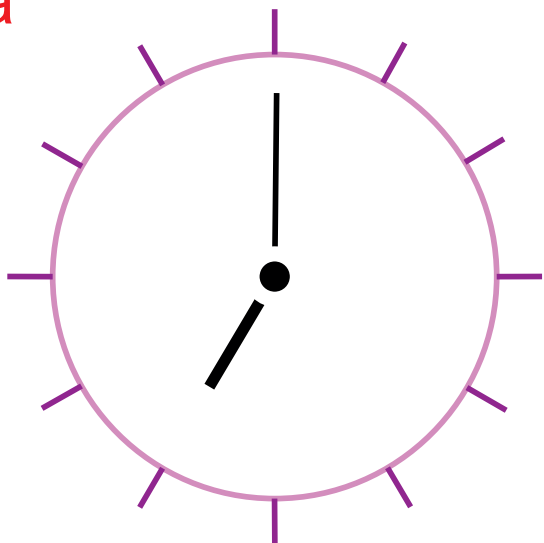
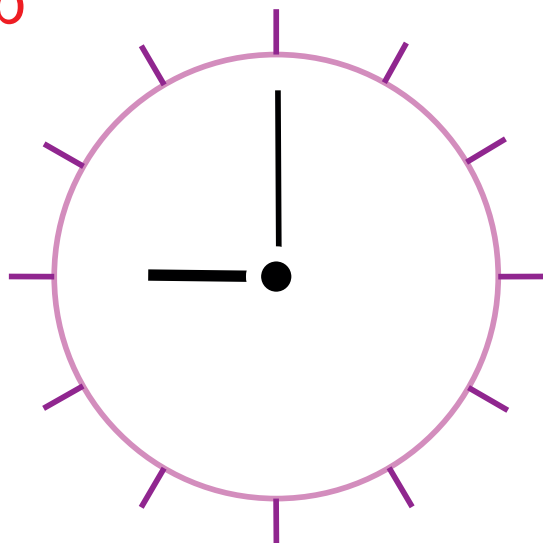


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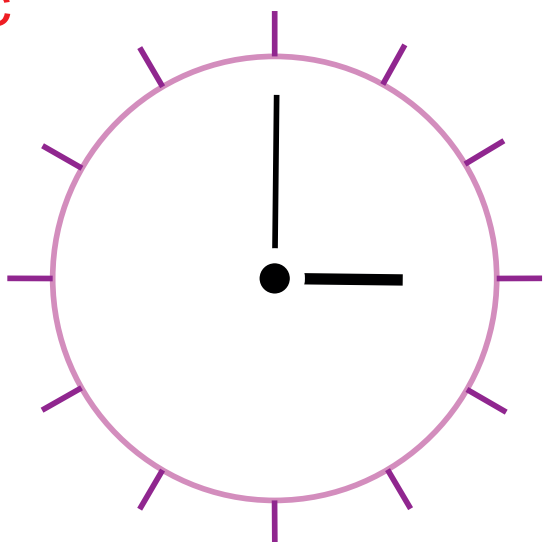
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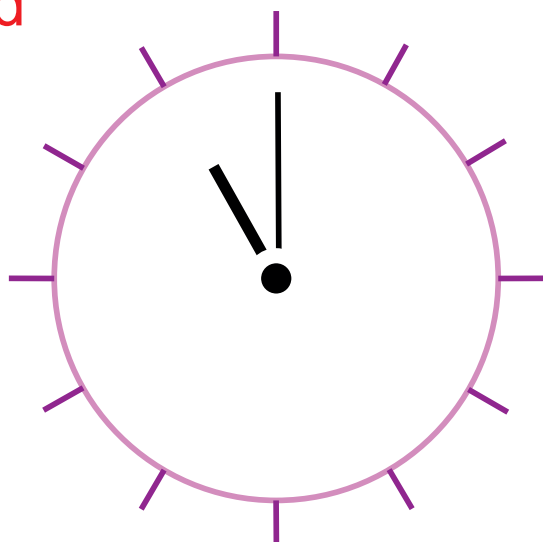
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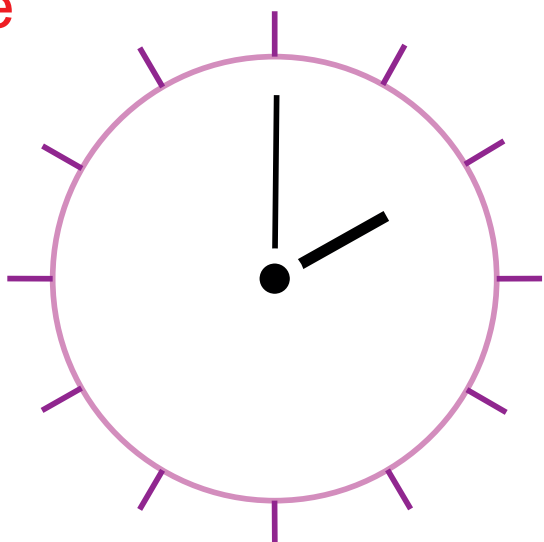
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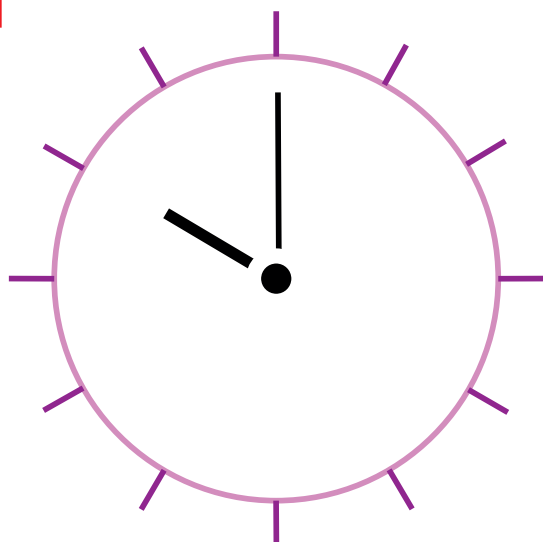
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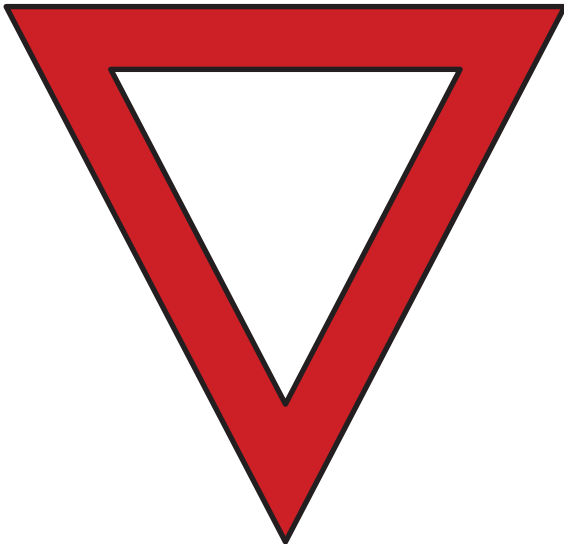
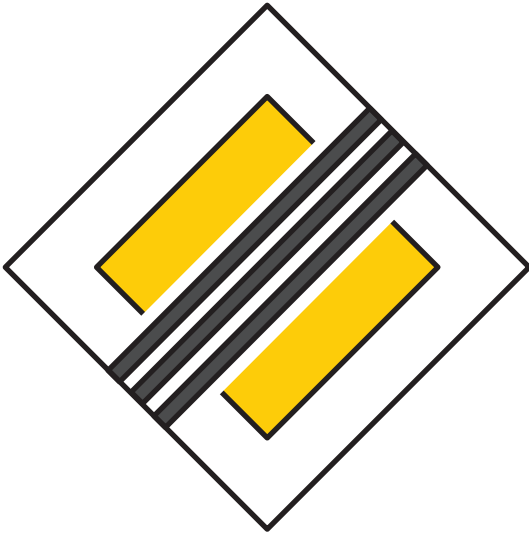
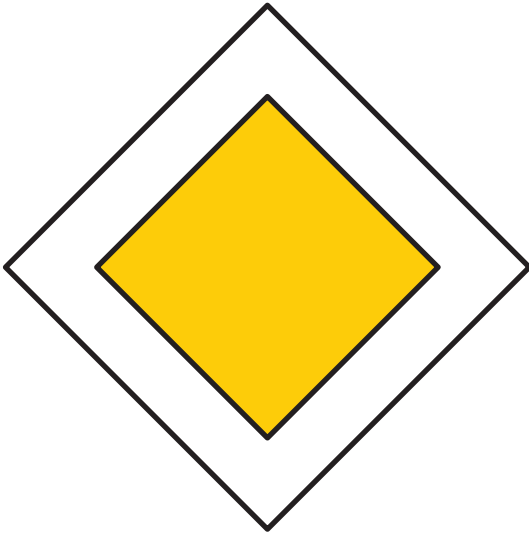
e



