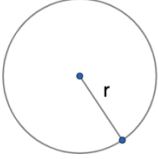

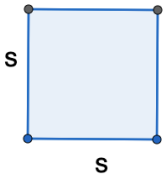
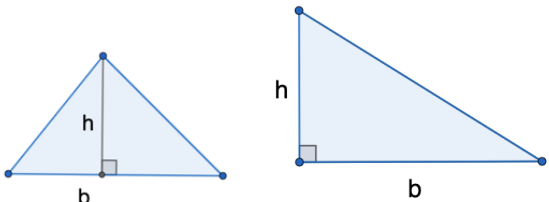
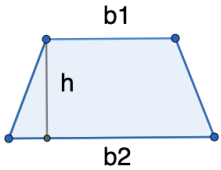
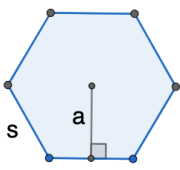
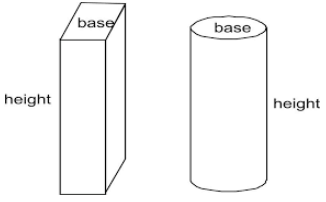
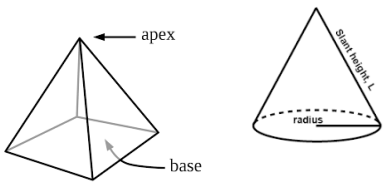
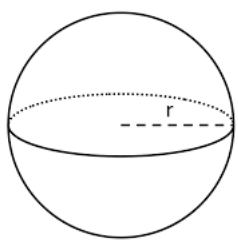


Formulas for Area and Perimeter of 2-D Shapes

<p>Circle</p> 	$\text{Area} = \pi r^2$ $\text{Circumference} = 2\pi r = \pi d$
<p>Rectangle</p> 	$\text{Area} = l \times w$
<p>Square</p> 	$\text{Area} = s^2$
<p>Triangle</p> 	$\text{Area} = \frac{b \times h}{2}$
<p>Trapezoid</p> 	$\text{Area} = \frac{(\text{base1} + \text{base2})}{2} \times h$
<p>Regular Polygon</p>  <p><math>n = \#</math> of sides</p>	$\text{Area} = \frac{n \times s \times a}{2}$

Formulas for Area and Volume of 3D Solids

<p><b>Prisms and Cylinders</b></p>  <p>Prisms: Base is always the non-rectangular face. Cylinders: Base is always the circle.</p>	$LA = \textit{Perimeter of Base} \times \textit{height}$ $SA = LA + 2 \times \textit{Area of base}$ $V = \textit{Area of base} \times \textit{height}$
<p><b>Pyramids and Cones</b></p>  <p>Pyramid: Base is always the non-triangular face. Cone: Bas is always the circle.</p>	$LA = \frac{\textit{Perimeter of Base} \times \textit{slant height}}{2}$ $SA = LA + \textit{Area of base}$ $V = \frac{\textit{Area of base} \times \textit{height}}{3}$
<p><b>Sphere</b></p> 	$A = 4\pi r^2$ $V = \frac{4}{3}\pi r^3$