



## OBJECTS

NO OBJECTS IN CANVAS



ADD OBJECTS

## SELECT BY TOPIC

DIFFERENTIAL EQUATIONS

OPERATIONS RESEARCH

CALCULUS

**GEOMETRY**

LINEAR ALGEBRA

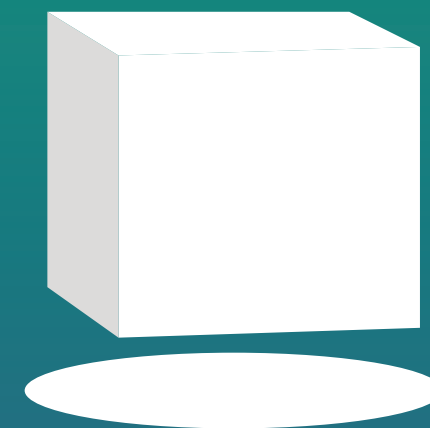
ALGEBRA

PROBABILITY AND STATISTICS

NUMBER THEORY

ICK TOPICS

CUBE



PYRAMID

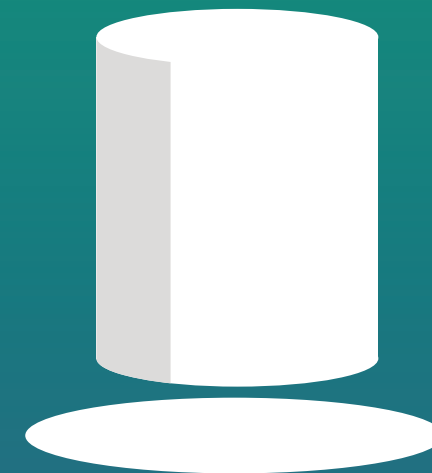


SELECT OBJECT  
GEOMETRY

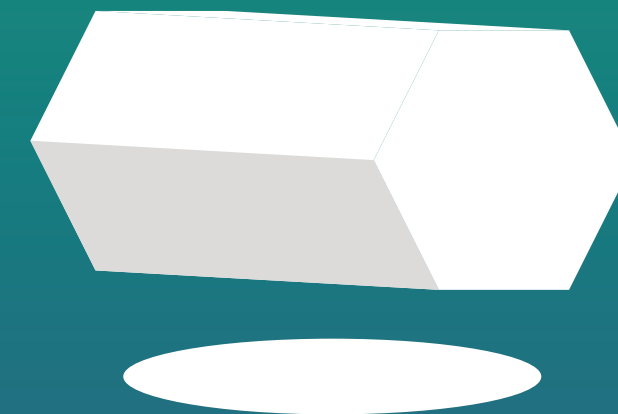
**SPHERE**



CYLINDER



PRISM



P

OBJECTS

SPHERE A

+ ADD OBJECT

SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

+ ADD VARIABLE



CLEAR CANVAS

UNDO