f



3 voorrang



2

f f f f f f f f f f

f

g g g g g g g g g g

g

h h h h h h h h h h

h

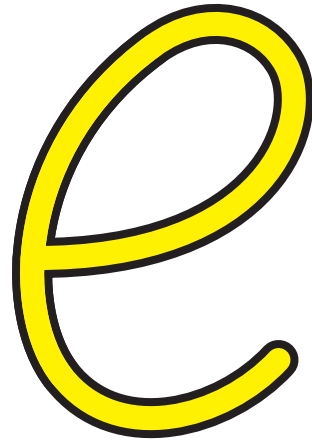
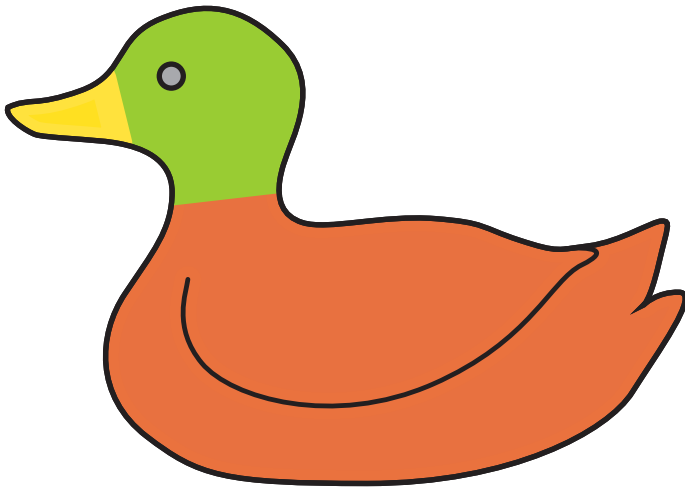
i i i i i i i i i i

