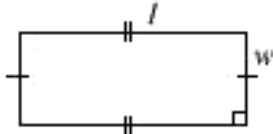
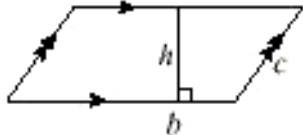
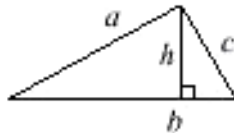
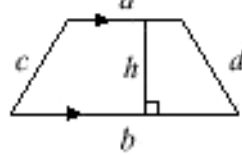
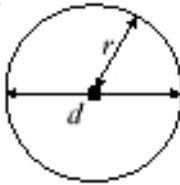
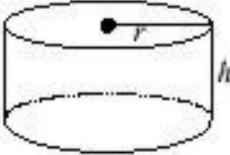
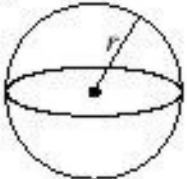
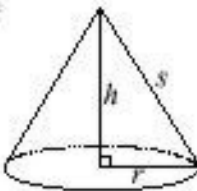
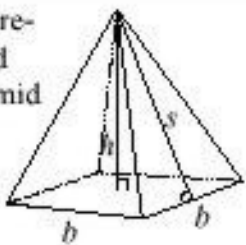
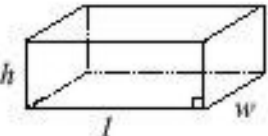
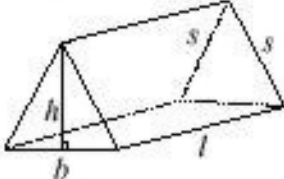


Geometric Figure	Perimeter	Area/Surface Area
Rectangle 	$P = 2l + 2w$ $P = 2(l + w)$	$A = lw$
Parallelogram 	$P = b + b + c + c$ $P = 2b + 2c$	$A = bh$
Triangle 	$P = a + b + c$	$A = \frac{bh}{2}$ <b>or</b> $A = \frac{1}{2}bh$
Trapezoid 	$P = a + b + c + d$	$A = \frac{(a + b)h}{2}$ <b>or</b> $A = \frac{1}{2}(a + b)h$
Circle 	$C = \pi d$ <b>or</b> $C = 2\pi r$	$A = \pi r^2$

Geometric Figure	Area/Surface Area	Volume
Cylinder 	$A_{top} = \pi r^2$ $A_{base} = \pi r^2$ $A_{side} = 2\pi r h$ $A_{total} = 2\pi r^2 + 2\pi r h$	$V = \pi r^2 h$
Sphere 	$A = 4\pi r^2$	$V = \frac{4}{3} \pi r^3$
Cone 	$A_{cone} = \pi r s$ $A_{base} = \pi r^2$ $A_{total} = A_{cone} + A_{base}$	$V = \frac{1}{3} \pi r^2 h$
Square-based pyramid 	$A_{triangle} = \frac{1}{2} b s$ (for each triangle) $A_{base} = b^2$ $A_{total} = A_{4\text{ triangles}} + A_{base}$	$V = \frac{1}{3} b^2 h$
Rectangular prism 	$A_{total} = wh + wh + lw + lw + lh + lh$ $A = 2(wh + lw + lh)$	$V = lwh$
Isosceles triangular prism 	$A_{triangle} = \frac{1}{2} b h$ (for each triangle) $A_{rectangles} = ls + lb + ls$ $A_{total} = A_{rectangles} + A_{2\text{ triangles}}$	$V = \frac{1}{2} (bh)l$