

Note:	
b (lower case)	refers to the length of a side that is perpendicular to the height, h; b and h are <i>always perpendicular to each other</i>
B (upper case)	refers to <u>area</u> of the base
Perimeter, p	perimeter is the distance around an object, found by adding the lengths of the sides; units are linear such as ft, m, in, km
parallelogram	p=2l+2w ; note this applies to the rectangle, square, and rhombus, since they are all parallelograms
square	p = 4s where s is side length
circle (circumference)	$C = 2\pi r$
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<u>Area, A</u>	area is the number of unit squares that fill a two-dimensional space; units are square units such as ft², m², in², and km².
triangle	$A = \frac{1}{2}bh$
circle	$A = \pi r^2$
regular polygon	$A = \frac{1}{2}ap$, where $a = apothem$ and $p = perimeter$; apothem is the length of the perpendicular segment from the center to the side of the polygon
parallelogram	A = bh for all parallelograms a parallelogram is a quadrilateral where opposite sides are both parallel and congruent; opposite angles are congruent; consecutive angles are supplementary; diagonals bisect each other
rectangle	a parallelogram with all 90° angles; diagonals are congruent $A = bh \ or \ lw$
rhombus	a parallelogram with 4 congruent sides; diagonals are perpendicular bisectors; $A = bh \text{ or } \frac{1}{2}d_1d_2$, where d_1 and d_2 are lengths of diagonals
square	a parallelogram with all sides congruent and all angles of 90° $A = bh \text{ or } s^2 \text{ where } s = side \text{ length}$
trapezoid	a quadrilateral with one set of parallel sides $A = \frac{b_1 + b_2}{2} \cdot h = \text{average of base lengths times height}$
Kite	$A = \frac{1}{2}d_1d_2$, where d_1 and d_2 are lengths of diagonals



Geometry Formulas

Surface Area, SA	surface area is found by adding the areas of the sides of a 3-dimensional shape; units are square units such as ft^2 , m^2 , in^2 , and km^2 .
sphere	$SA = 4\pi r^2$
pyramid	$SA = B + \frac{1}{2}pl$, where $p = perimeter$ of base and $l = slant$ height
cube	$SA = 6s^2$, where $s = side \ length$; 6 sides, each with area of the square of the side length
rectangular prism	SA = 2(lw + lh + wh)
prisms in general	SA = Bh
cone	$SA = \pi r^2 + \pi r l$, where $r = radius$ and $l = slant$ height
cylinder	$SA = 2\pi r^2 + \pi rh$, where $r = radius$ and $h = height$

Volume	volume is the number of unit cubes that fill a three-dimensional space; units are cube units such as ft³, m³, in³, and km³.
sphere	$V = \frac{4}{3}\pi r^3$
prism (in general)	$V = Bh = area \ of \ base \ times \ height$
rectangular Prism	V = lwh = area of rectangular base, lw, times height, h
pyramid	$V = \frac{1}{3}Bh$
cylinder	$V = \pi r^2 h = area \ of \ circle \ times \ height$
cone	$V = \frac{1}{3}\pi r^2 h =$ one third of volume of a cylinder