

Perimeter - Area - Volume Outline
IMSA -- Spring 1995

I. Perimeter

- A. Basic: Distance around
- B. Difficult: of sector or segment of circle; shaded regions (see handout)
- C. Pseudo-difficult: concave
- D. Triangle perimeter = product of sides/(product of radii of circumscribed and inscribed circles)

II. Area

- A. Circle
- B. Polygons
 - 1. Regular: .5 perimeter x apothem
 - 2. Kite & rhombus: half product of diagonals
 - 3. Triangles
 - a. Regular: .5ba b. Right: .5L₁L₂ c. Shoelace
 - d. Encasement e. Pick's: .5p+I-1 f. .5absinC
 - g. .5(perimeter)(r of inscribed circle) h. Hero's
 - 1. Product of sides/(4xradius of circumscribed circle)
 - 4. Brahmagupta (area of inscribed quadrilateral)
 - 5. Equilateral triangle: $s^2 \sqrt{3}/4$
 - 6. Regular hexagon: six equilateral triangles
 - 7. In general: Pick's and Shoelace and encasement
- C. Solids
 - 1. Prism or cylinder: Lateral area = perimeter x height
Total area: lateral area plus bases
 - 2. Cone: πrL where L is slant height
 - 3. Sphere: $4\pi r^2$
- D. Hemisphere
- E. Shaded regions
- F. Ellipse: πab

III. Volume

- A. Basic: Base area x height for prisms/cylinders; $1/3$ BAxH for pyramids/cones
- B. Sphere: $\frac{4}{3}\pi r^3$
- C. Tetrahedron: $s^3\sqrt{2}/12$
- D. Octahedron: $s^3\sqrt{2}/3$
- E. Other Platonic solids: (# of sides)(face area)(apothem)/3
- F. Frustum
- G. Parallelepiped
- H. Ellipsoid: $\frac{4}{3}\pi abc$

IV. Geometric probability (see COMAP handout)

V. Ratios in similar solids

VI. Background

- A. Variables & limits on same (MI problem sets)
- B. Similarity; ratios; altitude-to-hypotenuse & angle bisector theorems, etc.
- C. Pythagorean triples (beginnings with 3-5-7-8-9-11-12-20)

