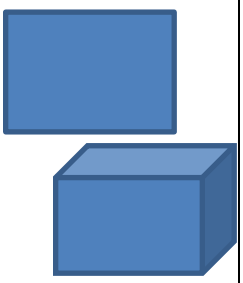
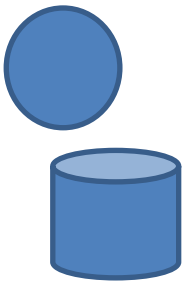
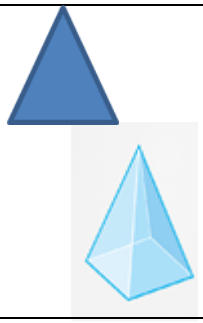
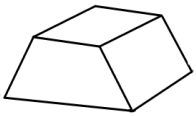
COLLEGE of CHARLESTON
CENTER FOR STUDENT LEARNING

Geometry Principles

For Praxis Core

					
2D Area	L x W	πr^2	½ bh (because the triangle is half of a square/ rectangle)		
2D Perimeter / Circumference	L + L + W + W	πD	S + S+ S		
3D Volume (multiply the base times H)	(L x W) x H	(πr^2) x H	Because 3 can fit in a cube: 1/3 (L x W) x H	Because 3 can fit in a cylinder: 1/3 (πr^2) x H	1/2(b_1 + b_2) x h b_1 = L x W b^2 = L x W
3D Surface Area	6 x L x W	2 (πr^2) + C x H (where C x H is the rectangular side of the cylinder)			

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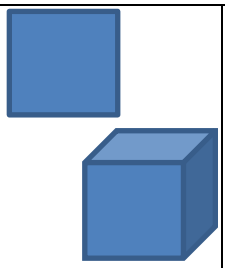
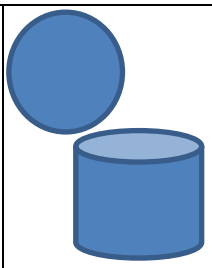
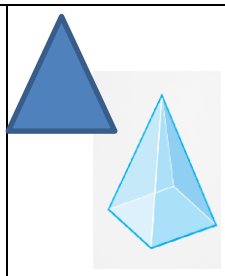
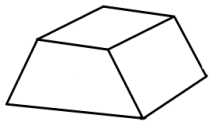
Test yourself on this side to see if you can remember them and see the connections between the formulas!					
2D Area					
2D Perimeter / Circumference					
3D Volume					
3D Surface Area					