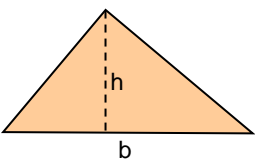
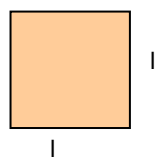
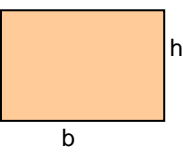
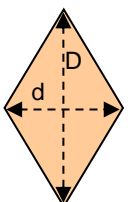
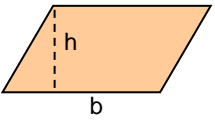
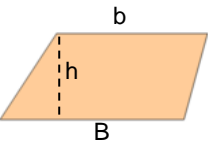
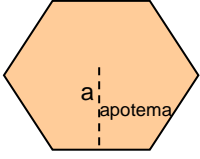
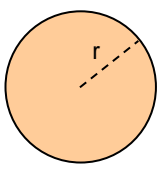
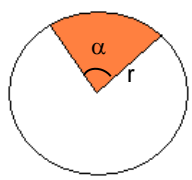
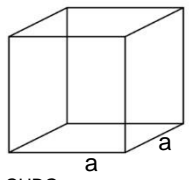
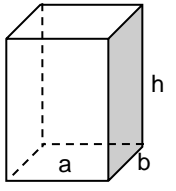
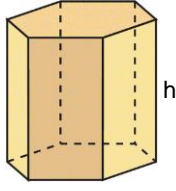
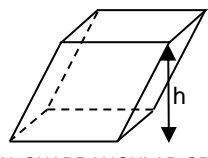
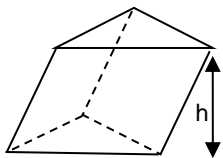
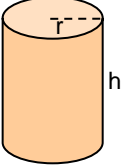
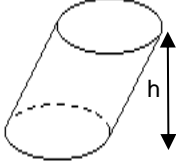
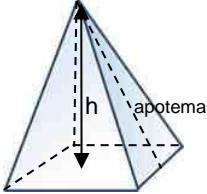
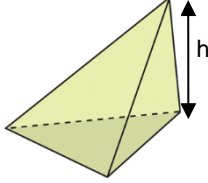
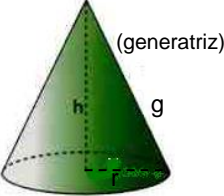
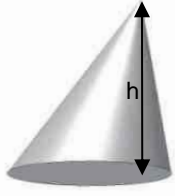
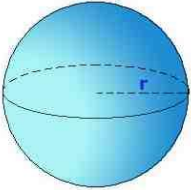


ÁREAS	<b>Triángulo:</b>	<b>Cuadrado:</b>
	 $A = \frac{b \cdot h}{2}$	 $A = l^2$
	<b>Rectángulo:</b>	<b>Rombo:</b>
	 $A = b \cdot h$	 $A = \frac{D \cdot d}{2}$ (semiproducto de las diagonales)
	<b>Paralelogramo:</b> (Romboide <sup>1</sup> )	<b>Trapecio:</b>
	 $A = b \cdot h$	 $A = \frac{B+b}{2} \cdot h$ (semisuma de las bases por altura)
<b>Polígonos regulares:</b>		
 $A = \frac{p \cdot a}{2}$ (semiproducto de perímetro y apotema)		
<b>Circunferencia:</b>	<b>Sector circular:</b>	
 $\text{Área} = \pi r^2$ $\text{Longitud} = 2 \pi r$	 $A = \frac{\pi r^2 \alpha}{360}$	
<b>Prismas:</b>		
 <p>CUBO <math>V = a^3</math></p>	 <p>PRISMA CUADRANGULAR RECTO (ORTOEDRO) <math>V = a \cdot b \cdot h</math></p>	 <p>PRISMA HEXAGONAL RECTO</p>
$V = A_{\text{base}} \cdot h$		
 <p>PRISMA CUADRANGULAR OBLICUO PARALELEPÍPEDO</p>	 <p>PRISMA TRIANGULAR OBLICUO</p>	$A = A_{\text{lateral}} + 2 \cdot A_{\text{base}}$

<sup>1</sup> En realidad, podemos considerar cuatro tipos de paralelogramos: cuadrado, rectángulo, rombo y romboide; por lo tanto, en puridad un romboide sería un paralelogramo que no es ni cuadrado ni rectángulo ni rombo...

VOLÚMENES	<b>Cilindros:</b>	
	 <p>CILINDRO (CIRCULAR) RECTO</p>	$V = A_{\text{base}} \cdot h = \pi r^2 h$ $A = A_{\text{lateral}} + 2 \cdot A_{\text{base}} = 2\pi r h + 2\pi r^2$
	 <p>CILINDRO OBLICUO</p>	$V = A_{\text{base}} \cdot h$ <p>(La base puede ser un círculo o una elipse)</p> $A = A_{\text{lateral}} + 2 \cdot A_{\text{base}}$
	<b>Pirámides:</b>	
	 <p>PIRÁMIDE CUADRANGULAR RECTA</p>	 <p>PIRÁMIDE TRIANGULAR OBLICUA</p>
$V = \frac{1}{3} A_{\text{base}} \cdot h$ $A = A_{\text{lateral}} + A_{\text{base}}$		
<b>Conos:</b>		
 <p>CONO (CIRCULAR) RECTO</p>	$V = \frac{1}{3} A_{\text{base}} \cdot h = \frac{1}{3} \pi r^2 h$ $A = A_{\text{lateral}} + A_{\text{base}} = \pi r g + \pi r^2$	
 <p>CONO OBLICUO</p>	$V = \frac{1}{3} A_{\text{base}} \cdot h$ <p>(La base puede ser un círculo o una elipse)</p> $A = A_{\text{lateral}} + A_{\text{base}}$	
<b>Esfera:</b>		
	$V = \frac{4}{3} \pi r^3$ $A = 4 \pi r^2$	