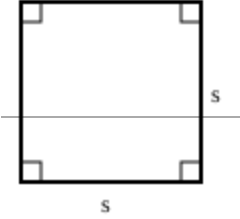
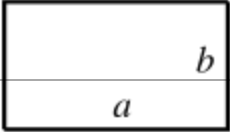
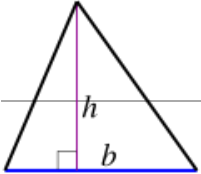
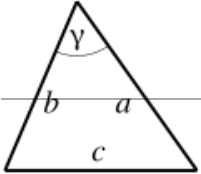
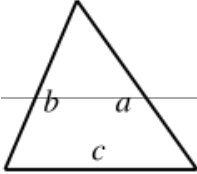
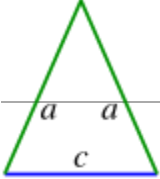
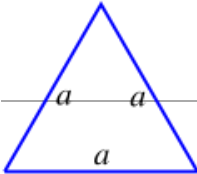
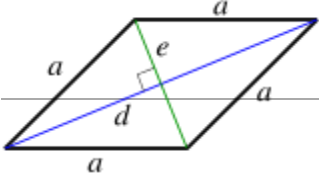
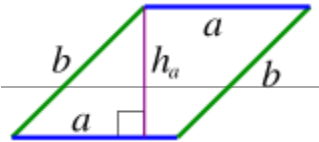
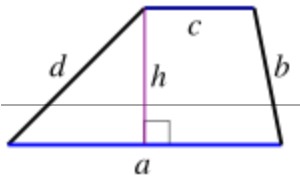
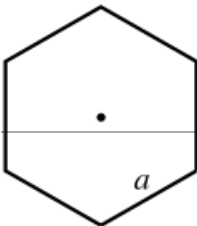
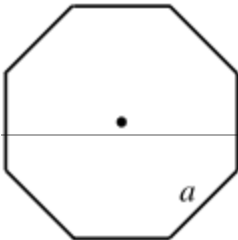
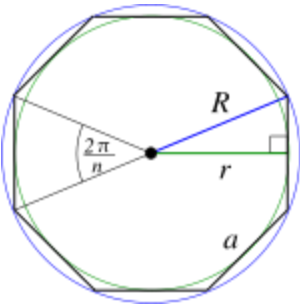
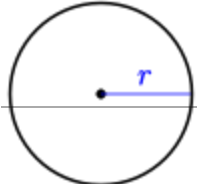
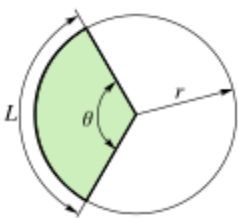
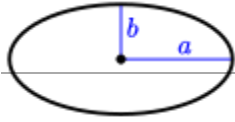
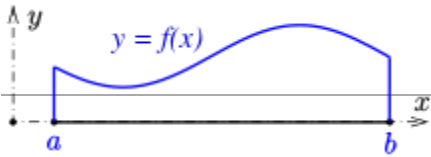
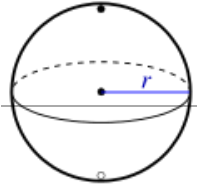
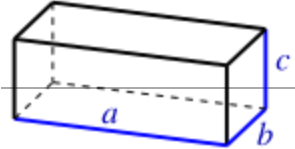
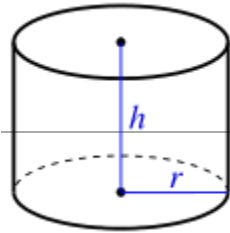
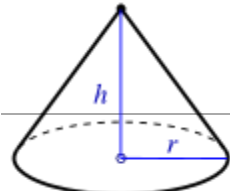
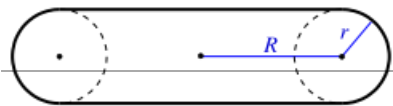
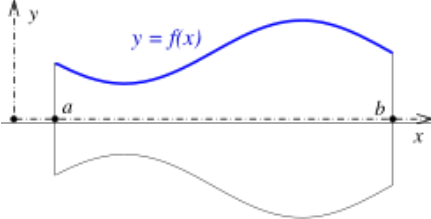


List of formulas

Additional common formulas for area:

Shape	Formula	Variables
<u>Square</u>	$A = s^2$	
<u>Rectangle</u>	$A = ab$	
<u>Triangle</u>	$A = \frac{1}{2}bh$	
<u>Triangle</u>	$A = \frac{1}{2}ab \sin(\gamma)$	
<u>Triangle</u> (Heron's formula)	$A = \sqrt{s(s-a)(s-b)(s-c)}$	
<u>Isosceles triangle</u>	$A = \frac{c}{4} \sqrt{4a^2 - c^2}$	
<u>Regular triangle</u> (equilateral triangle)	$A = \frac{\sqrt{3}}{4}a^2$	
<u>Rhombus/Kite</u>	$A = \frac{1}{2}de$	

<u>Parallelogram</u>	$A = ah_a$	
<u>Trapezoid</u>	$A = \frac{(a+c)h}{2}$	
<u>Regular hexagon</u>	$A = \frac{3}{2}\sqrt{3}a^2$	
<u>Regular octagon</u>	$A = 2(1 + \sqrt{2})a^2$	
<u>Regular polygon</u> (n sides)	$A = n \frac{ar}{2} = \frac{pr}{2}$ $= \frac{1}{4}na^2 \cot\left(\frac{\pi}{n}\right)$ $= nr^2 \tan\left(\frac{\pi}{n}\right)$ $= \frac{1}{4n}p^2 \cot\left(\frac{\pi}{n}\right)$ $= \frac{1}{2}nR^2 \sin\left(\frac{2\pi}{n}\right)$	 <p> $p = na$ (perimeter) $r = \frac{a}{2} \cot\left(\frac{\pi}{n}\right)$, $\frac{a}{2} = r \tan\left(\frac{\pi}{n}\right) = R \sin\left(\frac{\pi}{n}\right)$ r : incircle radius R : circumcircle radius </p>
<u>Circle</u>	$A = \pi r^2 = \frac{\pi d^2}{4}$ $(d = 2r : \text{diameter})$	
<u>Circular sector</u>	$A = \frac{\theta}{2}r^2 = \frac{L \cdot r}{2}$	

<u>Ellipse</u>	$A = \pi ab$	
<u>Integral</u>	$A = \int_a^b f(x)dx, f(x) \geq 0$	
	<u>Surface area</u>	
<u>Sphere</u>	$A = 4\pi r^2 = \pi d^2$	
<u>Cuboid</u>	$A = 2(ab + ac + bc)$	
<u>Cylinder</u> (incl. bottom and top)	$A = 2\pi r(r + h)$	
<u>Cone</u> (incl. bottom)	$A = \pi r(r + \sqrt{r^2 + h^2})$	
<u>Torus</u>	$A = 4\pi^2 \cdot R \cdot r$	
<u>Surface of revolution</u>	$A = 2\pi \int_a^b f(x) \sqrt{1 + [f'(x)]^2} dx$ (rotation around the x-axis)	

The above calculations show how to find the areas of many common shapes.

The areas of irregular (and thus arbitrary) polygons can be calculated using the "Surveyor's formula" (shoelace formula).^[28]