1 | an example: semicircle revolved around the x-axis to create a sphere

We can make cuts perpendicular to the axis of rotation. In this case, you end up with a bunch of circular disks, where the height of each slice is your semicircle function.

Thus, the volume of the disk is

$$\pi f^2(x_i)\Delta x = (a^2 - x^2)\pi\Delta x$$

This is kinda like a Riemann Sum, but with more stuff added on. We can take the limit of the sum

$$\lim_{n\to\infty}\sum_{k=1}^{n}\pi(a^2 - x_i^2)\Delta x$$

Where $\Delta x = \frac{1}{n}$ and $x_i = -a + \frac{2ak}{n}$

Expressed as an integral:

$$\begin{aligned}
\int_{-a}^{a}\pi(a^2 - x^2)dx &\to \int \pi a^2 dx - \int \pi x^2 dx \\
&= \pi a^2 x - \pi\frac{1}{3}x^3 \\
&\to \pi a^3 - \pi\frac{1}{3}a^3 + \pi a^3 + \pi\frac{1}{3}(-a)^3 \\
&= 2\pi a^3 - \pi\frac{2}{3}a^3 \\
&= \frac{4}{3}\pi a^3
\end{aligned}$$

2 | now lets try a cone

Rotate

$$y = -ax + b$$

Around the y-axis. Then, each circle (which is layed out flat) has thickness dy and radius x or $\frac{y-b}{-a}$

The volume of the disk is then

$$\pi\left(\frac{y-b}{-a}\right)^2 dy$$

Or using r, h as the radius and height of the cone,

$$\pi\left(r - \frac{r}{h}y\right)^2 dy$$

And we can take the integral of that from 0 to h

$$\begin{aligned}
\int_0^h \pi\left(r - \frac{r}{h}y\right)^2 dy &\to \pi\int\left(r - \frac{r}{h}y\right)^2 dx \\
\text{Let } u = r - \frac{r}{h}y, du = -\frac{r}{h}dx \\
&= \pi - \frac{h}{r}\int u^2 du \\
&= -\pi\frac{h}{r}\frac{1}{3}u^3
\end{aligned}$$