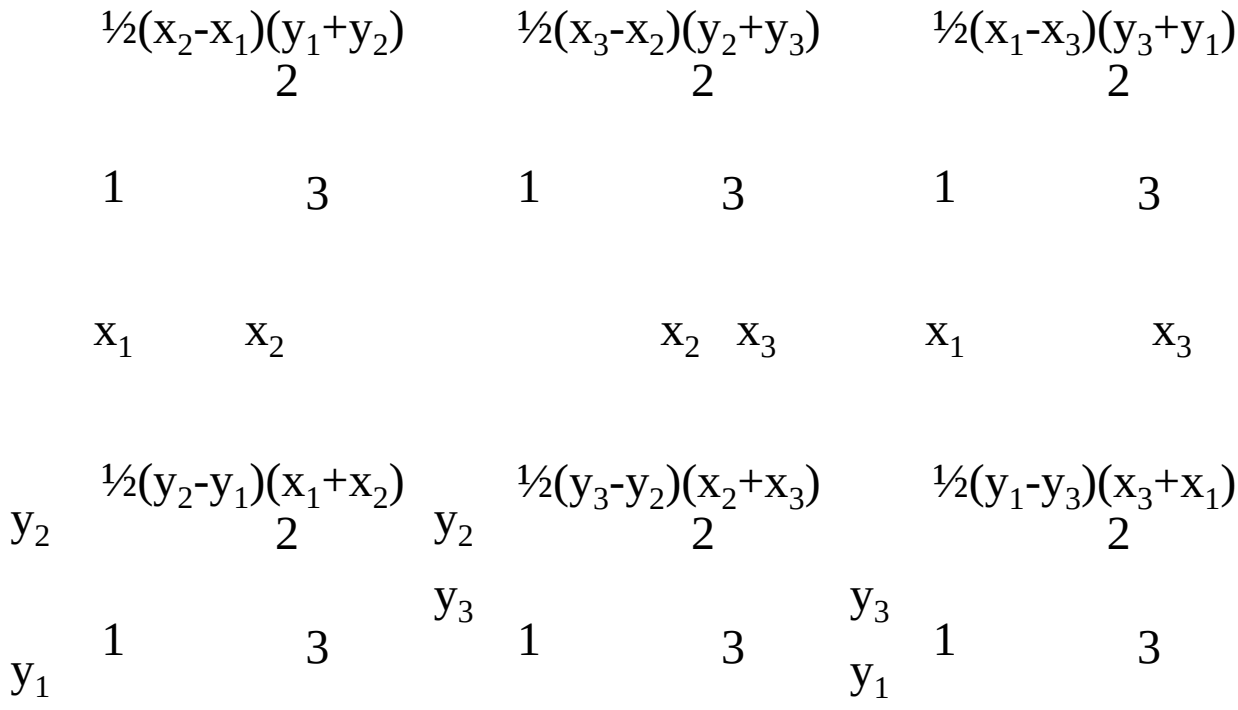


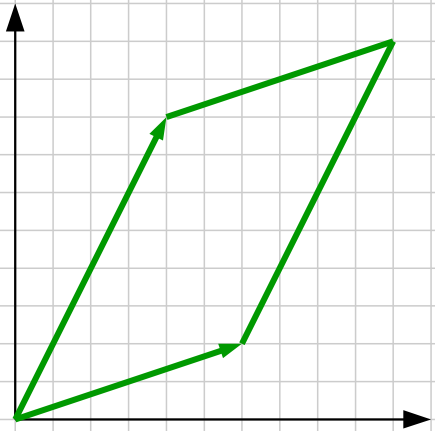

b
a
b
a

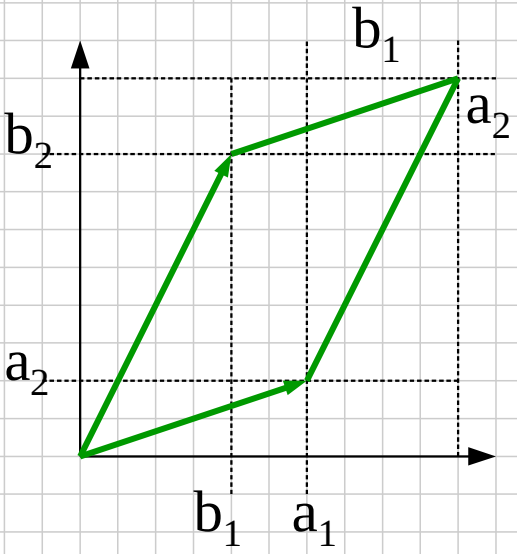

b
a
½b1b2
½(a1-b1)(b2+a2)
½(-a1)a2

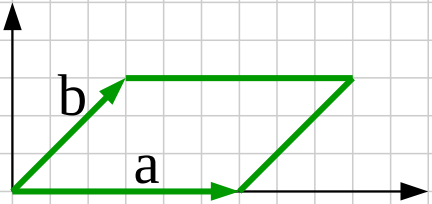

½(x2-x1)(y1+y2)
1
2
3
x1
x2
½(x3-x2)(y2+y3)
1
2
3
x2
x3
½(x1-x3)(y3+y1)
1
2
3
x1
x3
½(y2-y1)(x1+x2)
y2
y1
1
2
3
½(y3-y2)(x2+x3)
y2
y3
1
2
3
½(y1-y3)(x3+x1)
y3
y1
1
2
3

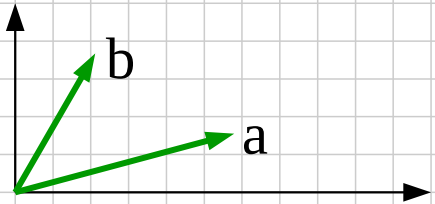


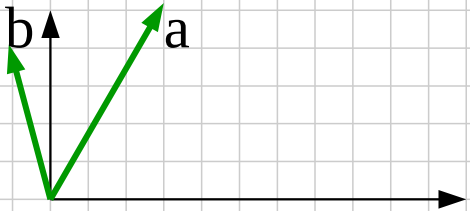

