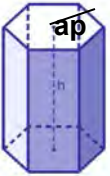
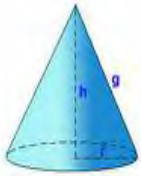
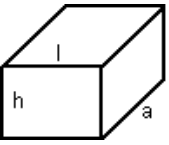

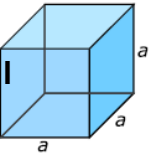
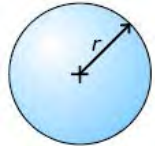
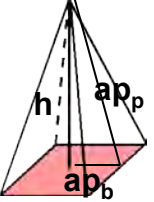

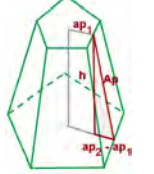
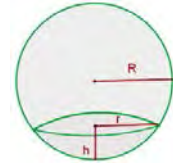
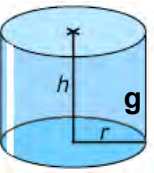
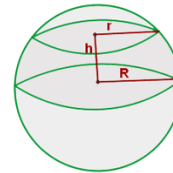


ÁREAS Y VOLUMENES DE CUERPOS GEOMÉTRICOS. I

Tema: 14

NOMBRE	FIGURA	TÉRMINOS	ÁREA	VOLUMEN	NOMBRE	FIGURA	TÉRMINOS	ÁREA	VOLUMEN
PRISMA		<p>P_B=Perímetro Base A_L=Área Lateral A_B=Área Base A_T=Área Total h=altura ap=apotema base</p>	$A_L = P_B \cdot h$ $A_B = \frac{P_b \cdot ap_b}{2}$ $A_T = A_L + 2A_B$	$V = A_B \cdot h$	CONO		<p>A_L=Área Late A_B=Área Bas A_T=Área Tot r = radio h = altura g = generatriz</p>	$A_L = \pi \cdot r \cdot g$ $A_B = \pi \cdot r^2$ $A_T = A_L + A_B$ $A_T = \pi \cdot r \cdot (g+r)$	$V = \frac{\pi \cdot r^2 \cdot h}{3}$
ORTOEDRO PARALELEPÍPEDO		<p>l=largo a=ancho h=altura</p>	$A_L = P_B \cdot h$ $A_B = l \cdot a$ $A_T = A_L + 2A_B$	$V = l \cdot a \cdot h$	TRONCO DE CONO		<p>A_L=Área Late A_T=Área Total R=Radio Base Mayor r=radio base menor h=altura g=generatriz</p>	$A_L = \pi \cdot (R + r) \cdot g$ $A_T = \pi [g(R + r) + R^2 + r^2]$ $V = \frac{\pi h (R^2 + r^2 + Rr)}{3}$	
POLIEDROS REGULARES HEXAEDRO CUBO		<p>A_L=Área Lateral A_C=Área Cara A_T=Área Total a = l a = arista l = lado</p>	$A_T = A_C \cdot N^{\circ} \text{ caras}$ $A_L = 4l^2$ $A_C = l^2$ $A_T = 6l^2$	$V = \frac{A_T \cdot Ap_p}{3}$ $V = a^3$ $V = l^3$	ESFERA		<p>A_T=Área Total r = radio</p>	$A = 4 \cdot \pi \cdot r^2$	$V = \frac{4 \cdot \pi \cdot r^3}{3}$
PIRÁMIDE		<p>P_B=Perímetro Base A_L=Área Lateral A_B=Área base A_T=Área Total ap_p=Apot Pirám h=altura ap_b=Apot Base</p>	$A_L = \frac{P_b \cdot ap_p}{2}$ $A_B = \frac{P_b \cdot ap_b}{2}$ $A_T = A_L + A_B$	$V = \frac{A_B \cdot h}{3}$	HUSO CUÑA ESFÉRICO		<p>r = radio n= grados</p>	$A = \frac{4 \cdot \pi \cdot r^2}{360} \cdot n$ $V = \frac{4}{3} \cdot \frac{\pi \cdot r^3}{360} \cdot n$	
TRONCO DE PIRÁMIDE		<p>P_B=Peri Bas May P_b=Peri bas men A_B=Área Bas May A_b=Área bas men h=altura Ap_p=apote pirám Ap_B=Apot Ba May Ap_b=Apot ba me</p>	$A_L = \frac{P_B + P_b}{2} \cdot Ap_t$ $A_T = \frac{P_B + P_b}{2} \cdot Ap_t + A_B + A_b$ $V = \frac{(A_B + A_b + \sqrt{A_b \cdot A_b}) \cdot h}{3}$		CASQUETE ESFÉRICO		<p>r = radio h= altura</p>	$A = 2 \cdot \pi \cdot R \cdot h$ $V = \frac{1}{3} \pi \cdot h^2 \cdot (3R - h)$	
CILINDRO		<p>A_L=Área Later A_B=Área Base A_T=Área Total g= generatriz h = altura g = h r = radio</p>	$A_L = P_B \cdot h$ $A_L = 2 \cdot \pi \cdot r \cdot h$ $A_B = \pi \cdot r^2$ $A_T = A_L + 2A_B$ $A_T = 2 \cdot \pi \cdot r \cdot (h+r)$	$V = \pi \cdot r^2 \cdot h$	ZONA ESFÉRICA		<p>R = radio mayor r = radio menor h= altura</p>	$A = 2 \cdot \pi \cdot R \cdot h$ $V = \frac{\pi h (h^2 + 3R^2 + 3r^2)}{6}$	