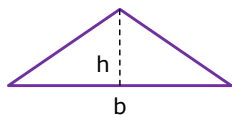




Áreas

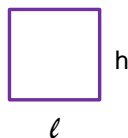
Triángulo

$$A = \frac{b \cdot h}{2}$$



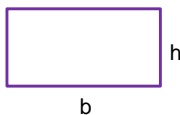
Cuadrado

$$A = \ell^2$$



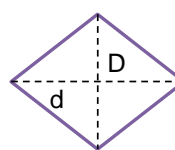
Rectángulo

$$A = b \cdot h$$



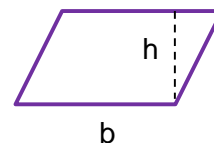
Rombo

$$A = \frac{D \cdot d}{2}$$



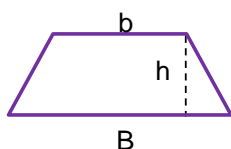
Romboide

$$A = b \cdot h$$



Trapezio

$$A = \frac{(B + b) \cdot h}{2}$$



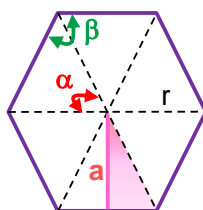
Polígono regular n lados

$$\text{suma } \alpha = (n - 2) \cdot 180^\circ$$

$$\alpha = \frac{(n - 2) \cdot 180^\circ}{n}$$

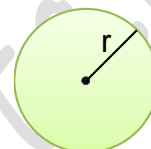
$$\beta = \frac{360^\circ}{n}$$

$$A = \frac{P \cdot a}{2}$$



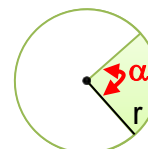
Círculo

$$A = \pi \cdot r^2$$



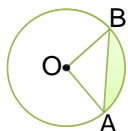
Sector Circular

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



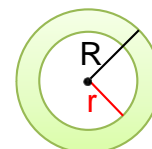
Segmento Circular

$$A = A_{\text{Sector}} - A_{\text{Triángulo OAB}}$$



Corona Circular

$$A = \pi \cdot (R^2 - r^2)$$



Poliedros Regulares

Prismas

$$A = A_{\text{lateral}} + 2 \cdot A_{\text{base}}$$

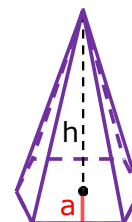
$$V = A_{\text{base}} \cdot h$$



Pirámides

$$A = A_{\text{base}} + \frac{P_{\text{base}} \cdot a}{2}$$

$$V = \frac{A_{\text{base}} \cdot h}{3}$$

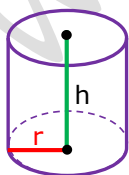


Cuerpos De Revolución

Cilindro

$$A = 2 \pi r (h + r)$$

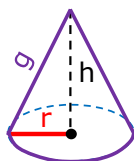
$$V = A_{\text{base}} \cdot h$$



Cono

$$A = \pi r (g + r)$$

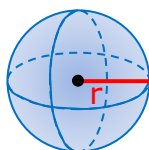
$$V = \frac{A_{\text{base}} \cdot h}{3}$$



Esfera

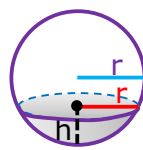
$$A = 4 \pi r^2$$

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



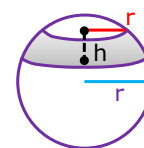
Casquete Esférico

$$A = 2 \pi r h$$



Zona Esférica

$$A = 2 \pi r h$$



Huso Esférico

$$A = \frac{4 \pi r^2 \alpha}{360}$$

