

<p><b><u>Triangle</u></b>  <i>Area</i> = <math>\frac{1}{2}</math> <i>base</i> * <i>height</i></p> <p><i>Area of oblique triangle</i> =  <math>\frac{1}{2} ab \sin C = \frac{1}{2} bc \sin A = \frac{1}{2} ac \sin B</math></p> <p><i>Area</i> = <math>\sqrt{s(s-a)(s-b)(s-c)}</math>  <math>s = \frac{a+b+c}{2}</math></p>	<p><b><u>Circle</u></b>  <i>Area</i> = <math>\pi r^2</math></p> <p><i>Circumference</i> = <math>2\pi r</math></p>
<p><b><u>Rectangle</u></b>  <i>Area</i> = <i>base</i> * <i>height</i></p>	<p><b><u>Trapezoid</u></b>  <i>Area</i> = <math>\frac{1}{2} h(b_1 + b_2)</math></p>
<p><b><u>Regular Polygon</u></b>  <i>Regular Polygon Area</i> =  <math>\frac{1}{2} (\textit{perimeter base}) * (\textit{apothem})</math></p> <p><i>apothem</i> = <math>\frac{\textit{side length}}{2 \tan(\frac{180}{\# \textit{of sides}})}</math> (degree mode)</p>	<p><b><u>Prism</u></b>  <i>Volume</i> = (<i>area of base</i>) *  (<i>height of prism</i>)</p> <p><i>Surface Area</i> =  (<i>perimeter base</i>)(<i>height prism</i>) +  2(<i>area base</i>)</p>
<p><b><u>Pyramid</u></b>  <i>Volume</i> = <math>\frac{1}{3} (\textit{area base})(\textit{height})</math></p> <p><i>Surface Area</i> =  <math>\frac{1}{2} (\textit{perimeter base})(\textit{slant height}) +</math>  (<i>area base</i>)</p>	<p><b><u>Cone</u></b>  <i>Volume</i> = <math>\frac{1}{3} \pi r^2 h</math></p> <p><i>Surface Area</i> = <math>\pi r(\textit{slant height}) + \pi r^2</math></p>
<p><b><u>Cylinder</u></b>  <i>Volume</i> = <math>\pi r^2 h</math></p> <p><i>Surface Area</i> = <math>2\pi r h + 2\pi r^2</math></p>	<p><b><u>Sphere</u></b>  <i>Volume</i> = <math>\frac{4}{3} \pi r^3</math></p> <p><i>Surface Area</i> = <math>4\pi r^2</math></p>