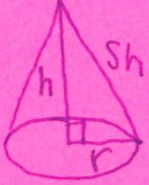


Three-Dimensional Solids Toolkit

	Volume	Surface Area
Prisms	$V = \text{Area of base} \times \text{height of prism}$	$SA = \text{Area of all the faces added together}$
Cylinders	<p>Area of circle ↓ $V = \pi r^2 \cdot \text{height of cylinder}$</p>	<p>circumference of a circle ↓ $SA = 2\pi r^2 + 2\pi r \cdot \text{height of cylinder}$</p>
Pyramids	$V = \frac{1}{3} \cdot \text{area of base} \cdot \text{height of pyramid}$	<p>$SA = \text{Area of base} + \text{area of triangles}$ This involves finding slant height</p>

Three-Dimensional Solids Toolkit

	Volume	Surface Area
Cones	$V = \frac{1}{3} \cdot \pi r^2 \cdot \text{height of cylinder}$	$SA = \pi r^2 + \pi \cdot r \cdot sh$ 
Spheres	$V = \frac{4}{3} \cdot \pi \cdot r^3$	$SA = 4 \pi r^2$