½(x2-x1)(y1+y2)
2
1
3
x1
x2
½(x3-x2)(y2+y3)
2
1
3
x2
x3
½(x1-x3)(y3+y1)
2
1
3
x1
x3
½(y2-y1)(x1+x2)
2
y2
1
3
y1
½(y3-y2)(x2+x3)
2
y2
y3
1
3
½(y1-y3)(x3+x1)
2
y3
y1
1
3

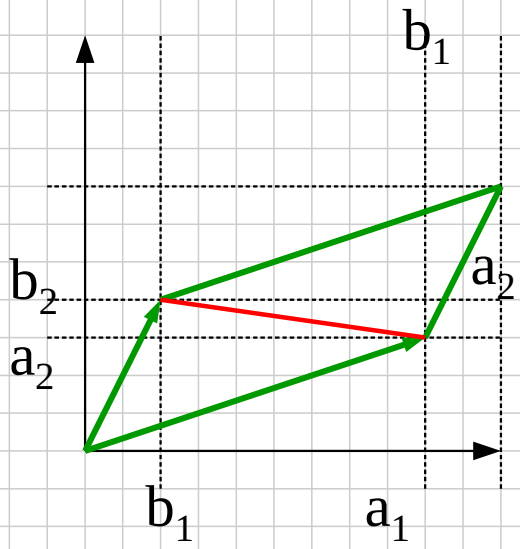



b1
a2
b2
a2
b1
a1

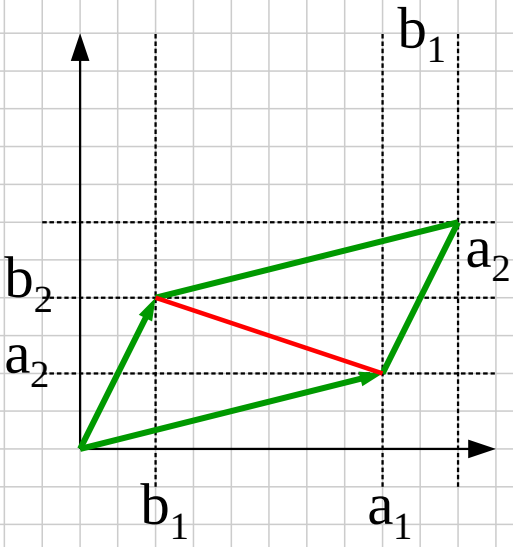

b
a


b
a


b
a


b1
b2
a2
a2
b1
a1

scegliere un buon disegno di parallelgramma



questo e’ regolare nella crescita 2 2 2,
meglio uno piu’ generale

area bivettore $a \wedge b = a_1 b_2 - a_2 b_1$