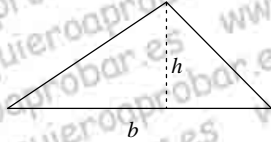
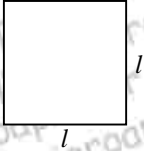
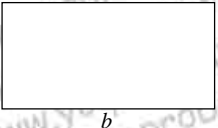
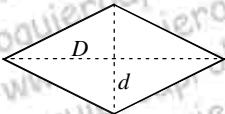
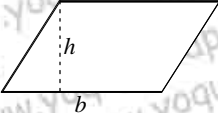
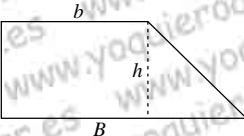
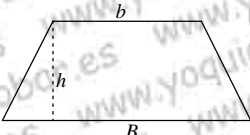
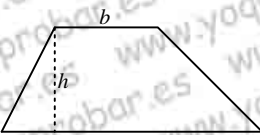
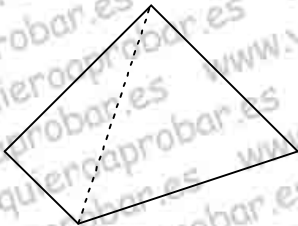
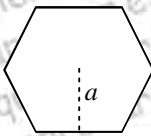
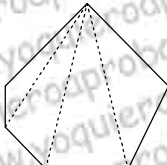
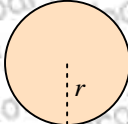
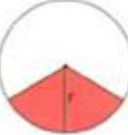
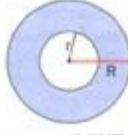

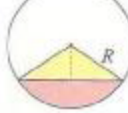
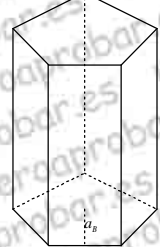
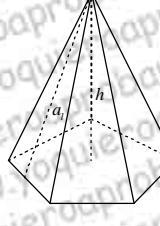
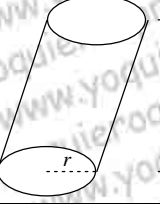
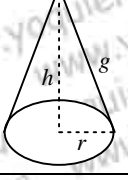
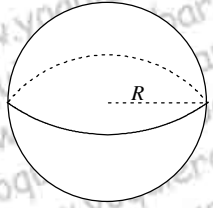


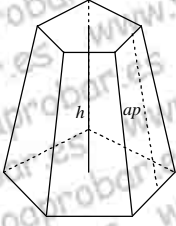
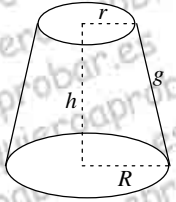
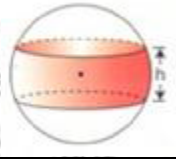
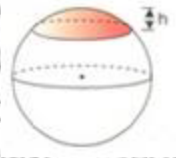

ÁREAS DE FIGURAS PLANAS

		NOMBRE	FORMA	ÁREA
CUADRILÁTEROS (Polígonos de cuatro lados)	CUADRILÁTEROS (Tienen los lados paralelos dos a dos)	TRIÁNGULOS (Polígonos de 3 lados)	Triángulo	 $A = \frac{b \cdot h}{2}$
		Cuadrado	 $A = l \cdot l = l^2$	
		Rectángulo	 $A = b \cdot a$	
	Rombo	 $A = \frac{D \cdot d}{2}$		
	Romboide	 $A = b \cdot h$		
	TRAPECIOS (Tienen dos lados paralelos)	Trapezio rectángulo		
		Trapezio isósceles	 $A = \frac{(B + b) \cdot h}{2}$	
		Trapezio escaleno		
	TRAPEZOIDES	Trapezoide	 Se divide en dos triángulos y se suman sus áreas	
	POLÍGONOS DE n LADOS	Polígono regular	 $A = \frac{p \cdot a}{2}$ p = perímetro a = apotema	
		Polígono irregular	 Se descompone en triángulos y se suman sus áreas	

ÁREAS FIGURAS CURVILÍNEAS	Circunferencia		$L = 2 \cdot \pi \cdot r$
	Círculo		$A = \pi \cdot r^2$
	Sector circular		$A = \frac{\pi \cdot r^2 \cdot n^\circ}{360^\circ}$ $n^\circ = \text{número de grados}$
	Corona circular		$A = \pi R^2 - \pi r^2$
	Trapezio circular		$A = \frac{\pi \cdot (R^2 - r^2) \cdot n^\circ}{360^\circ}$
	Segmento circular		$A = A_{\text{sector}} - A_{\text{triángulo}}$

ÁREAS Y VOLÚMENES DE CUERPOS GEOMÉTRICOS	POLIEDROS (Cuerpos geométricos limitados por polígonos)	NOMBRE	FORMA	ÁREAS	VOLUMEN
		PRISMA		$L = p_B \cdot h$ $p_B = \text{perímetro base}$ $A_B = \frac{p_B \cdot a_B}{2}$ $a_B = \text{apotema base}$ $A_T = A_L + 2A_B$	$V = A_B \cdot h$
		PIRÁMIDE		$A_{\text{TRIANG.}} = \frac{l_B \cdot a_l}{2}$ $a_l = \text{apotema lateral}$ $l_B = \text{lado base}$ $A_B = \frac{p_B \cdot a_B}{2}$ $A_T = A_L + 2A_B$	$V = \frac{A_B \cdot h}{3}$
		CILINDRO		$A_L = 2\pi r \cdot h$ $h = \text{altura}$ $A_B = \pi \cdot r^2$ $A_T = A_L + 2A_B$	$V = A_B \cdot h$
	CUERPOS DE REVOLUCIÓN (Cuerpos que se obtienen al girar una figura plana)	CONO		$A_L = \pi \cdot r \cdot g$ $g = \text{generatriz}$ $A_B = \pi \cdot r^2$ $A_T = A_L + A_B$	$V = \frac{A_B \cdot h}{3}$

		ESFERA		$A_T = 4\pi r^2$	$V = \frac{4}{3}\pi R^3$
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		NOMBRE	FORMA	ÁREAS	VOLUMEN
		TRONCOS GEOMÉTRICOS (Cuerpos geométricos que se obtienen de otros, al cortarlos por un plano paralelo a la base)		TRONCO DE PIRÁMIDE	
TRONCO DE CONO				$A_L = \pi (R+r) g$ $A_T = \pi g (R+r) + \pi R^2 + \pi r^2$	$V = \frac{\pi h (R^2 + r^2 + Rr)}{3}$
ZONA ESFÉRICA				$A = 2\pi r \cdot h$	$V = \frac{\pi h (h^2 + 3R^2 + 3r^2)}{6}$
CASQUETE ESFÉRICO				$A = 2\pi r \cdot h$	$V = \frac{\pi h^2 (3R - h)}{3}$
HUSO (o SECTOR ESFÉRICO)				$A = 4\pi r^2 \cdot \frac{n^\circ}{360^\circ}$	$V = \frac{4}{3}\pi r^3 \cdot \frac{n^\circ}{360^\circ}$