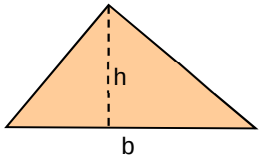
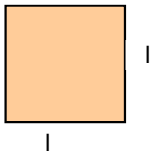
ÁREAS

Triángulo:



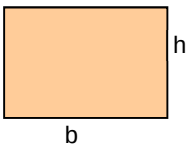
$$A = \frac{b \cdot h}{2}$$

Cuadrado:



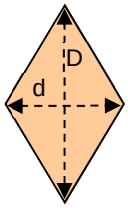
$$A = l^2$$

Rectángulo:



$$A = b \cdot h$$

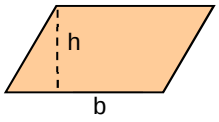
Rombo:



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

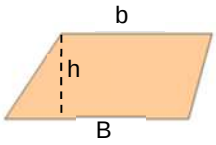
(semiproducto de las diagonales)

Paralelogramo: (Romboide[1])



$$A = b \cdot h$$

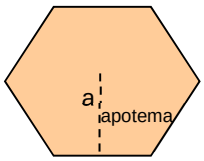
Trapecio:



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

(semisuma de las bases por altura)

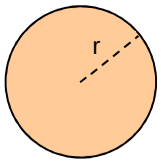
Polígonos regulares:



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

(semiproducto de perímetro y apotema)

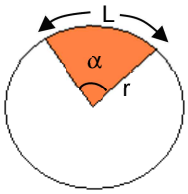
Circunferencia:



$$\text{Área} = \pi r^2$$

$$\text{Longitud} = 2 \pi r$$

Sector circular:

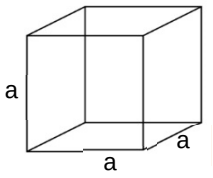


área: $A = \frac{\pi r^2 \alpha}{360}$

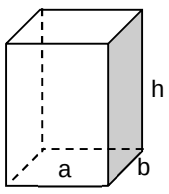
longitud del arco: $L = \frac{2 \pi r \alpha}{360}$

VOLÚMENES

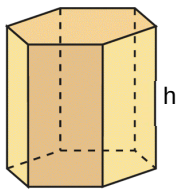
Prismas:



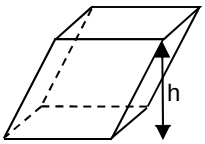
CUBO (Hexaedro regular) $V=a^3$



PRISMA CUADRANGULAR RECTO (ORTOEDRO) $V=a\,b\,h$

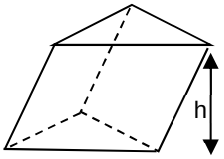


PRISMA HEXAGONAL RECTO



PRISMA CUADRANGULAR OBLICUO

PARALELEPÍPEDO



PRISMA TRIANGULAR OBLICUO

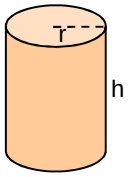
$$V = A_{base} \cdot h$$

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

[1] En realidad, podemos considerar cuatro tipos de paralelogramos: cuadrado, rectángulo, rombo y romboide; por lo tanto, en puridad un romboide sería un paralelogramos que no es ni cuadrado ni rectángulo ni rombo…

VOLÚMENES

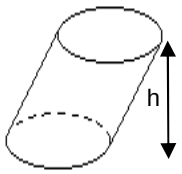
Cilindros:



CILINDRO (CIRCULAR) RECTO

$V = A_{base} \cdot h = \pi r^2 h$

$A = A_{lateral} + 2 \cdot A_{base} =$
$= 2\pi rh + 2\pi r^2$



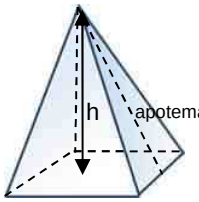
CILINDRO OBLICUO

$V = A_{base} \cdot h$

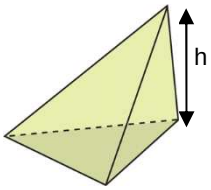
(La base puede ser un círculo o una elipse)

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

Pirámides:



PIRÁMIDE CUADRANGULAR RECTA

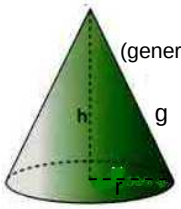


PIRÁMIDE TRIANGULAR OBLICUA (TETRAEDRO)

$V = \frac{1}{3} A_{base} \cdot h$

$A = A_{lateral} + A_{base}$

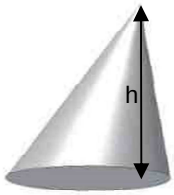
Conos:



CONO (CIRCULAR) RECTO

$V = \frac{1}{3} A_{base} \cdot h = \frac{1}{3} \pi r^2 h$

$A = A_{lateral} + A_{base} =$
$= \pi rg + \pi r^2$



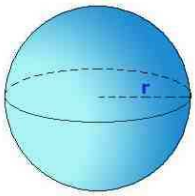
CONO OBLICUO

$V = \frac{1}{3} A_{base} \cdot h$

(La base puede ser un círculo o una elipse)

$A = A_{lateral} + A_{base}$

Esfera:



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

$A = 4\pi r^2$