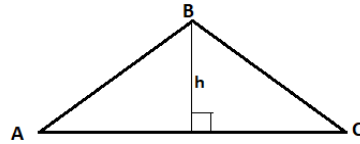


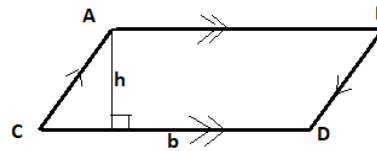
Geometry

Area:

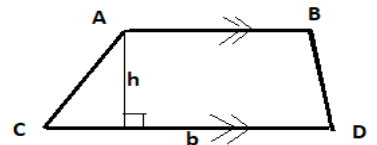
Triangle: $A = \frac{1}{2}(b \cdot h)$
 b is the base (AC) and h is the height of the triangle



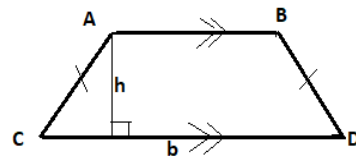
Parallelogram: $A = b \cdot h$
 b is the base and h is the height of the parallelogram



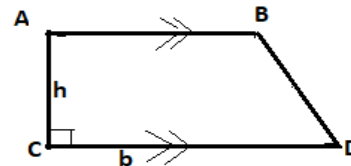
Trapezoid: $A = \frac{1}{2}(a + b)h$
 a and b are the parallel and h is the height of the trapezoid



Scalen

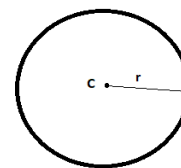


Isoceles



Right

Circle: $A = \pi r^2$
 r is the radius



Perimeter:

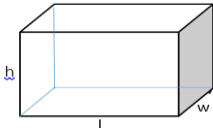
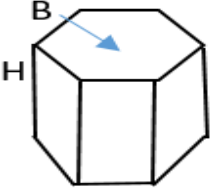
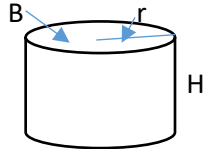
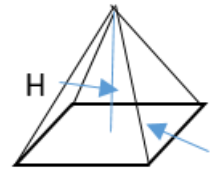
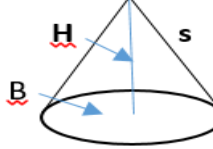
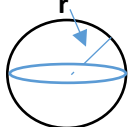
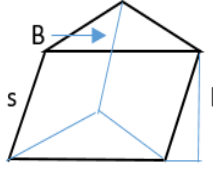
The sum of all sides (a, b, c, ...) of polygon:

$$P = a + b + C + \dots$$

Circumference of a circle: $C = 2\pi r$

Volume and Surface Area

In all these cases B is the base area and H is the height of the shape.

Volume	Surface area	Shape
Rectangular Cube: $V = B.H = l.w.h$	$2l+2w+2h$	
Prisms: $V = B.H$	The sum of all rectangular sides areas + 2B	
Cylinder: $V = \pi r^2 H$	$2\pi r H + 2\pi r^2$	
Pyramids: $V = \frac{1}{3} B.H$	The sum of all triangular sides areas + B	
Cone: $V = \frac{1}{3} B.H = \frac{1}{3} \pi r^2 H$	$\pi r s + \pi r^2$, with: $s = \sqrt{r^2 + H^2}$	
Sphere: $V = \frac{4}{3} \pi r^3$ r is the radius	$4\pi r^2$	
Oblique Prisms: $V = B.H$	The sum of all parallelogram sides areas + 2B	
Oblique Cylinder: $V = \pi r^2 H$	The sum of the parallelogram side + 2 πr^2	