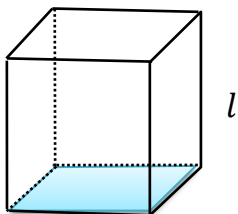
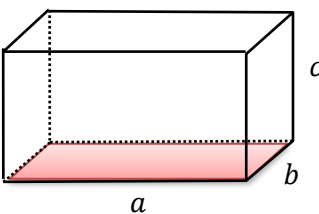
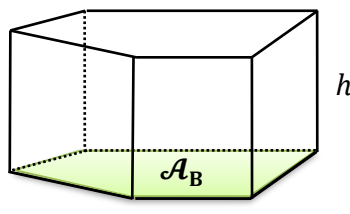
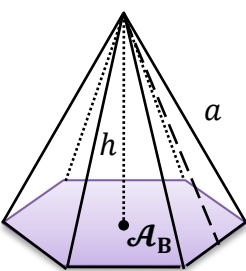
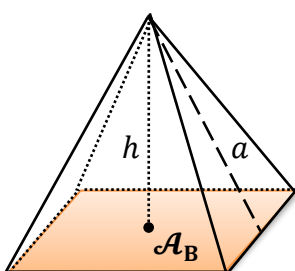
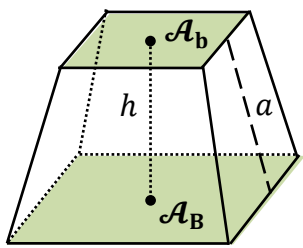
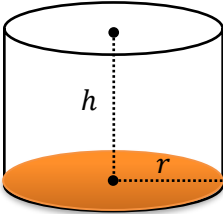
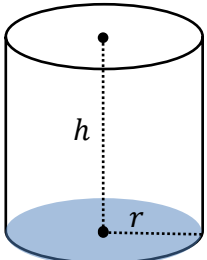
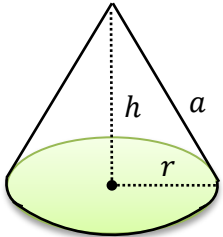
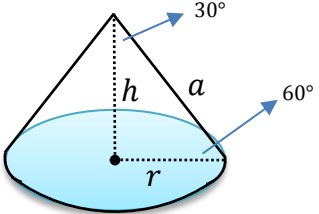
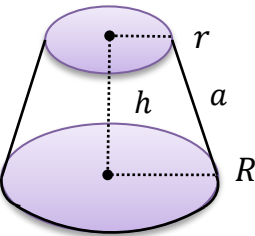
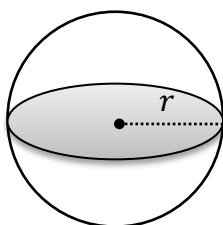
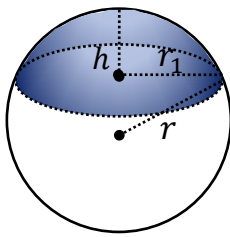
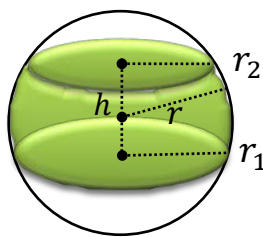
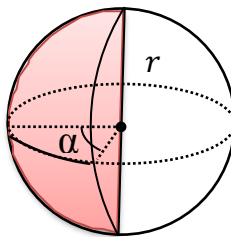
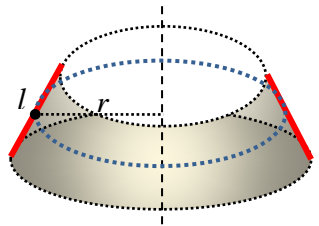
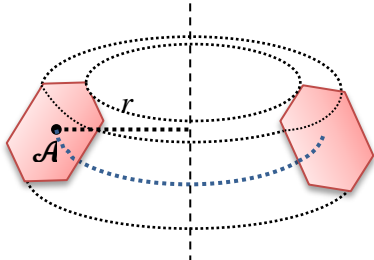



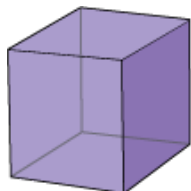
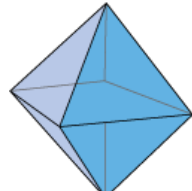

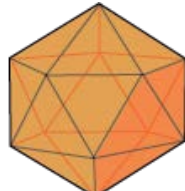
cubo		parallelepipedo rettangolo		prisma retto	
					
