

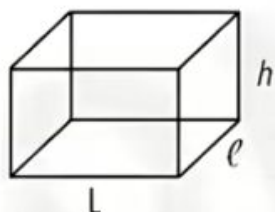
Périmètres , aires et volumes

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pavé droit

$$\text{Volume } V = L \times C \times h$$

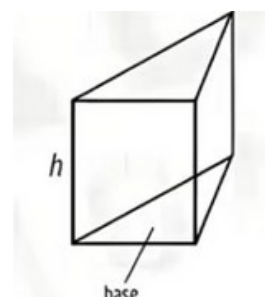
L = longueur
l = largeur
h = hauteur



Prisme droit

$$\text{Volume } V = A_{\text{base}} \times h$$

h = hauteur

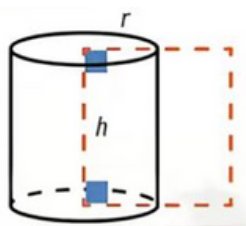


Cylindre de révolution

$$\text{Volume } V = \pi r^2 h$$

$$\text{Aire latérale } A = 2\pi r h$$

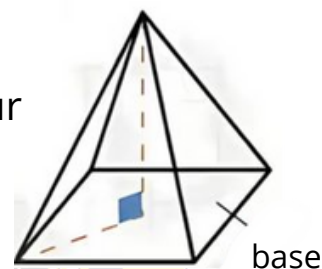
h = hauteur
r = rayon



Pyramide

$$\text{Volume } V = \frac{A_{\text{base}} \times h}{3}$$

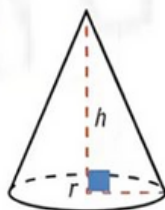
h = Hauteur



Cône de révolution

$$\begin{aligned} \text{Volume } V &= \frac{A_{\text{disque}} \times h}{3} \\ &= \frac{\pi r^2 h}{3} \end{aligned}$$

h = hauteur
r = rayon



Boule

$$\text{Volume } V = \frac{4\pi r^3}{3}$$

$$\text{Aire extérieure } A = 4\pi r^2$$

r = rayon