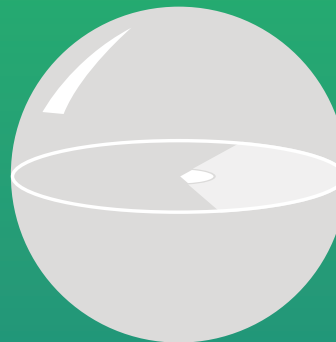
REDO

OBJECTS

SPHERE A



+ ADD OBJECT



123

456

789

0

+ - \* /

SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER2 \* RADIUS

+ NEW VARIABLE



CLEAR CANVAS



UNDO



REDO

OBJECTS

SPHERE A

+ ADD OBJECT

SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER32

+ ADD VARIABLE

CLEAR CANVAS

UNDO

REDO

OBJECTS


SPHERE A

☉ ✕

PRISM A

☉ ✕

+ ADD OBJECT



SPHERE A

RADIUS

16

VOLUME

17157.28

SURFACE AREA


3216.99

DIAMETER

32

+ ADD VARIABLE

○ ● ○ ○



PRISM A

XLENGTH

3

YLENGTH

4

ZLENGTH

3

+ ADD VARIABLE

✕

CLEAR CANVAS

↶

UNDO

↷

REDO



OBJECTS

SPHERE A

PRISM A

+ ADD OBJECT



SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER32

+ ADD VARIABLE

PRISM A

XLENGTH3

YLENGTH4

ZLENGTH3

+ ADD VARIABLE



CLEAR CANVAS



UNDO



REDO

OBJECTS

SPHERE A

PRISM A

+ ADD OBJECT



SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER32

+ ADD VARIABLE

PRISM A

XLENGTH3

YLENGTH4

ZLENGTH3

+ ADD VARIABLE



CLEAR CANVAS



UNDO



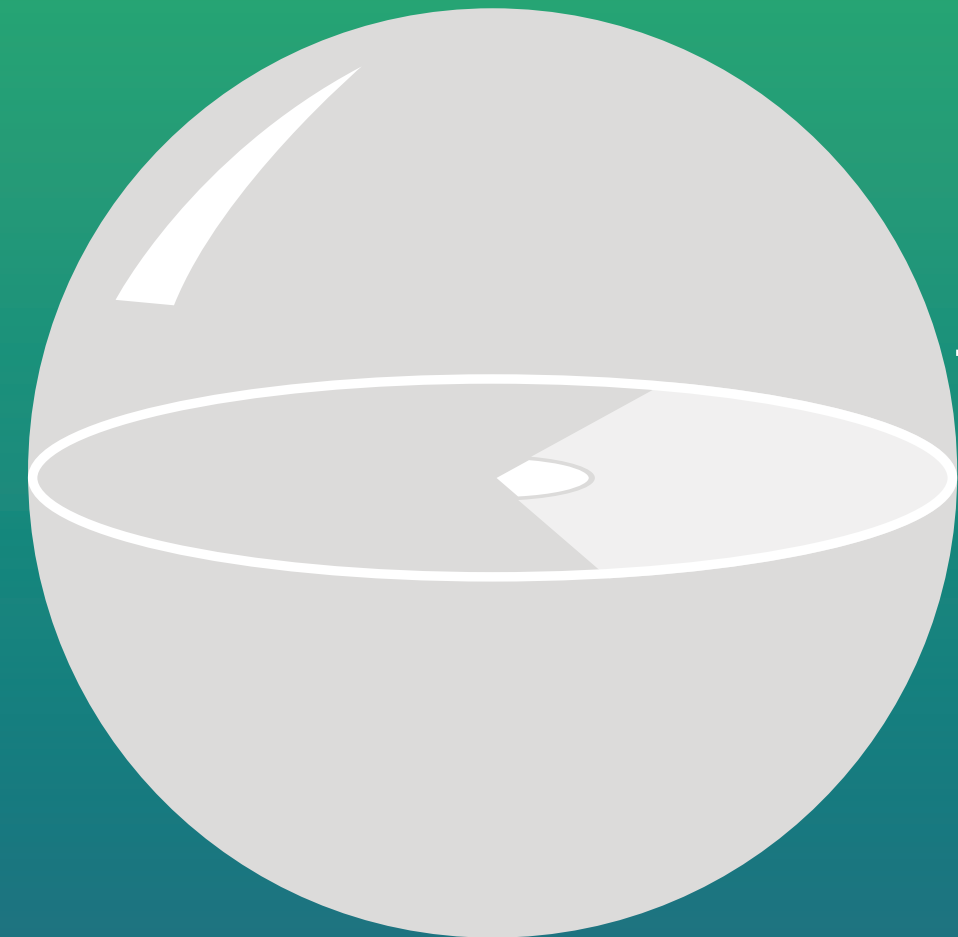
REDO

OBJECTS

SPHERE A

PRISM A

+ ADD OBJECT



SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER32

