
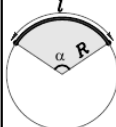

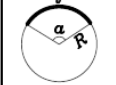

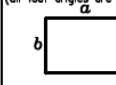







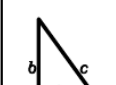












Two-dimensional figures	
<p>Circle - common All points on the circumference of a circle are equidistant from its center.</p>  <p>$D=2R$ $l=2\pi R=\pi D$ $A=\pi R^2=\frac{\pi D^2}{4}$</p> <p>A - Area</p>	<p>Sector of a Circle The pie-shaped piece of a circle 'cut out' by two radii.</p>  <p>$D=2R$ $l=2\pi R=\pi D$ $A=\pi R^2=\frac{\pi D^2}{4}$</p> <p>A - Area</p>
<p>Segment of a Circle Either of the two regions into which a secant or a chord cuts a circle</p>  <p>if $\alpha < 180$ $A=\frac{\pi R^2}{360}\alpha - A_{\Delta ABC}$ if $\alpha > 180$ $A=\frac{\pi R^2}{360}\alpha + A_{\Delta ABC}$</p> <p>A - Area</p>	<p>Arc of a Circle A curved portion of a circle.</p>  <p>$l=R\alpha\frac{\pi}{180}$ $A=\frac{\pi R^2}{360}\alpha$</p> <p>A - Area</p>
<p>Square A quadrilateral with opposite sides parallel.</p>  <p>$A=a^2$ $A=\frac{1}{2}a^2$ $P=4*a$ $d=a\sqrt{2}$</p> <p>P - Perimeter A - Area</p>	<p>Rectangle A quadrilateral with adjacent perpendicular (all four angles are therefore right angles).</p>  <p>$A=ab$ $A=\frac{1}{2}a^2$ $P=2*(a+b)$</p> <p>P - Perimeter A - Area</p>
<p>Rhombus A parallelogram with all sides equal</p>  <p>$P=4*a$ $A=ah$ $A=a^2*\sin\alpha$ $A=\frac{1}{2}d_1*d_2$ $d=a\sqrt{2}$ $d_2=2a*\cos\frac{\alpha}{2}$ $d_1=2a*\sin\frac{\alpha}{2}$ $d_1^2+d_2^2=4a^2$</p> <p>P - Perimeter A - Area</p>	<p>Parallelogram A quadrilateral with opposite sides parallel.</p>  <p>$P=2(a+b)$ $A=a*h$ $A=\frac{1}{2}d_1*d_2=2(a^2+b^2)$ $A=ab*\sin\alpha$</p> <p>P - Perimeter A - Area</p>
<p>Trapezoid A quadrilateral with at least one pair of parallel sides</p>  <p>$P=a_1+a_2+b_1+b_2$ $A=\frac{a_1+a_2}{2}h$ $A=\frac{1}{2}d_1*d_2*\sin\alpha$</p> <p>A - Area P - Perimeter</p>	<p>Kite A quadrilateral with two pairs of distinct adjacent sides equal in length.</p>  <p>$P=2(a+b)$ $b\ h=\sqrt{a^2-\frac{d_1^2}{4}}$ $h+q=\sqrt{a^2-\frac{d_1^2}{4}}+\sqrt{b^2-\frac{d_2^2}{4}}$</p> <p>P - Perimeter</p>
<p>Triangle - common A polygon (plane figure) with 3 angles and 3 sides.</p>  <p>$s=\frac{P}{2}=\frac{a+b+c}{2}$ $A=\frac{1}{2}ah$ $A=\frac{1}{2}ab*\sin C$ Heron's formula $A=\sqrt{s(s-a)(s-b)(s-c)}$</p> <p>A - Area P - Perimeter</p>	<p>Equilateral Triangle A triangle with all three sides of equal length.</p>  <p>$P=3a$ $R=\frac{a\sqrt{3}}{3}$ $r=\frac{a\sqrt{3}}{6}$ $R=2r$ $A=\frac{\sqrt{3}}{4}a^2$</p> <p>P - Perimeter A - Area</p>
<p>Isosceles Triangle A triangle with two sides of equal length.</p>  <p>$P=a+2b$ $A=\frac{1}{2}b^2*\sin\alpha$ $A=\frac{a}{4}\sqrt{4b^2-a^2}$</p> <p>P - Perimeter A - Area</p>	<p>Right Triangle A triangle with one right angle.</p>  <p>$P=a+b+c$ $c=\sqrt{a^2+b^2}$ $A=\frac{ab}{2}$</p> <p>P - Perimeter A - Area</p>

Three-dimensional figures	
<p>Prism A prism is a solid that has two parallel faces which are congruent polygons at both ends</p>  <p>$V=A*H$</p> <p>A - Area of base P - Perimeter of base V - Volume</p>	<p>Rectangular Parallelepiped</p>  <p>$A=P*H$ $V=A*H$</p> <p>A - Area of base P - Perimeter of base V - Volume</p>
<p>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.</p>  <p>$V=\frac{1}{3}\pi r^2 H$ $S=\pi rl+\pi r^2$</p> <p>H - Height r - Radius of base S - Surface area V - Volume l - the slant height</p>	<p>Frustum of a Right Circular Cone</p>  <p>$V=\frac{1}{3}\pi H(R_1^2+R_2^2+R_1R_2)$ $S=\pi(R_1+R_2)*l$ $S_{top}=\pi(R_1+R_2)*l$</p> <p>S_{tot} - Total surface area S - Surface area R_1, R_2 - Radius of bases l - the slant height H - Height V - Volume</p>
<p>Pyramid A pyramid is a solid with a polygonal base and several triangular lateral faces.</p>  <p>$V=\frac{1}{3}A*H$ S - Add the area of the base to the sum of the areas of all of the triangular faces</p> <p>A - Area of base P - Perimeter of base V - Volume S - Surface area</p>	<p>Frustum of a Pyramid The portion of a pyramid that lies between the base and a plane cutting through it parallel to the base.</p>  <p>$S=\frac{1}{2}(P_1+P_2)*l$ $V=\frac{1}{3}(A_1+A_2+\sqrt{A_1A_2})*H$</p> <p>$A_1, A_2$ - Area of bases l - Slant height H - Height V - Volume P_1, P_2 - Perimeter of bases S - Surface area</p>
<p>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</p>  <p>$V=\frac{4}{3}\pi r^3$ $S=4\pi r^2$</p> <p>V - Volume r - Radius of base S - Surface area</p>	<p>Hemisphere A hemisphere is half a sphere, with one flat circular face and one bowl-shaped face.</p>  <p>$V=\frac{2}{3}\pi r^3$ $S=2\pi r^2$</p> <p>V - Volume r - Radius of base S - Surface area</p>
<p>Hollow cylinder</p>  <p>$S=2\pi rH+2\pi RH+2(\pi R^2-\pi r^2)$ $V=\pi H(R^2-r^2)$</p> <p>H - Height R, r - Radius of base S - Surface area V - Volume</p>	<p>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.</p>  <p>$V=\pi r^2 H$ $S=2\pi r^2+2\pi rh$</p> <p>H - Height r - Radius of base V - Volume S - Surface area</p>