i

j j j j j j j j j j

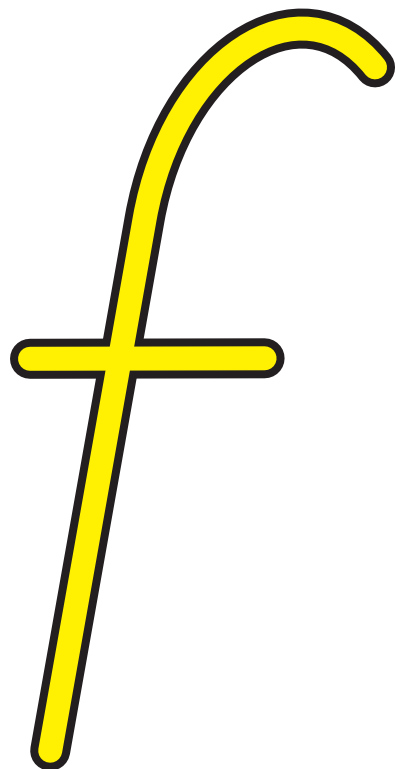
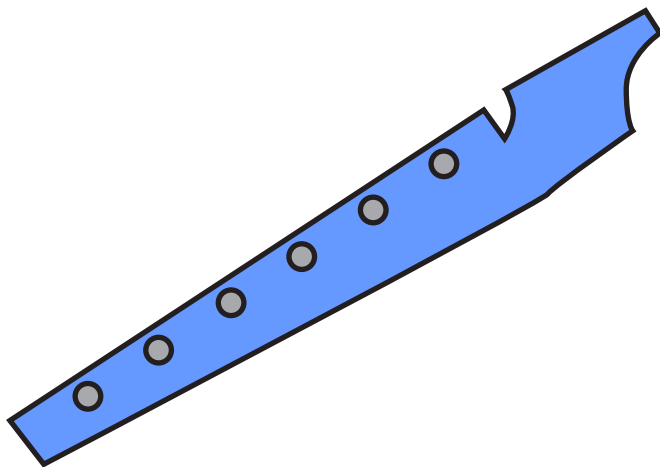
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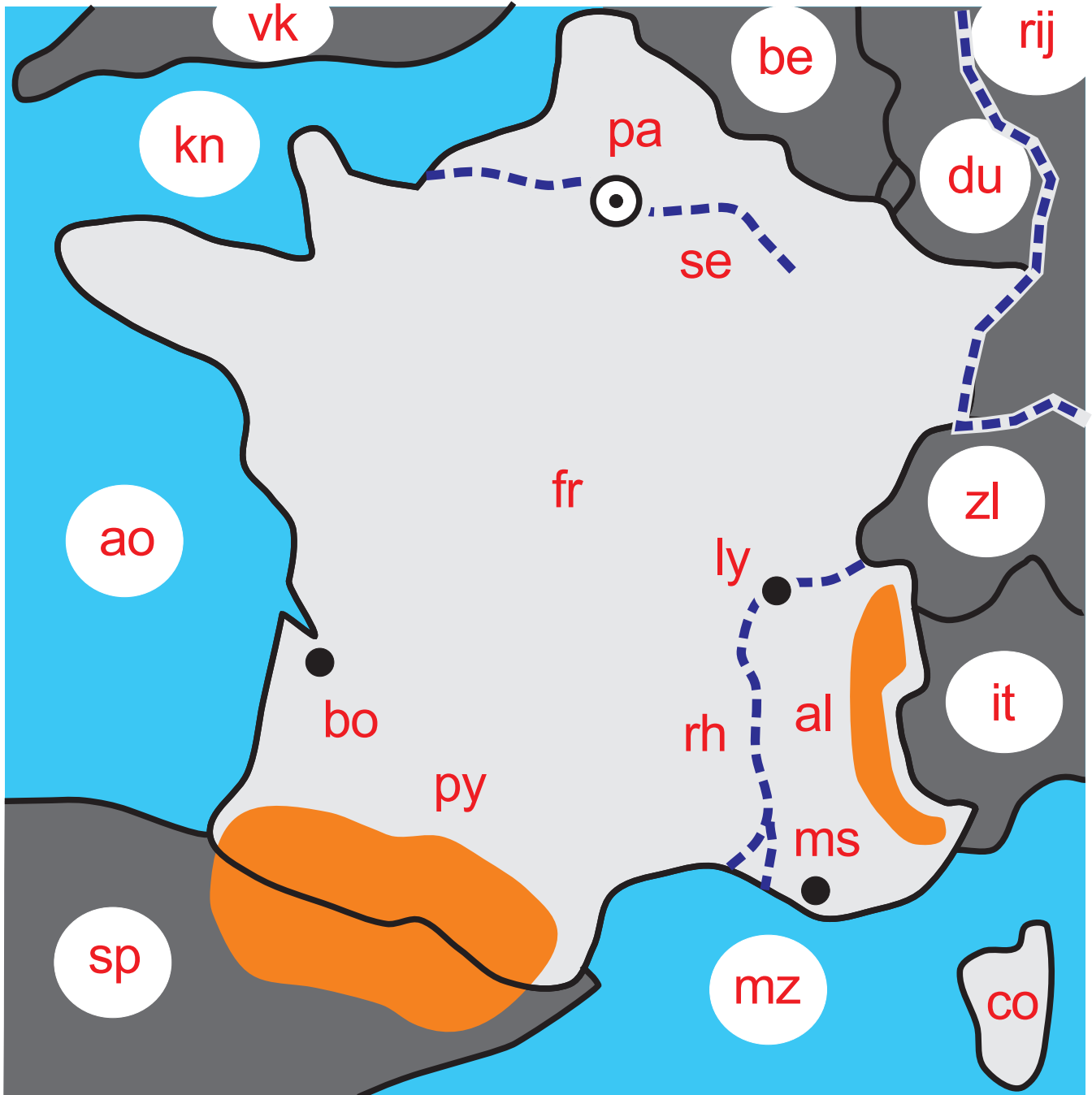


