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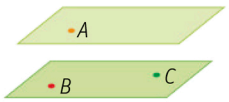
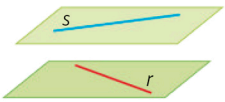
MAT_3 CUERPOS GEOMÉTRICOS

GEOMETRÍA EN EL ESPACIO

Puntos



Rectas

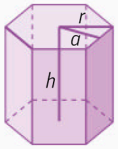
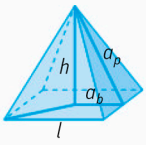
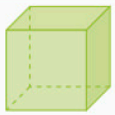


Planos

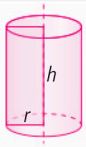
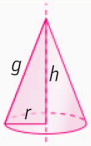
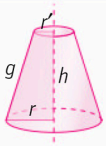
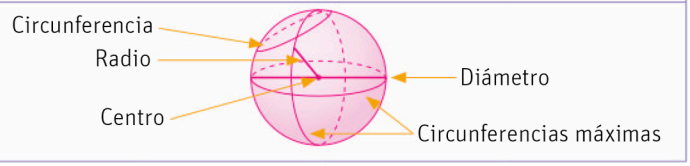
CUERPOS GEOMÉTRICOS

Cuerpos geométricos

Poliedros

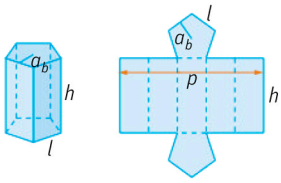
Prisma	Pirámide	Poliedros regulares				
		Tetraedro	Cubo	Octaedro	Dodecaedro	Icosaedro
						

Cuerpos de revolución

Cilindro	Cono	Tronco de cono	Esfera
			

ÁREAS Y VOLÚMENES DE LOS CUERPOS GEOMÉTRICOS

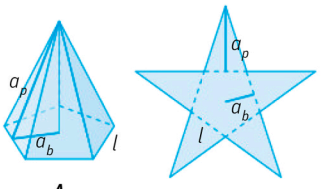
PRISMA



$$A_T = \overbrace{p \cdot h}^{A_L} + \overbrace{p \cdot a_b}^{A_b} = p \cdot (h + a_b)$$

$$V = A_{base} \cdot h = \frac{p \cdot a_b}{2} \cdot h$$

PIRÁMIDE

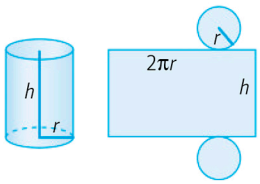


$$a_p^2 = h^2 + a_b^2$$

$$A_T = \overbrace{\frac{1}{2} p \cdot a_p}^{A_L} + \overbrace{\frac{1}{2} p \cdot a_b}^{A_b} = \frac{1}{2} p \cdot (a_p + a_b)$$

$$V = \frac{A_{base} \cdot h}{3} = \frac{p \cdot a_b \cdot h}{6}$$

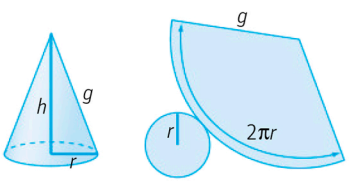
CILINDRO



$$A_T = \overbrace{2 \cdot \pi \cdot r \cdot h}^{A_L} + \overbrace{2 \cdot \pi \cdot r^2}^{A_b} = 2\pi r (h + r)$$

$$V = A_{base} \cdot h = \pi r^2 \cdot h$$

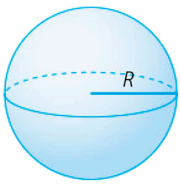
CONO



$$A_T = \overbrace{\pi \cdot r \cdot g}^{A_L} + \overbrace{\pi \cdot r^2}^{A_b} = \pi \cdot r \cdot (g + r)$$

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

ESFERA



$$A = 4\pi \cdot R^2$$

$$V = \frac{4}{3} \pi \cdot R^3$$