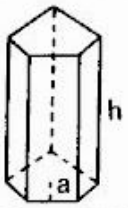
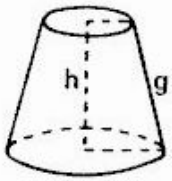
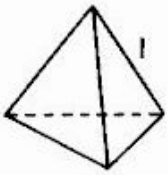
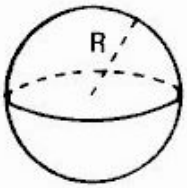
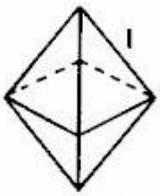
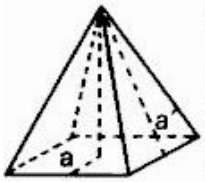
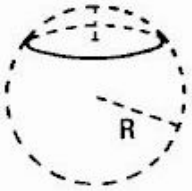
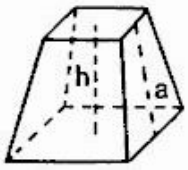
PRACTICA 1 - PROGRAMACIÓN I (C#)

Apellidos y nombres. 1AT (14-03-2017)

	**Prisma recto** $A = P(h + a)$ $V = A_b \cdot h$	**Tronco de cono** $A = \pi[g(R + r) + R^2 + r^2]$ $V = \frac{1}{3}\pi h(R^2 + r^2 + Rr)$	
	**Tetraedro regular** $A = l^2\sqrt{3}$ $V = \frac{l^3 \cdot \sqrt{2}}{12}$	**Esfera** $A = 4\pi R^2$ $V = \frac{4}{3}\pi R^3$	
	**Octaedro regular** $A = 2l^2\sqrt{3}$ $V = \frac{l^3 \cdot \sqrt{2}}{3}$	**Huso - Cuña esférica** $A = \frac{4\pi R^2}{360} \cdot n$ $V = \frac{4}{3} \cdot \frac{\pi R^3}{360} \cdot n$	
	**Pirámide recta** $A = \frac{1}{2}P \cdot (a + a')$ $V = \frac{1}{3}A_b \cdot h$	**Casquete esférico** $A = 2\pi R \cdot h$ $V = \frac{1}{3}\pi h^2 \cdot (3R - h)$	
	**Tronco de pirámide** $A = \frac{1}{2}(P + P') \cdot a + + A_b + A_{b'}$ $V = \frac{1}{3}h(A_b + A_{b'} + + \sqrt{A_b A_{b'}})$	**Zona esférica** $A = 2\pi R \cdot h$ $V = \frac{\pi h}{6}(h^2 + 3r^2 + 3r'^2)$