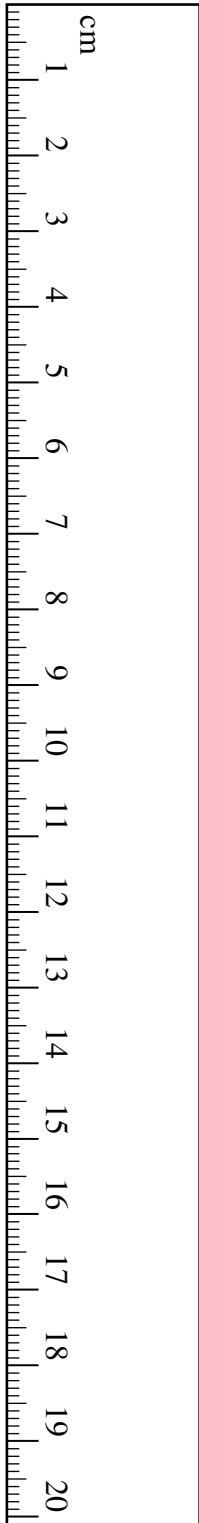
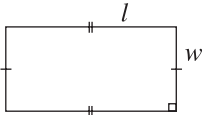
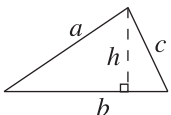
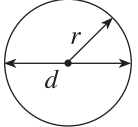


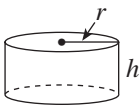
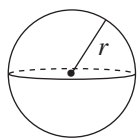
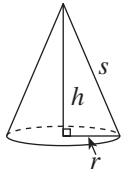
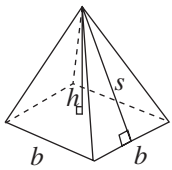
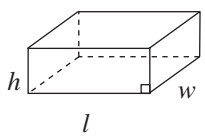
GEOMETRIC FORMULAE

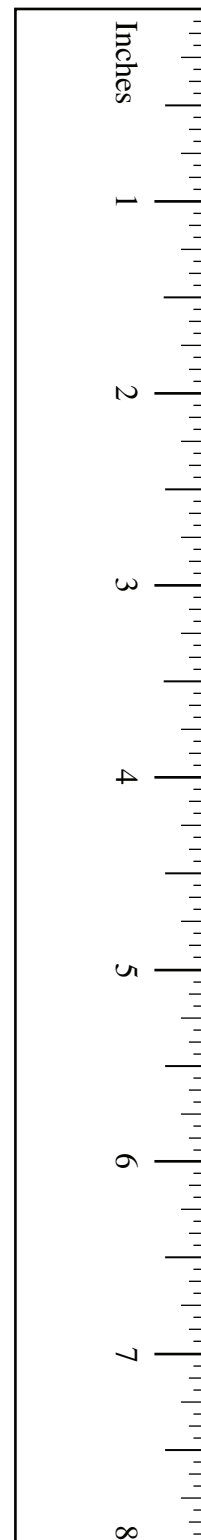


Key Legend	
l = length	P = perimeter
w = width	C = circumference
b = base	A = area
h = height	SA = surface area
s = slant height	V = volume
r = radius	
d = diameter	

Geometric Figure	Perimeter	Area
Rectangle 	$P = 2l + 2w$ or $P = 2(l + w)$	$A = lw$
Triangle 	$P = a + b + c$	$A = \frac{bh}{2}$
Circle 	$C = \pi d$ or $C = 2\pi r$	$A = \pi r^2$

Note: Use the value of π programmed in your calculator rather than the approximation of 3.14.

Geometric Figure	Surface Area
Cylinder 	$A_{top} = \pi r^2$ $A_{base} = \pi r^2$ $A_{side} = 2\pi rh$ $SA = 2\pi r^2 + 2\pi rh$
Sphere 	$SA = 4\pi r^2$ or $SA = \pi d^2$
Cone 	$A_{side} = \pi rs$ $A_{base} = \pi r^2$ $SA = \pi r^2 + \pi rs$
Square-Based Pyramid 	$A_{triangle} = \frac{1}{2}bs$ (for each triangle) $A_{base} = b^2$ $SA = 2bs + b^2$
Rectangular Prism 	$SA = wh + wh + lw + lw + lh + lh$ or $SA = 2(wh + lw + lh)$
General Right Prism	$SA =$ the sum of the areas of all the faces
General Pyramid	$SA =$ the sum of the areas of all the faces



Note: Use the value of π programmed in your calculator rather than the approximation of 3.14.