
















Cheat Sheet C4

Geometric Formulas

2 Dimensions				3 Dimensions				
		Perimeter	Area			Lateral Area	Surface Area	Volume
		<i>distance around the outside (the fence)</i>	<i>space on the inside (the yard)</i>			<i>the area of the sides of an object (bases not included)</i>	<i>the total area of the outside of an object</i>	<i>the space inside of a container</i>
Rectangle		$2l + 2w$	$l \times w$	Rectangular Prism			$2 \times (l \times w)$ of top $+ 2 \times (l \times w)$ of side $+ 2 \times (l \times w)$ of front	area of the Base \times height BH
Triangle		$s_1 + s_2 + s_3$	$\frac{1}{2} bh$	Triangular Prism			bh (of triangle) $+ (l \times w)$ of side ₁ $+ (l \times w)$ of side ₂ $+ (l \times w)$ of side ₃	area of the Base \times height BH
Square		$4s$	s^2	Right Prisms		perimeter of the Base \times height Ph	lateral surface area $+ 2$ (area of the Base) $Ph + 2B$	area of the Base \times height BH
Circle		$2\pi r$ or πd (Circumference)	πr^2	Cylinder		area of the lateral space (rectangle) $2\pi rh$	lateral surface area $+ 2$ (area of the Base) $2\pi rh + 2\pi r^2$	area of the Base \times height $\pi r^2 H$
Parallelogram		$2s_1 + 2s_2$	bh	Pyramid		$\frac{1}{2}$ perimeter of the Base \times slant height $\frac{1}{2}Pl$	lateral surface area $+ area of the Base$ $\frac{1}{2}Pl + B$	$\frac{1}{3}$ area of the Base \times height $\frac{1}{3}BH$
Trapezoid		$s_1 + s_2 + s_3 + s_4$	$\frac{1}{2}(b_1 + b_2)h$	Cone		Pi \times radius \times slant height $\pi r l$	lateral surface area $+ area of the Base$ $\pi r l + \pi r^2$	$\frac{1}{3}$ area of the Base \times height $\frac{1}{3}BH$
				Sphere			$4\pi r^2$	$\frac{4}{3}\pi r^3$

l = length
 w = width
 b = base of the triangle
 h = perpendicular height of the triangle
 s = side length

d = diameter
 r = radius

H = perpendicular height of the 3 dimensional figure/altitude
 l = slant height
 P = perimeter
 B = area of the base
 L = lateral surface area
 S = total surface area
 V = volume