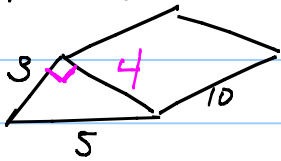




7a.  $LA = 480$        $TA = 552$

b. Rt  $\Delta$  Prism



$$2 \Delta \begin{matrix} 3 \\ 4 \\ 5 \end{matrix} + 3 \begin{matrix} 10 \\ \square \end{matrix} + 4 \begin{matrix} 10 \\ \square \end{matrix} + 5 \begin{matrix} 10 \\ \square \end{matrix}$$

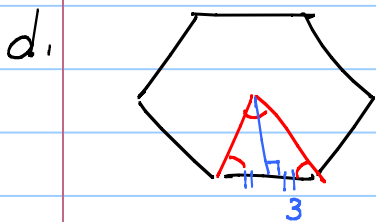
$$2 \cdot \frac{1}{2} \cdot b \cdot h + 30 + 40 + 50$$

$$2 \cdot \frac{1}{2} \cdot 3 \cdot 4 +$$

$$12 + 120$$

$LA = 120$   
 $TSA = 132$

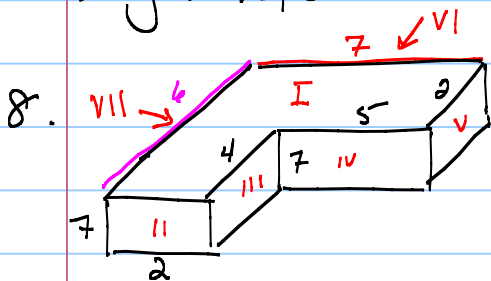
c.  $LA = 2500$        $TSA = 2620$



$A = \frac{1}{2} a p.$   
 $\frac{1}{2} 3\sqrt{3} (6 \cdot 6)$   
 $54\sqrt{3} = A_{HEX}$

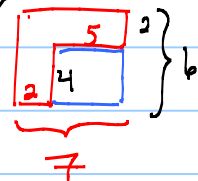
$2A_{HEX} + 6 \left( 6 \begin{matrix} 10 \\ \square \end{matrix} \right)$   
 $2(54\sqrt{3}) + 6 \cdot 60$   
 $108\sqrt{3} + 360$

Reg hex,  $s=6$



top+bottom

$2(I)$



$\sqrt{42} - 20$

$2 \cdot 22$

$\underline{44} + \underline{14} + \underline{28} + \underline{35} + \underline{14} + \underline{49} + \underline{42}$   
 $86 \quad \quad \quad 56$

$\boxed{226}$

12.2

Prisms



top  $\cong$  bottom

Lat faces  $\Rightarrow$  rectangles  
(not regular)

3D

named after bases

Pyramids



1 base

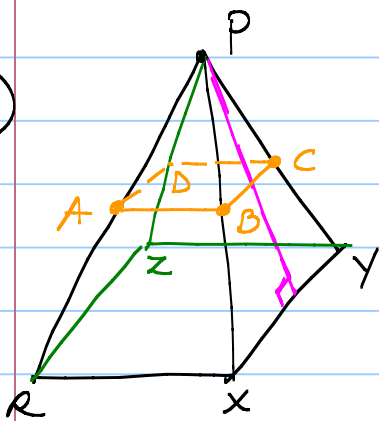
Lat faces  $\Rightarrow$  triangles  
(not reg.)

3D

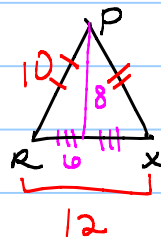
named after base

12.2: 1-5

(5)



a  $LA_{PRXYZ} = \text{No base} + PZR + PZY + PYX + PXR$



slant heights

isos  $\Delta \Rightarrow$  alt = med

alt  $\Rightarrow$  rt  $\angle$

$A_{PZR} = \frac{1}{2} b \cdot h$

$\frac{1}{2} 12 \cdot 8$

$48 \cdot 4 \text{ faces} = 192$

G: ABCD mdpts

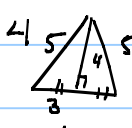
sq base &  $RX = 12$

$PR = 10$

b.  $LA_{ABCDP} = \frac{\text{side}}{\text{side}} = \frac{1}{2} \Rightarrow \frac{\text{area}}{\text{area}} = \frac{1}{4}$

$\hookrightarrow 192/4 = 48$

or old fashioned way

  $4 \left( \frac{1}{2} 6 \cdot 4 \right) = 48$

c.  $A_{ABCD} = 6^2 = 36$  (midline)

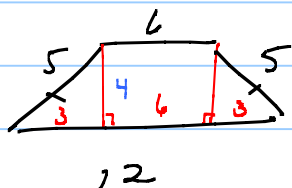
d.  $A_{RXYZ} \rightarrow$  i Recognize sides were doubled (1:2)  
Then areas are  $\times 4$  (1:4)

$$36 \cdot 4 = 144$$

$$\text{ii or } side^2 = 12^2 = 144$$

e. 1:4

f.  $A_{ABXR}$



$$A = M \cdot h$$
$$= 9 \cdot 4 = 36$$