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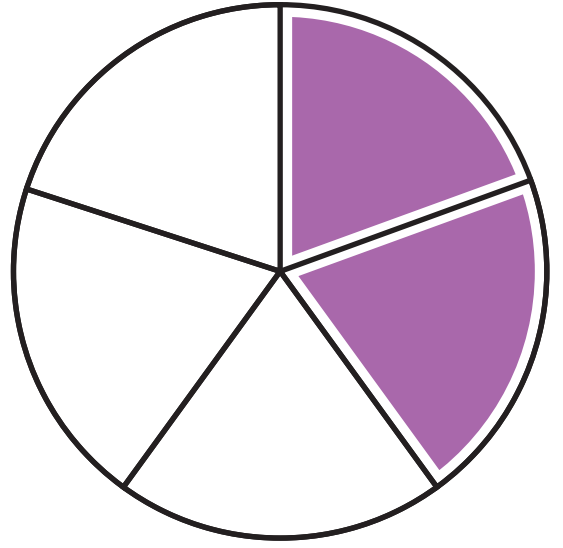
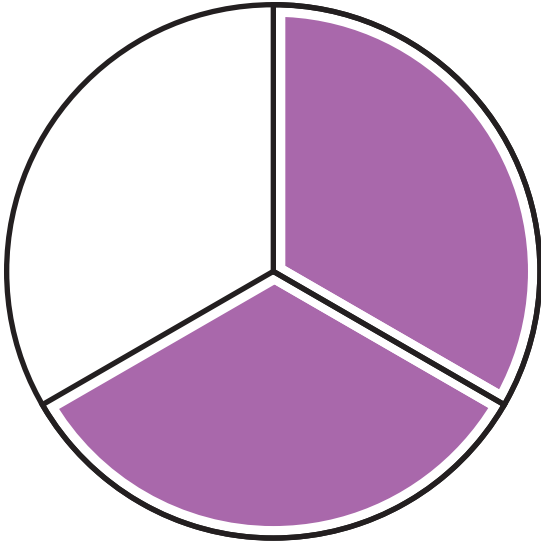


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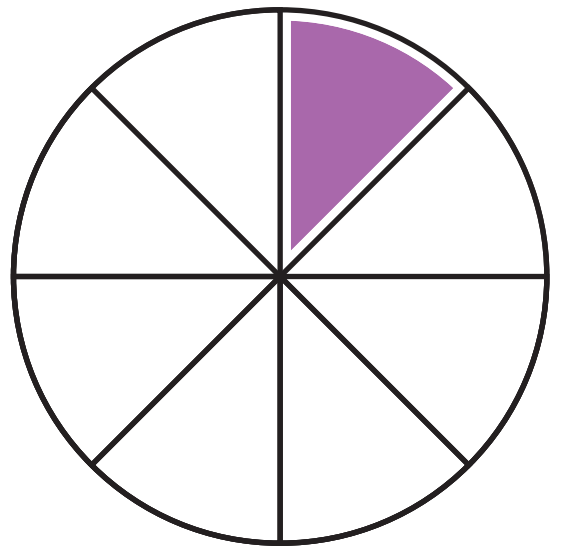
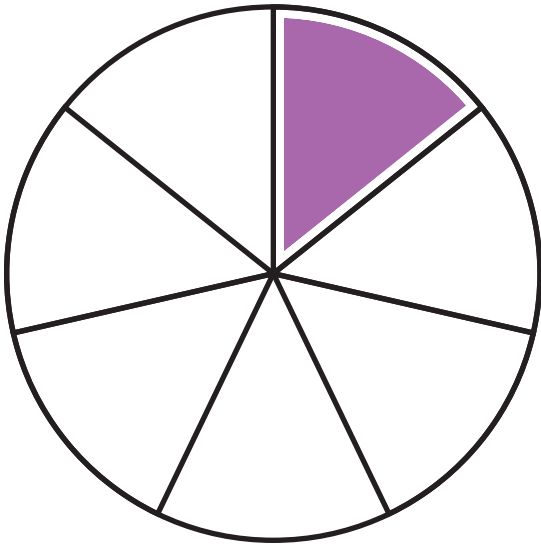


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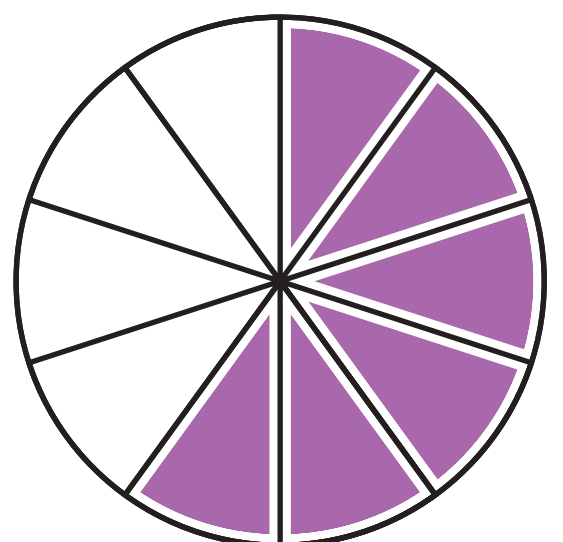
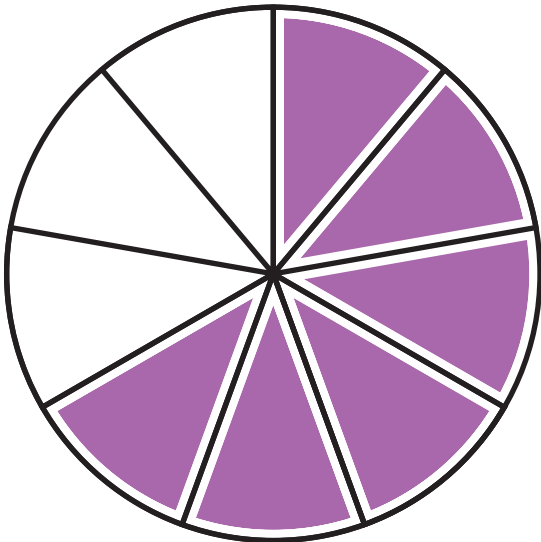
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b

