Cube	$oldsymbol{V}=s^3$	s: side
Parallelepiped	$oldsymbol{V} = oldsymbol{l}  imes oldsymbol{w}  imes oldsymbol{h}$	<ul><li>l: length</li><li>w: width</li><li>h: height</li></ul>
Regular prism	$ extbf{\emph{V}} =  extbf{\emph{b}}  imes  extbf{\emph{h}}$	<b>b</b> : base <b>h</b> : height
Cylinder	$oldsymbol{V}=\pi r^2 imes h$	<b>r</b> : radius <b>h</b> : height
Cone (or pyramid)	$oldsymbol{V}=rac{1}{3}b imes h$	<b>b</b> : base <b>h</b> : height
Sphere	$V=rac{4}{3}\pi r^3$	r: radius