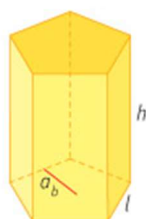


PRISMAS Y PIRÁMIDES

Prisma regular

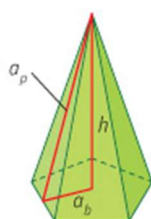


$$A_{\text{lateral}} = p \cdot h$$

$$A_{\text{total}} = p \cdot (h + a_b)$$

$$V = A_{\text{base}} \cdot h$$

Pirámide regular



$$A_{\text{lateral}} = \frac{1}{2} p \cdot a_p$$

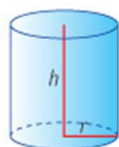
$$A_{\text{total}} = \frac{1}{2} p \cdot (a_p + a_b)$$

$$V = \frac{A_{\text{base}} \cdot h}{3}$$

CUERPOS REDONDOS

Un **cuerpo redondo** es la figura que se obtiene al hacer girar una forma plana alrededor de una recta situada en el mismo plano y llamada **eje**. La **generatriz** es el lado de la figura plana que genera el cuerpo redondo.

Cilindro

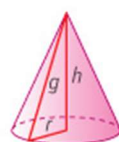


$$A_{\text{lateral}} = 2\pi r h$$

$$A_{\text{total}} = 2\pi r h + 2\pi r^2$$

$$V = \pi r^2 h$$

Cono

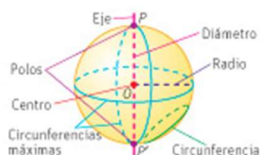


$$A_{\text{lateral}} = \pi r g$$

$$A_{\text{total}} = \pi r g + \pi r^2$$

$$V = \frac{\pi r^2 h}{3}$$

Esfera



$$A = 4\pi r^2$$

$$V = \frac{4\pi r^3}{3}$$