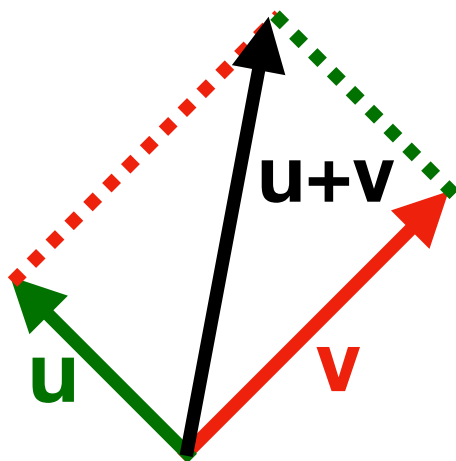
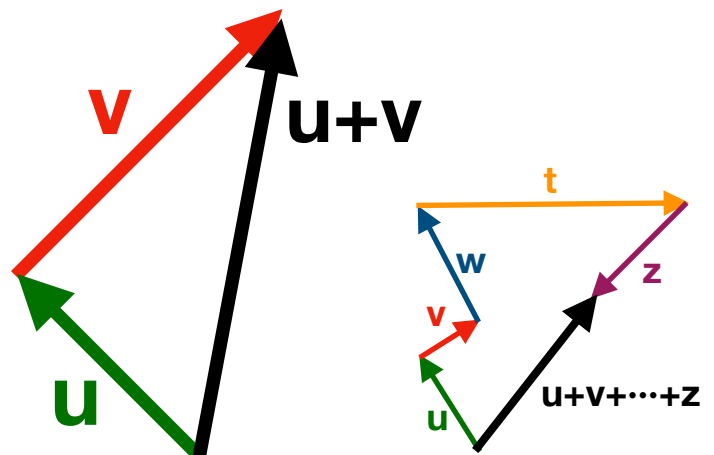


# Suma de vectores

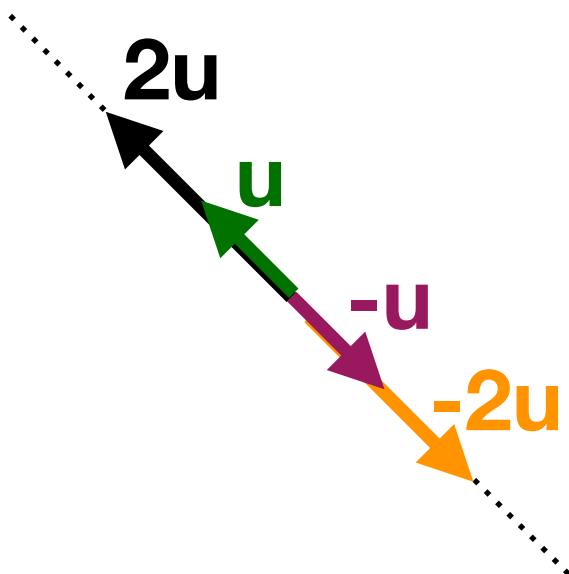
*Regla del paral·elogram*



*Regla origen-extrem*



**Vector per escalar**



**Resta de vectors**