$V = l^3$		$V = a \cdot b \cdot c$		$V = A_B \cdot h$	
$A_B = 2l^2$	$A_L = 4l^2$	$A_B = 2ab$	$A_L = (2a + 2b)c$	A_B	$A_L = \text{perimetro di base} \cdot h$
piramide retta a base regolare		piramide retta		tronco di piramide	
					
$V = \frac{A_B \cdot h}{3}$		$V = \frac{A_B \cdot h}{3}$		$V = \frac{1}{3}h(A_B + A_b + \sqrt{A_B \cdot A_b})$	
A_B	$A_L = \frac{\text{perimetro di base} \cdot a}{2}$	A_B	$A_L = \text{somma aree facce laterali}$	$A_B + A_b$	$A_L = \text{somma aree facce laterali}$
cilindro		cilindro equilatero ($h = 2r$)		cono	
					
$V = A_B \cdot h = \pi \cdot r^2 \cdot h$		$V = A_B \cdot h = 2 \cdot \pi \cdot r^3$		$V = \frac{A_B \cdot h}{3} = \frac{\pi \cdot r^2 \cdot h}{3}$	
$A_B = 2\pi r^2$	$A_L = 2\pi r h$	$A_B = 2\pi r^2$	$A_L = 4\pi r^2$	$A_B = \pi r^2$	$A_L = \pi r a$
cono equilatero ($a = 2r$ $h = \sqrt{3}r$)		tronco di cono		sfera	
					
$V = \frac{A_B \cdot h}{3} = \frac{\pi \cdot r^3}{\sqrt{3}}$		$V = \frac{1}{3}\pi h(R^2 + r^2 + Rr)$		$V = \frac{4}{3} \cdot \pi \cdot r^3$	
$A_B = \pi r^2$	$A_L = 2\pi r^2$	$A_B = \pi(r^2 + R^2)$	$A_L = \pi(r + R)a$	$A_L = 4 \cdot \pi \cdot r^2$	

segmento sferico ad 1 base	segmento sferico a 2 basi	spicchio sferico
		
$V = \frac{h}{2} \pi r_1^2 + \frac{4}{3} \pi \left(\frac{h}{2}\right)^3$	$V = \frac{h\pi}{2} (r_1^2 + r_2^2) + \frac{4}{3} \pi \left(\frac{h}{2}\right)^3$	$V = \frac{\alpha^\circ}{270^\circ} \pi r^3 = \frac{2}{3} \pi r^3 \alpha_{rad}$
$A = 2 \pi r h$	$A = 2 \pi r h$	$A = \frac{\alpha^\circ}{90^\circ} \pi r^2 = 2 \pi r^2 \alpha_{rad}$

1° teorema di Guldino	2° teorema di Guldino
l'area della superficie generata da una linea (o da un poligono) in rotazione intorno ad un asse è uguale al prodotto della circonferenza descritta dal suo baricentro per la sua lunghezza (o perimetro)	il volume generato da una superficie in rotazione intorno ad un asse è uguale al prodotto della circonferenza descritta dal suo baricentro per l'area della sua superficie
	
$A = 2 \pi r l$	$V = 2 \pi r S$

solidi platonici o poliedri regolari

I solidi platonici sono quei solidi le cui facce, tutte uguali tra loro, sono formate da poligoni regolari e tali che in ogni vertice concorrono lo stesso numero di spigoli. Sono solo cinque:

<i>tetraedro</i> 4 triangoli equilateri	<i>esaedro (cubo)</i> 6 quadrati	<i>ottaedro</i> 8 triangoli equilateri	<i>dodecaedro</i> 12 pentagoni regolari	<i>icosaedro</i> 20 triangoli equilateri
				

Il volume dei solidi platonici si calcola moltiplicando il cubo dello spigolo per un numero caratteristico del solido:

$V = l^3 \cdot 0,1179$	$V = l^3$	$V = l^3 \cdot 0,4714$	$V = l^3 \cdot 7,6631$	$V = l^3 \cdot 2,1817$
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formula di Eulero

Indicato con:

poliedro = solido dello spazio la cui frontiera è l'unione delle facce

faccia = figura piana che compone il poliedro

spigolo = segmento di incontro delle facce

vertice = punto di incontro degli spigoli

per tutti i poliedri vale la **formula di Eulero**: $Facce + Vertici - Spigoli = 2$