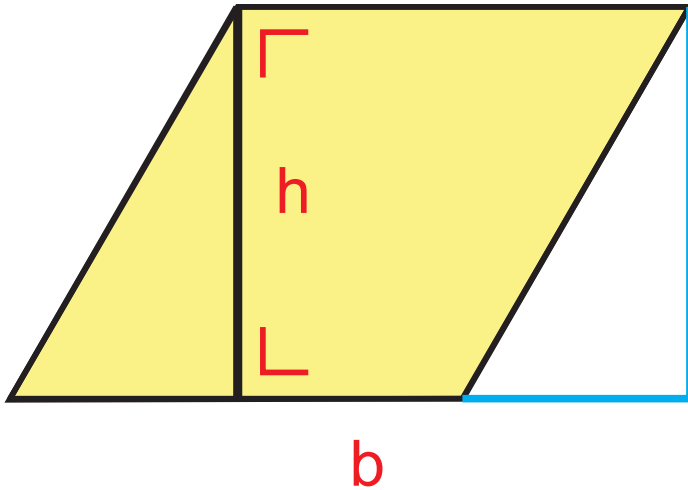


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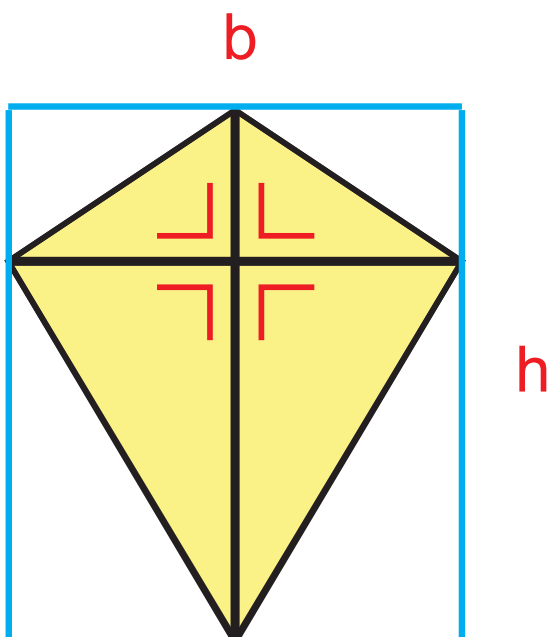


## 8.3 Oppervlakte en omtrek van ruiten en vliegers

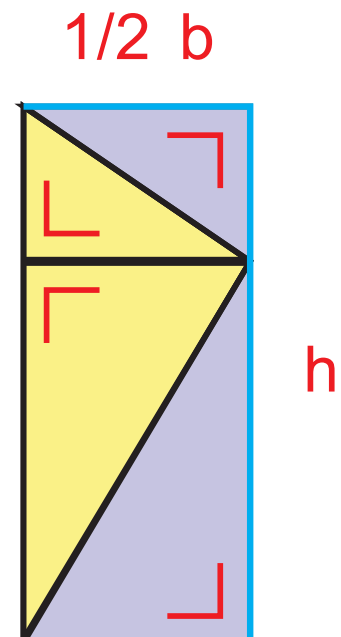
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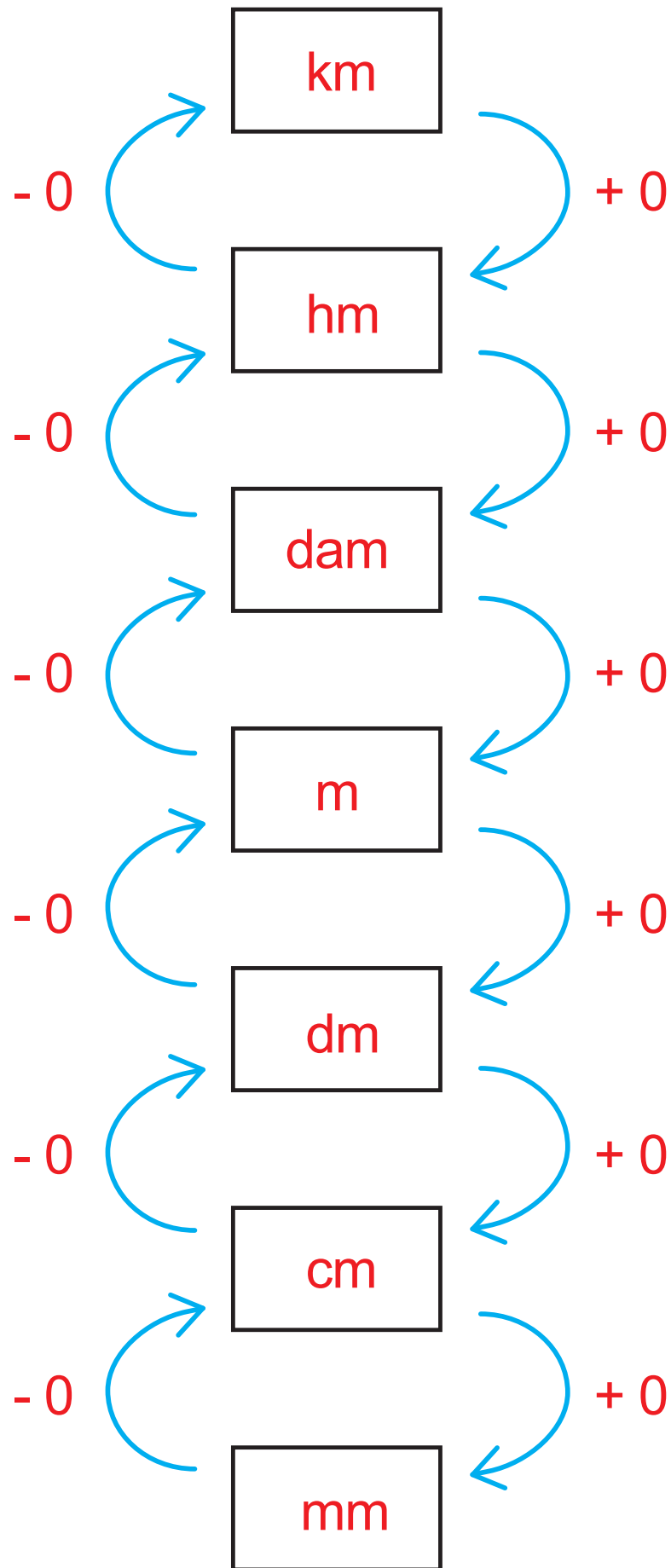
vlieger 1



