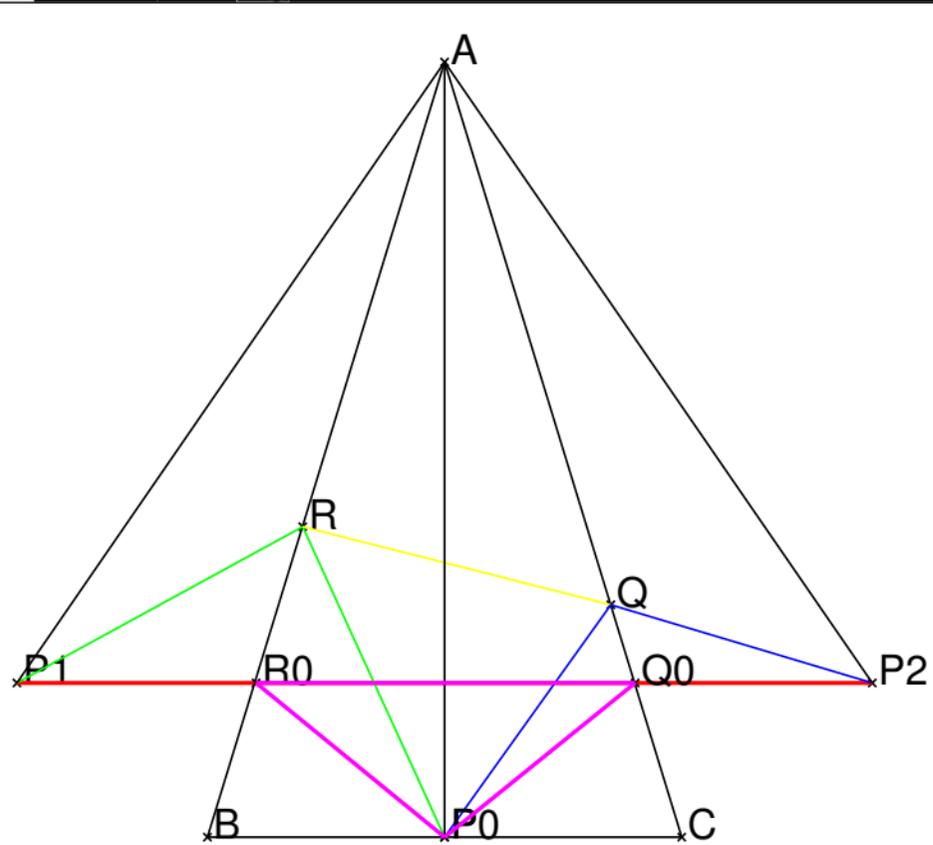


```

17 evalf(longueur(P1,P2));
    3.6
18 segment(A,P1);segment(A,P2)
   [segment(point(3*i),point(-1+p
   ◀ ▶
19 R0:=projection(droite(A,B),C)
   point((-1+2*i)/(2-i))
20 Q0:=projection(droite(A,C),B)
   point((2-i)/(1-2*i))
21 P0:=milieu(B,C)
   point(0)
22 triangle(P0,R0,Q0,affichage=
   polygone(point(0),point((-1+2*
   ◀ ▶
23 evalf(longueur(P0,R0))+evalf(
   evalf(longueur(Q0,R0))
    3.6
    
```



x:-1.8548  
v:0.60436

in		
out		
		cfg
	Menu	
	0.5	
	0.3	
	0.4	

p  
q  
r