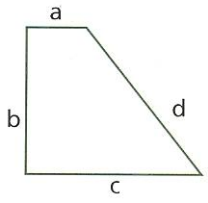
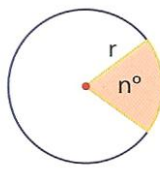
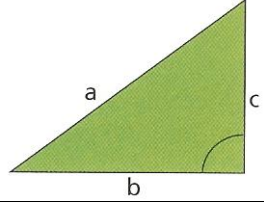
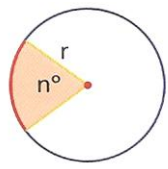
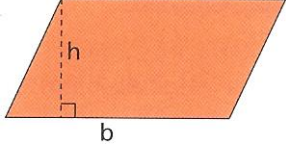
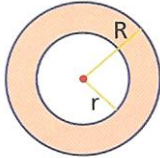
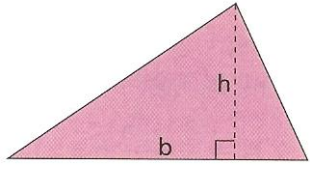
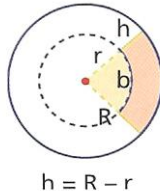
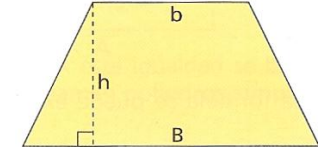
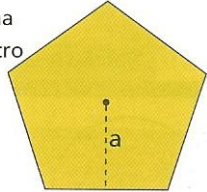
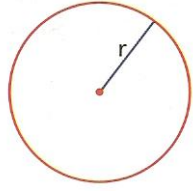
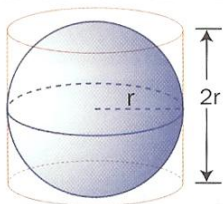
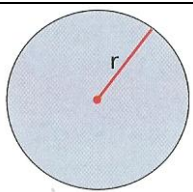
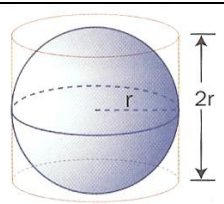
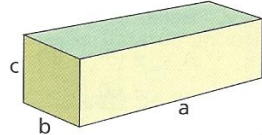
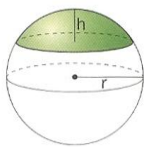
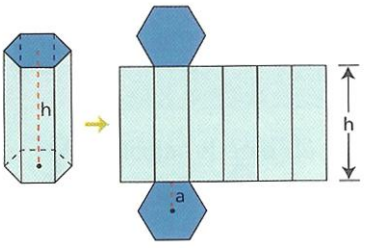
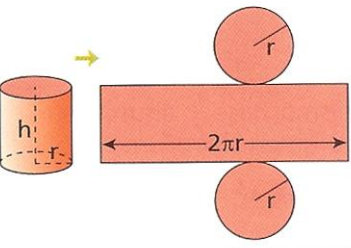
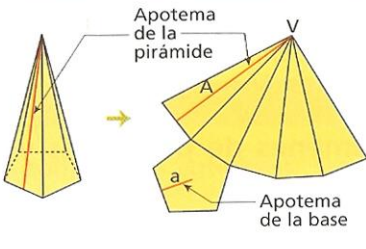
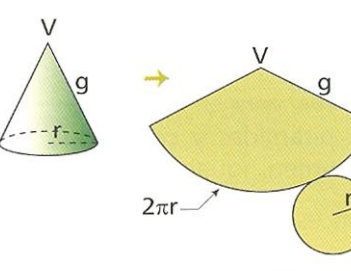
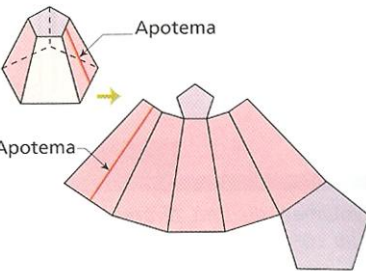
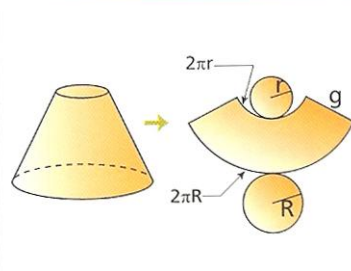


GEOMETRÍA

FIGURA	FÓRMULA	FIGURA	FÓRMULA
	$p = a + b + c + d$		$L_{ARCO} = \frac{L_{CIRCUNF} \cdot n}{360} = \frac{2\pi r n}{360}$
	$a^2 = b^2 + c^2$		$A_{SECTOR} = \frac{A_{CIR} \cdot n}{360} = \frac{\pi r^2 n}{360}$
	$A = b \cdot h$		$A_{CORONA} = \pi R^2 - \pi r^2 = \pi (R^2 - r^2)$
	$A = \frac{b \cdot h}{2}$		$A_{TRAP.} = \frac{\pi R^2 n}{360} - \frac{\pi r^2 n}{360} = \frac{\pi n (R^2 - r^2)}{360}$ $h = R - r$
	$A = \frac{(B + b) \cdot h}{2}$	PRISMA ó CILINDRO	$V = A_{BASE} \cdot h$
<p>a = apotema p = perímetro</p> 	$A = \frac{p \cdot a}{2}$	PIRÁMIDE ó CONO	$V = \frac{A_{BASE} \cdot h}{3}$
	$L = 2\pi r$		$A_{ESFERA} = 4\pi r^2$
	<p>r = radio $\pi = 3,141592\dots$</p> $A = \pi r^2$		$V_{ESFERA} = \frac{4}{3}\pi r^3$
	$V = a \cdot b \cdot c = B \cdot h$		$A_{CASQUETE} = 2\pi r \cdot h$

AREAS DE POLIEDROS: CILINDROS Y CONOS

<p style="text-align: center;">PRISMA REGULAR RECTO</p>  <p>$A_L = p \cdot h$ $A_T = p \cdot h + p \cdot a$</p>	<p style="text-align: center;">CILINDRO RECTO</p>  <p>$A_L = 2\pi r \cdot h$ $A_T = 2\pi r \cdot h + 2 \cdot \pi r^2$</p>
<p style="text-align: center;">PIRÁMIDE REGULAR RECTA</p>  <p>$A_L = \frac{p \cdot A}{2}$ $A_T = \frac{p \cdot A}{2} + \frac{p \cdot a}{2}$</p>	<p style="text-align: center;">CONO RECTO</p>  <p>$A_L = \pi r \cdot g$ $A_T = \pi r \cdot g + \pi r^2$</p>
<p style="text-align: center;">TRONCO DE PIRÁMIDE REGULAR</p>  <p>$A_L = \frac{(P + p) \cdot A}{2}$ $A_T = A_L + A_{bases}$</p>	<p style="text-align: center;">TRONCO DE CONO RECTO</p>  <p>$A_L = \pi(R + r) \cdot g$ $A_T = A_L + A_{bases}$</p>