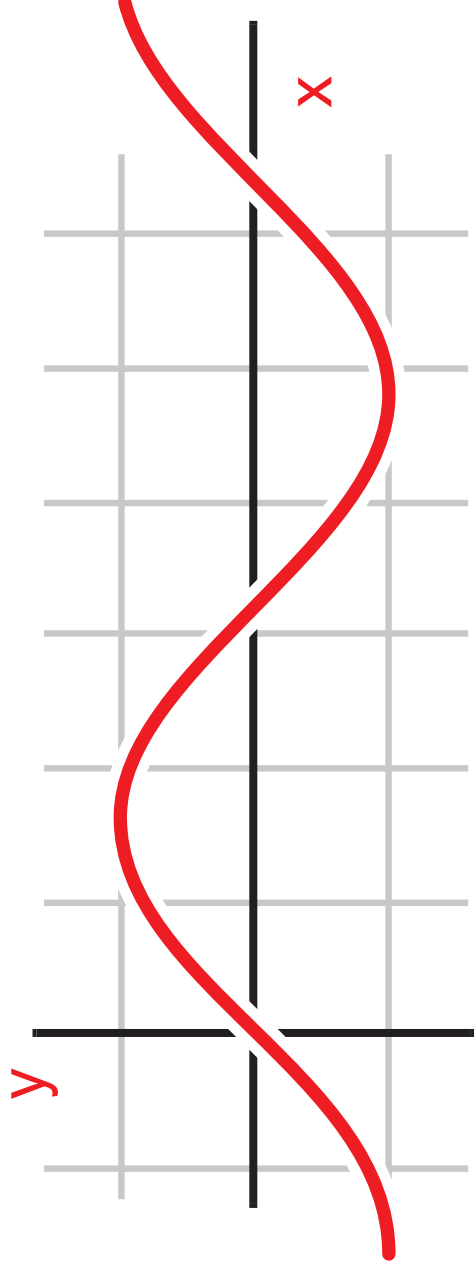
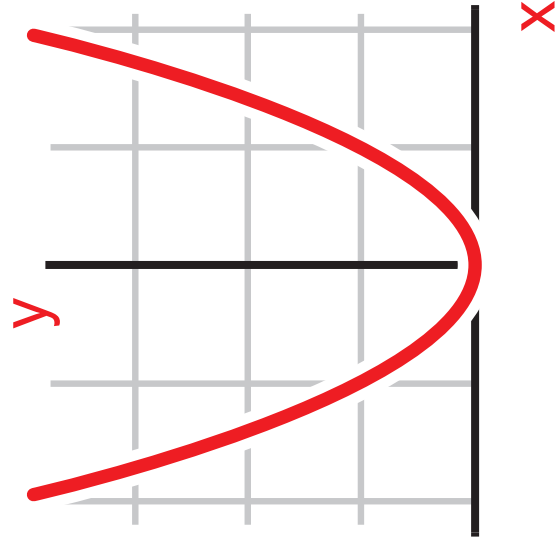
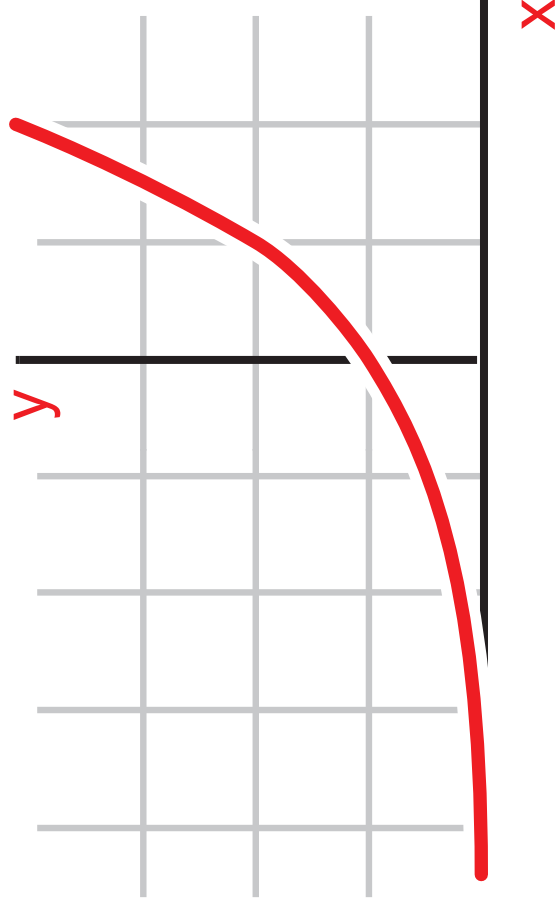
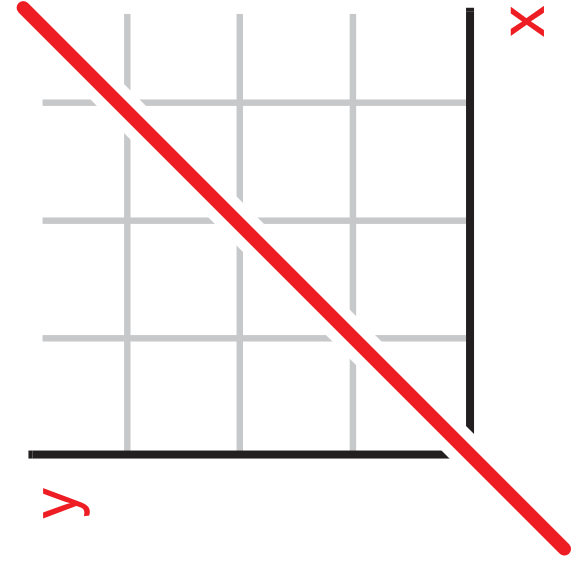
vlieger 2



