
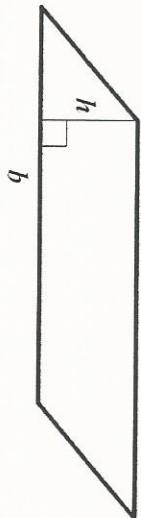
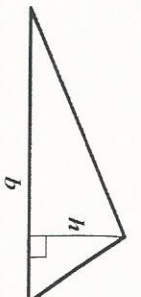
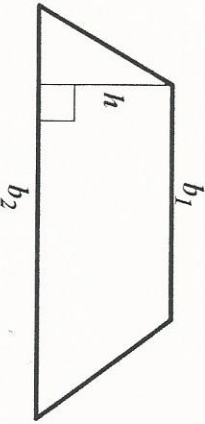
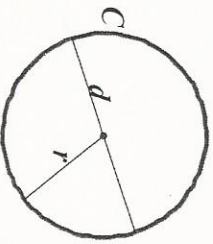


# PERIMETER – AREA – VOLUME

## DEFINITIONS:

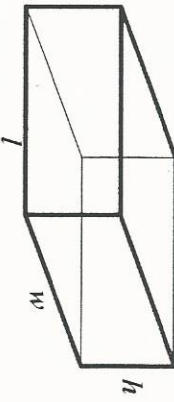
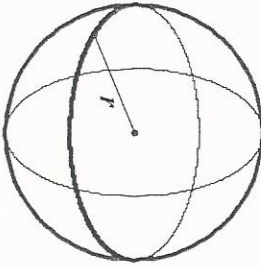
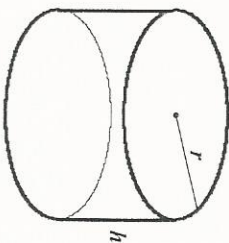
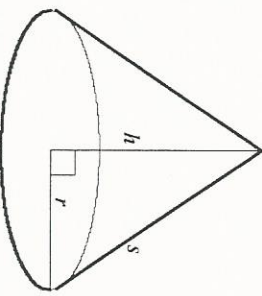
Perimeter	Area	Volume
Distance around the outside edge of a figure. Perimeter has <b>1</b> dimension so units need no exponent.	Number of square units in a flat surface. (i.e. 1 inch <sup>2</sup> = 1 inch by 1 inch) Area has <b>2</b> dimensions so units are squared.	Number of cubic units in a solid figure. (i.e. 1 inch <sup>3</sup> = 1 inch by 1 inch by 1 inch) Volume = (Area of the Base)(Height of the Solid) Volume has <b>3</b> dimensions so units are cubed.
<b>Surface Area</b> The sum of the areas of all the outside surfaces of a solid figure $SA = (\text{Base Figure's Perimeter})(\text{Height of the Solid}) + 2(\text{Area of the Base})$	<b>Lateral Surface Area</b> The surface area on the sides of a solid figure (excludes the top and bottom surface area) $LSA = (\text{Base Figure's Perimeter})(\text{Height of the Solid})$	

## CALCULATIONS:

<b>Rectangle or Square</b> $\text{Area} = \text{length} \times \text{width} = l \times w$ 	<b>Parallelogram</b> $\text{Area} = \text{base} \times \text{height} = b \times h$ 	<b>Triangle</b> $\text{Area} = \frac{1}{2} \times \text{base} \times \text{height} = \frac{1}{2} \times b \times h$ 
<b>Trapezoid</b> $\text{Area} = \frac{1}{2} (\text{sum of the bases}) \times \text{height} = \frac{1}{2} (b_1 + b_2) \times h$ 	<b>Circle</b> $\text{Circumference} = 2\pi(\text{radius}) \text{ or } \pi(\text{diameter})$ $C = 2\pi \cdot r \text{ or } \pi \cdot d$ $\text{Area} = \pi(\text{radius})^2 = \pi \cdot r^2$ 	

# PERIMETER – AREA – VOLUME (CONT.)

## MORE CALCULATIONS:

<p><b>Rectangular Prism or Cube</b></p> <p><math>Volume = length \times width \times height</math> <math>= l \times w \times h</math></p> <p><math>SurfaceArea = 2w \cdot l + 2l \cdot h + 2w \cdot h</math></p> 	<p><b>Sphere</b></p> <p><math>Volume = \frac{4}{3}\pi(radius)^3 = \frac{4}{3}\pi \cdot r^3</math></p> <p><math>SurfaceArea = 4\pi(radius)^2 = 4\pi \cdot r^2</math></p> 	<p><b>Right Cylinder</b></p> <p><math>Volume = \pi(radius)^2 height = \pi \cdot r^2 h</math></p> <p><math>SurfaceArea = 2\pi(radius)^2 + 2\pi(radius)(height)</math> <math>= 2\pi \cdot r^2 + 2\pi \cdot r \cdot h</math></p> 
<p><b>Cone</b></p> <p><math>Volume = \frac{1}{3}\pi(radius)^2(height) = \frac{1}{3}\pi \cdot r^2 \cdot h</math></p> <p><math>Surface Area = \pi(radius)^2 + \pi(radius)(slant height)</math> <math>= \pi \cdot r^2 + \pi \cdot r \cdot s</math></p> <p>When <math>s</math> is unknown it can be calculated by <math>s = \sqrt{(radius)^2 + (height)^2} = \sqrt{r^2 + h^2}</math></p> 	<p><b>Pyramid</b></p> <p><math>Volume = \frac{1}{3}(base\ area)(height) = \frac{1}{3}(base\ area) \cdot h</math></p> <p><math>Surface\ Area = (base\ area) + \frac{1}{2}(slant\ height)(base\ perimeter)</math> <math>= (base\ area) + \frac{1}{2} \cdot l \cdot (base\ perimeter)</math></p> 