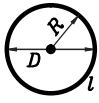


## Two-dimensional figures

### Circle - common

All points on the circumference of a circle are equidistant from its center.



$$D = 2R$$

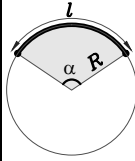
$$l = 2\pi R = \pi D$$

$$A = \pi R^2 = \frac{\pi D^2}{4}$$

A - Area

### Sector of a Circle

The pie-shaped piece of a circle 'cut out' by two radii.



$$D = 2R$$

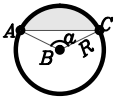
$$l = 2\pi R = \pi D$$

$$A = \pi R^2 = \frac{\pi D^2}{4}$$

A - Area

### Segment of a Circle

Either of the two regions into which which a secant or a chord cuts a circle



if  $\alpha < 180$

$$A = \frac{\pi R^2}{360} \alpha - A_{ABC}$$

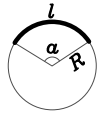
if  $\alpha > 180$

$$A = \frac{\pi R^2}{360} \alpha + A_{ABC}$$

A - Area

### Arc of a Circle

A curved portion of a circle.



$$l = R \alpha \frac{\pi}{180}$$

$$A = \frac{\pi R^2}{360} \alpha$$

A - Area

### Square

A quadrilateral with opposite sides parallel.



$$A = a^2$$

$$A = \frac{1}{2} d^2$$

$$P = 4 * a$$

$$d = a \sqrt{2}$$

P - Perimeter  
A - Area

### Rectangle

A quadrilateral with adjacent perpendicular (all four angles are therefore right angles).



$$A = ab$$

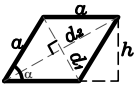
$$A = \frac{1}{2} d^2$$

$$P = 2 * (a + b)$$

P - Perimeter  
A - Area

### Rhombus

A parallelogram with all sides equal



$$P = 4 * a$$

$$A = ah$$

$$A = a^2 * \sin \alpha$$

$$A = \frac{1}{2} d_1 * d_2$$

$$d = a \sqrt{2}$$

$$d_2 = 2a * \cos \frac{\alpha}{2}$$

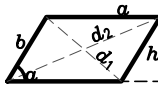
$$d_1 = 2a * \sin \frac{\alpha}{2}$$

$$d_1^2 + d_2^2 = 4a^2$$

P - Perimeter  
A - Area

### Parallelogram

A quadrilateral with opposite sides parallel.



$$P = 2(a + b)$$

$$A = a * h$$

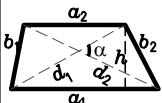
$$d_1^2 + d_2^2 = 2(a^2 + b^2)$$

$$A = ab * \sin \alpha$$

P - Perimeter  
A - Area

### Trapezoid

A quadrilateral with at least one pair of parallel sides



$$P = a_1 + a_2 + b_1 + b_2$$

$$A = \frac{a_1 + a_2}{2} * h$$

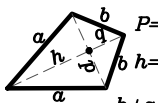
$$A = \frac{1}{2} d_1 * a_2 * \sin \alpha$$

A - Area

P - Perimeter

### Kite

A quadrilateral with two pairs of distinct adjacent sides equal in length.



$$P = 2(a + b)$$

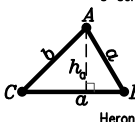
$$b * h = \sqrt{a^2 - \frac{d_1^2}{4}}$$

$$h + q = \sqrt{a^2 - \frac{d_1^2}{4}} + \sqrt{b^2 - \frac{d_2^2}{4}}$$

P - Perimeter

### Triangle - common

A polygon (plane figure) with 3 angles and 3 sides.



s - semiperimeter of the triangle:

$$s = \frac{P = a + b + c}{2}$$

$$A = \frac{1}{2} a h_a$$

$$A = \frac{1}{2} ab * \sin C$$

Heron's formula

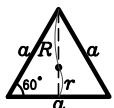
$$A = \sqrt{s(s-a)(s-b)(s-c)}$$

A - Area

P - Perimeter

### Equilateral Triangle

A triangle with all three sides of equal length.