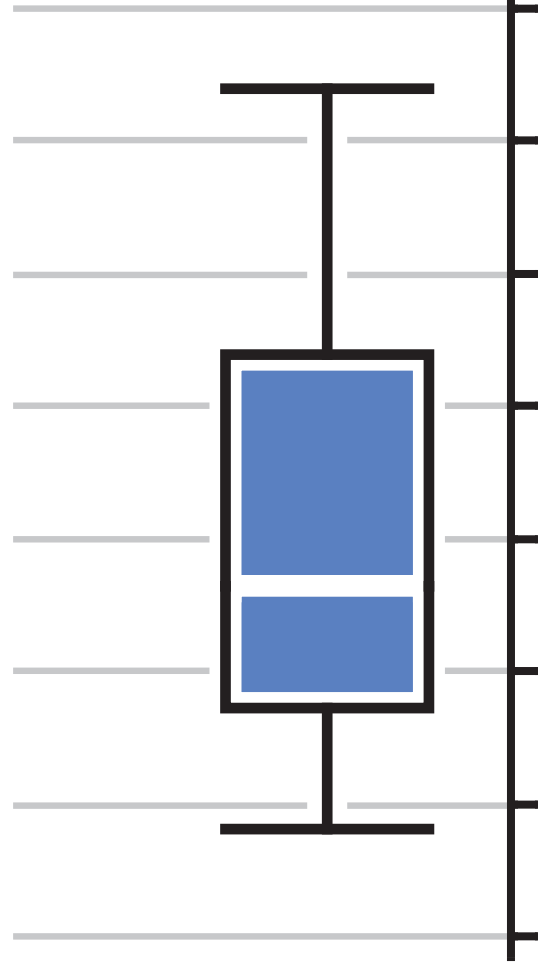
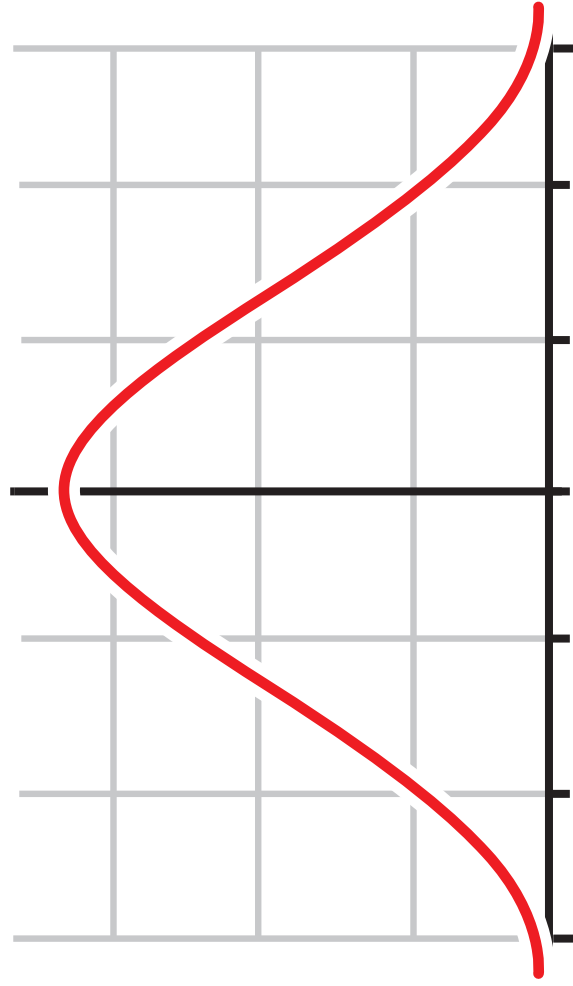
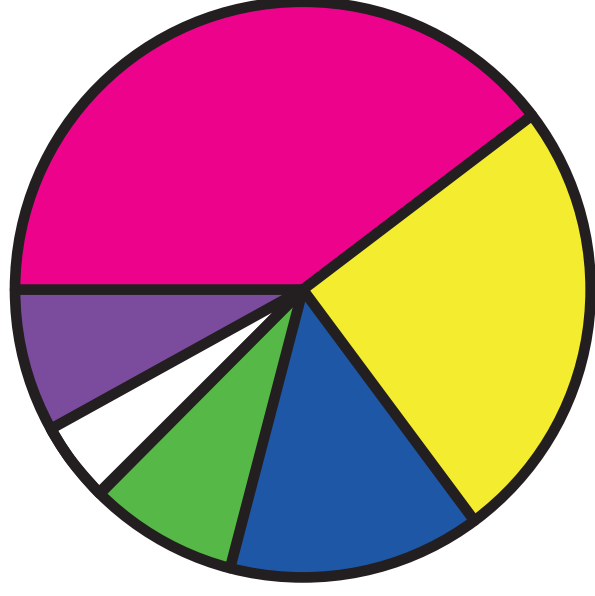
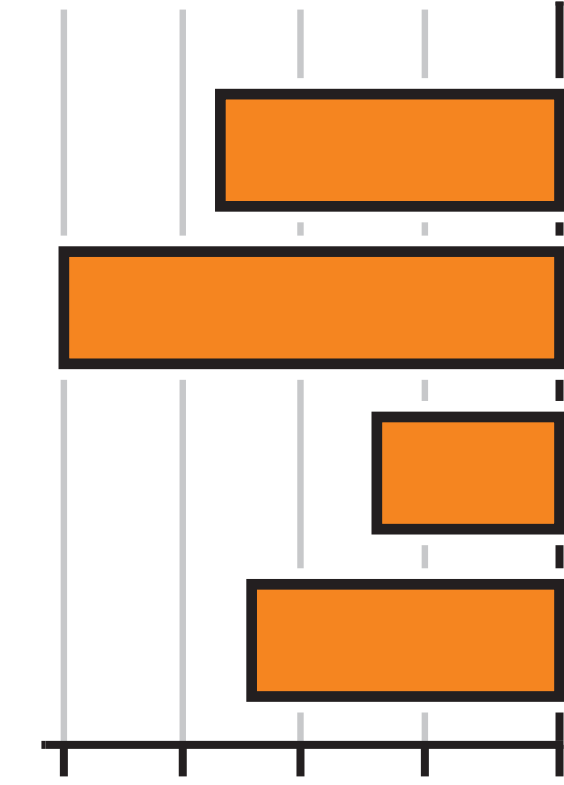
## 2. Omrekenen van lengtematen



