

Àrees de cossos geomètrics

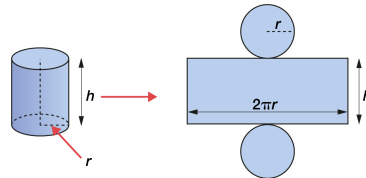
Grup Promotor
Santillana

Les expressions per calcular l'àrea d'un prisma i d'una piràmide són:

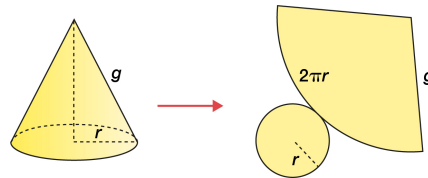
$$A_{\text{Prisma}} = A_{\text{Lateral}} + 2 \cdot A_{\text{Base}} = P_{\text{Base}} \cdot h + 2 \cdot A_{\text{Base}}$$

$$A_{\text{Piràmide}} = A_{\text{Lateral}} + A_{\text{Base}} = \frac{P_{\text{Base}} \cdot a}{2} + A_{\text{Base}}$$

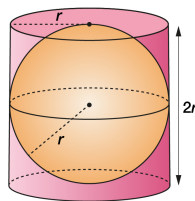
L'àrea dels cossos de revolució es pot calcular amb les expressions:



$$A_{\text{Cilindre}} = 2\pi r(h + r)$$

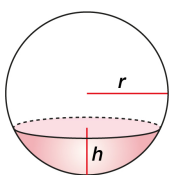


$$A_{\text{Con}} = \pi r(g + r)$$

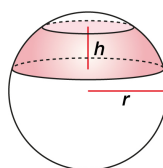


$$A_{\text{Esfera}} = 4\pi r^2$$

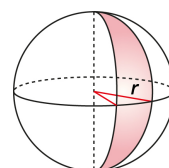
Les àrees de les figures esfèriques són:



$$A_{\text{Casquet}} = 2\pi r h$$



$$A_{\text{Zona}} = 2\pi r h$$



$$A_{\text{Fus}} = 4\pi r^2 \cdot \frac{\alpha}{360}$$