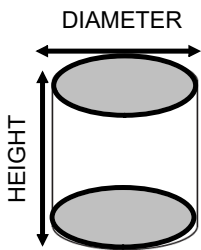


AREA of SOLIDS (sec. 2)

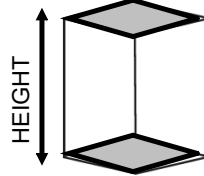


CYLINDER:

$$LA = \pi \times \text{DIAMETER} \times \text{HEIGHT}$$

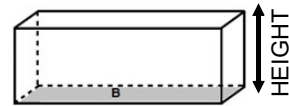
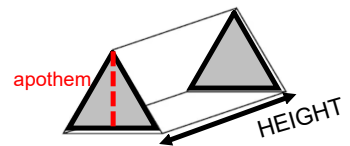
$$TA/SA = 2 \times \pi \times \text{radius}^2 + LA$$

PRISM:

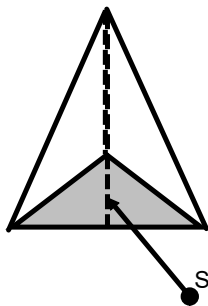


$$LA = \text{Perimeter of 1 base} \times \text{height}$$

$$TA/SA = \text{AREA of 2 bases} + LA$$

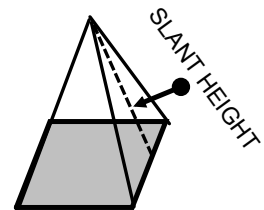
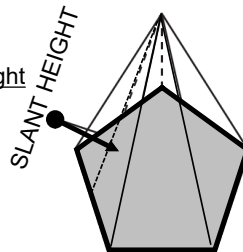


PYRAMID

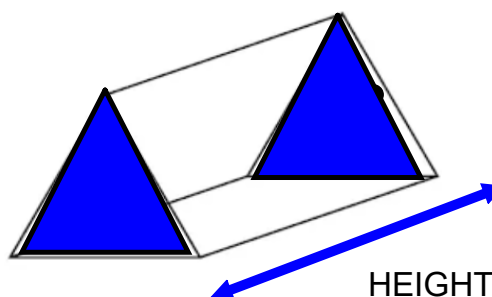
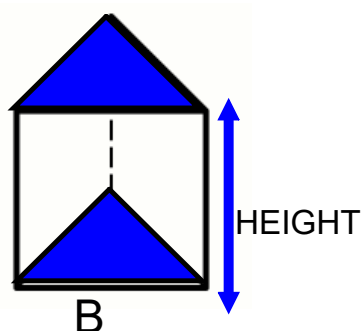
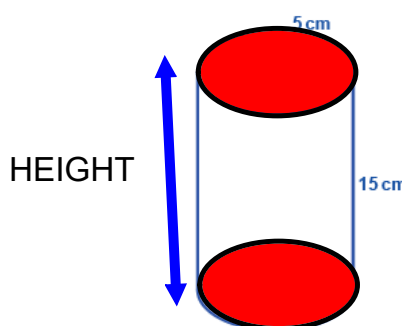
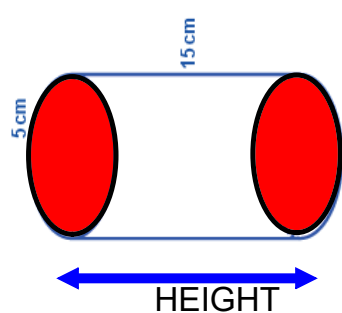


$$LA = \frac{\text{Perimeter of base} \times \text{slant height}}{2}$$

$$TA/SA = \text{Area of base} + LA$$



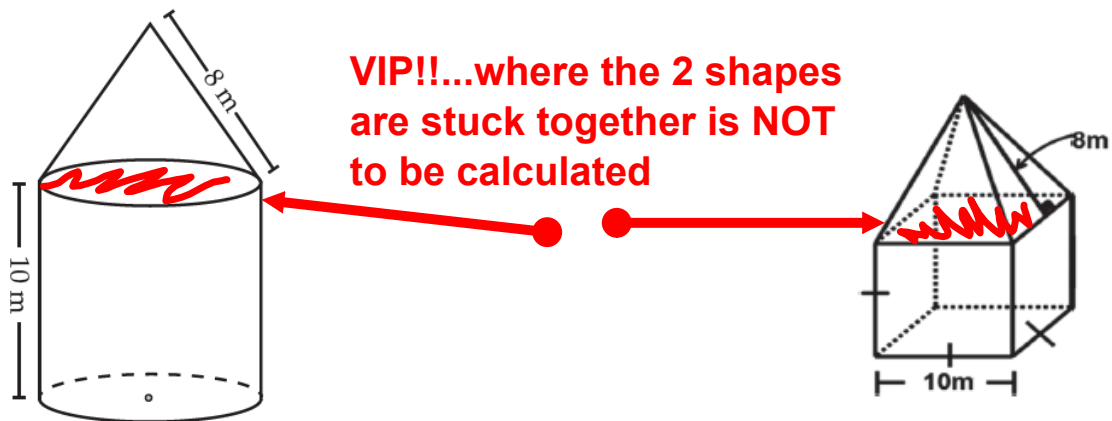
Height of solids: Height and base ALWAYS meet at a 90° angle (PERPENDICULAR)..**HEIGHT IS NOT ALWAYS VERTICAL!!!!**



*******2 bases are parallel sides on a PRISM, the HEIGHT is in between those sides******

Composite solids:

When 2 or more solids are stuck together



You have to imagine dropping this new solid shape in a bucket of paint..Where it is glued together will not get any paint on it...

You calculate what is "covered in paint"