$$P = 3a$$

$$R = \frac{a \sqrt{3}}{4}$$

$$r = \frac{a \sqrt{3}}{6}$$

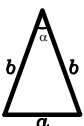
$$R = 2r$$

$$A = \frac{\sqrt{3}}{4} a^2$$

P - Perimeter  
A - Area

### Isosceles Triangle

A triangle with two sides of equal length.



$$P = a + 2b$$

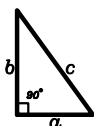
$$A = \frac{1}{2} b^2 * \sin \alpha$$

$$A = \frac{a}{4} \sqrt{4b^2 - a^2}$$

P - Perimeter  
A - Area

### Right Triangle

A triangle with one right angle.



$$P = a + b + c$$

$$c = \sqrt{a^2 + b^2}$$

$$A = \frac{ab}{2}$$

P - Perimeter  
A - Area

## Three-dimensional figures

### Prism

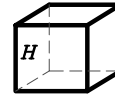
A prism is a solid that has two parallel faces which are congruent polygons at both ends



$$V = A * H$$

A - Area of base  
P - Perimeter of base  
V - Volume

### Rectangular Parallelepiped



$$A = P * H$$

$$V = A * H$$

A - Area of base  
P - Perimeter of base  
V - Volume

### Cone

A cone is a solid with a circular base. It has a curved surface which tapers (i.e. decreases in size) to a vertex at the top.



$$V = \frac{1}{3} \pi r^2 H$$

$$S = \pi r l + \pi r^2$$

H - Height  
r - Radius of base  
S - Surface area  
V - Volume  
l - the slant height

### Frustum of a Right Circular Cone



$$V = \frac{1}{3} \pi H (R_1^2 + R_2^2 + R_1 R_2)$$

$$S = \pi (R_1 + R_2) * l$$

$$S_{tot} = \pi (R_1 + R_2) * l$$

S<sub>tot</sub> - Total surface area  
S<sub>base</sub> - Surface area  
R<sub>1</sub>, R<sub>2</sub> - Radius of bases  
l - the slant height  
H - Height  
V - Volume

### Pyramid

A pyramid is a solid with a polygonal base and several triangular lateral faces.



$$V = \frac{1}{3} A * H$$

$$S = \text{Add the area of the base to the sum of the areas of all of the triangular faces}$$

A - Area of base  
P - Perimeter of base  
V - Volume  
S - Surface area

### Frustum of a Pyramid

The portion of a pyramid that lies between the base and a plane cutting through it parallel to the base.



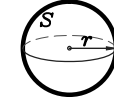
$$S = \frac{1}{2} (P_1 + P_2) * l$$

$$V = \frac{1}{3} (A_1 + A_2 + \sqrt{A_1 A_2}) * H$$

A<sub>1</sub>, A<sub>2</sub> - Area of bases  
H - Height  
R<sub>1</sub>, R<sub>2</sub> - Perimeter of bases  
l - Slant height  
V - Volume  
S - Surface area

### Sphere

A sphere is a solid in which all the points on the round surface are equidistant from a fixed point, known as the centre of the sphere



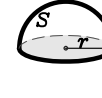
$$V = \frac{4}{3} \pi r^3$$

$$S = 4 \pi r^2$$

V - Volume  
r - Radius of base  
S - Surface area

### Hemisphere

A hemisphere is half a sphere, with one flat circular face and one bowl-shaped face.



$$V = \frac{2}{3} \pi r^3$$

$$S = 2 \pi r^2$$

V - Volume  
r - Radius of base  
S - Surface area

### Hollow cylinder

$$S = 2 \pi r H + 2 \pi R H + 2(\pi R^2 - \pi r^2)$$



$$V = \pi H (R^2 - r^2)$$

H - Height  
R, r - Radius of base  
S - Surface area  
V - Volume

### Cylinder

A cylinder is a solid that has two parallel faces which are congruent circles. The line connecting the centers of the bases is called the axis.



$$V = \pi r^2 H$$

$$S = 2 \pi r^2 + 2 \pi r h$$

H - Height  
r - Radius of base  
V - Volume  
S - Surface area