# 11 grafieken, diagrammen, figuren 1



# 12 grafieken, diagrammen, figuren 2

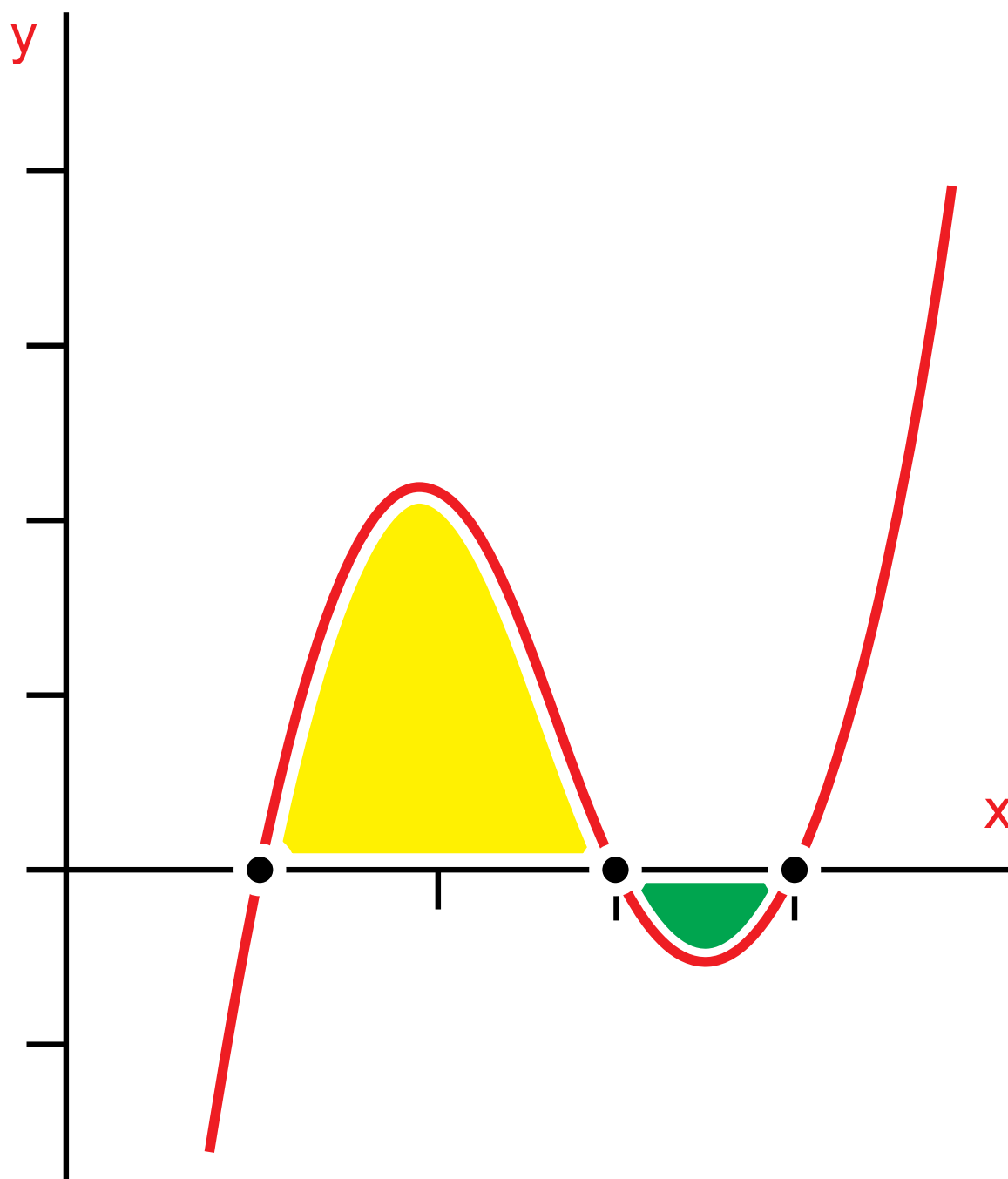


## 23 Integreren 2

— grafiek  $f$

 oppervlakte onder  $f$

 oppervlakte boven  $f$



# 12 Lineaire grafieken 3

- grafiek f
- grafiek g
- grafiek h