+ ADD VARIABLE

PRISM A

XLENGTH3

YLENGTH4

ZLENGTH5.3

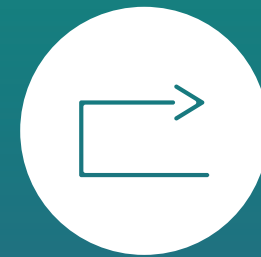
+ ADD VARIABLE



CLEAR CANVAS



UNDO



REDO



OBJECTS

SPHERE A

PRISM A

+ ADD OBJECT



SPHERE A

RADIUS16

VOLUME17157.28

SURFACE AREA3216.99

DIAMETER32

+ ADD VARIABLE

PRISM A

XLENGTH3

YLENGTH4

ZLENGTH5.3

+ ADD VARIABLE



CLEAR CANVAS



UNDO

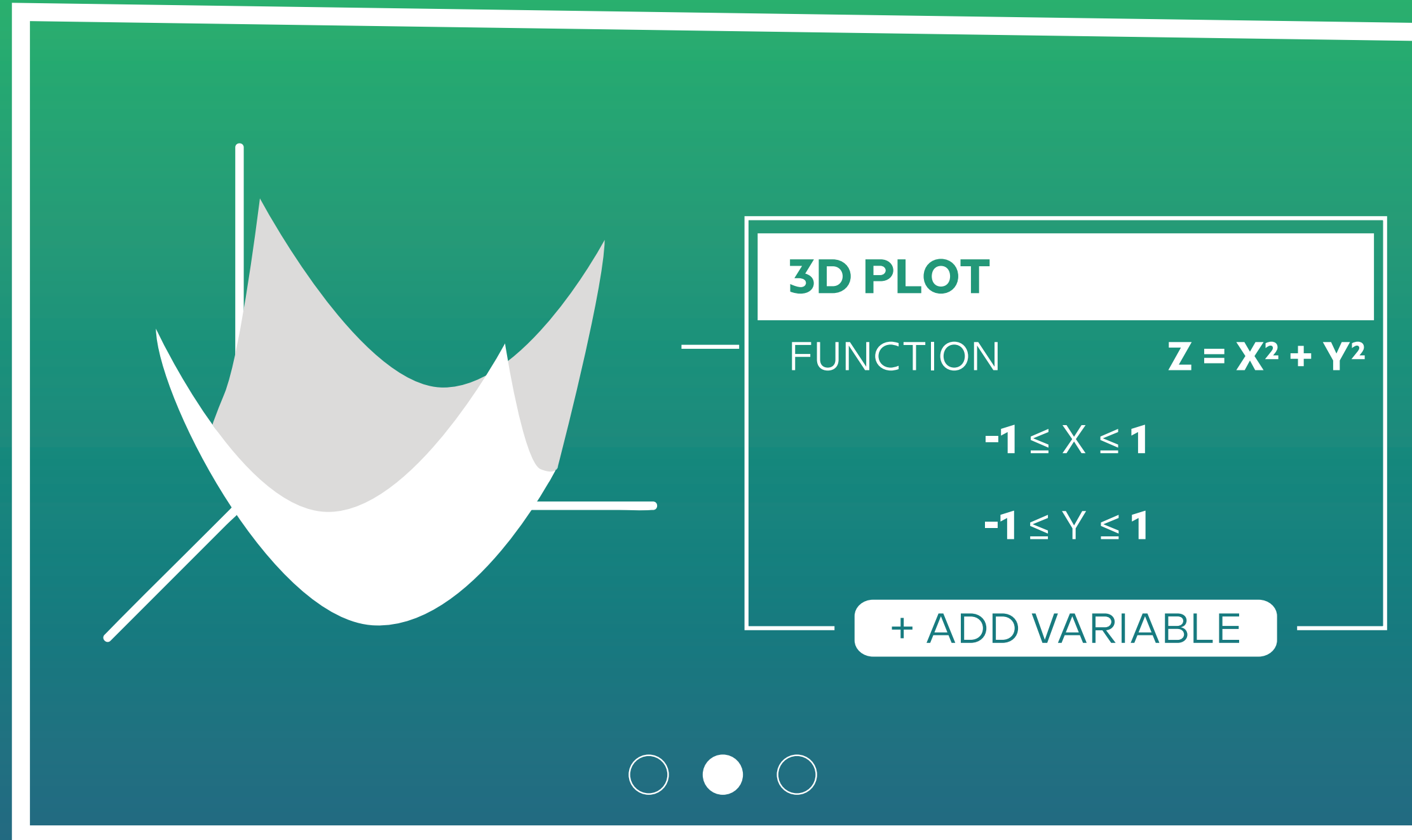


REDO

OBJECTS

3D PLOT

+ ADD OBJECT



CLEAR CANVAS

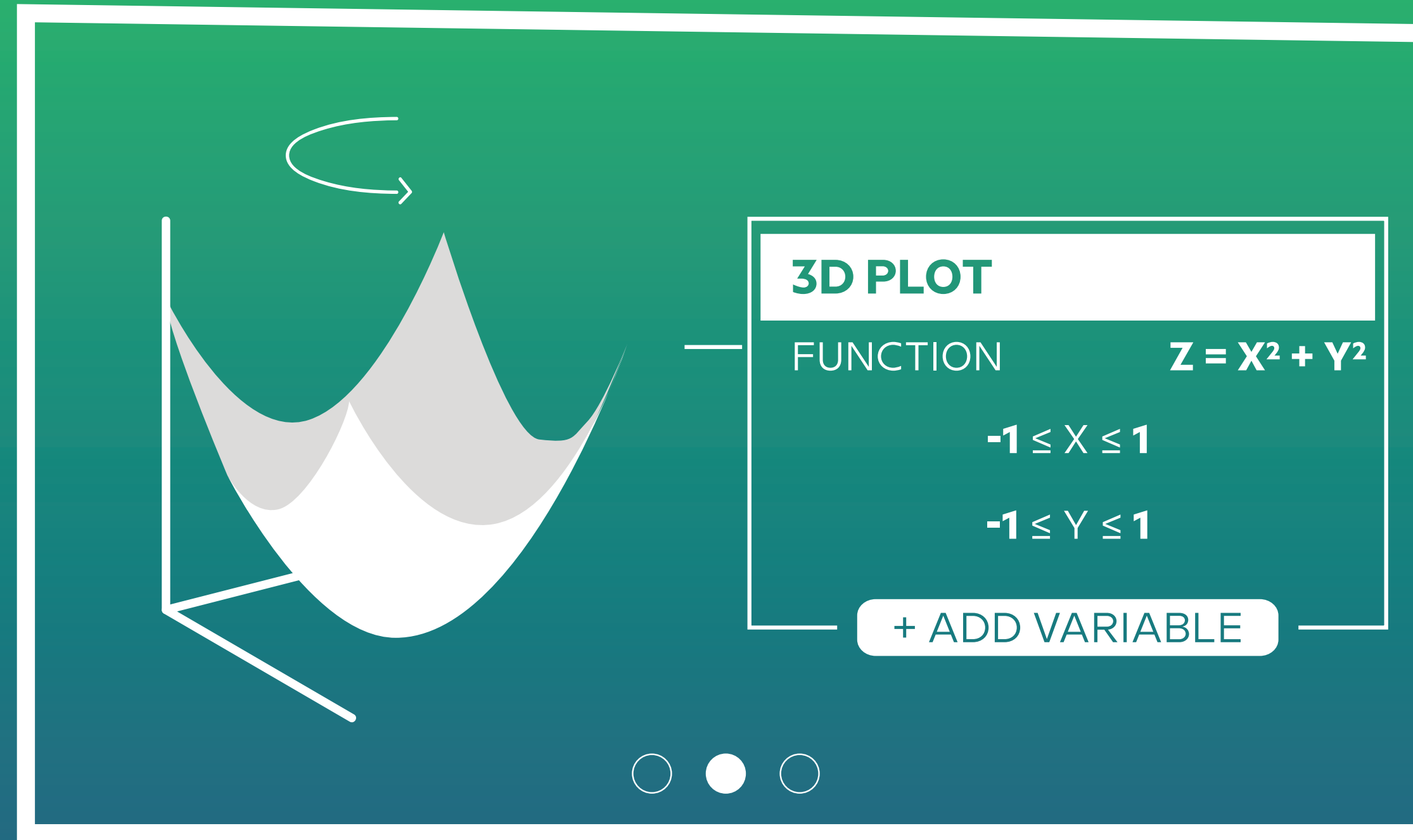
UNDO

REDO

OBJECTS

3D PLOT

+ ADD OBJECT



CLEAR CANVAS

UNDO

REDO