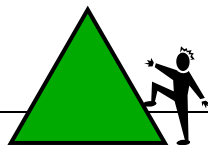

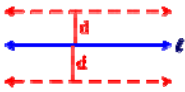
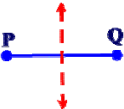
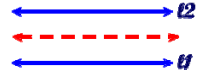
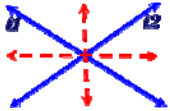
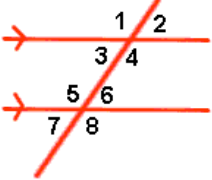
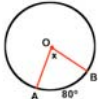
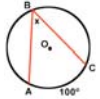
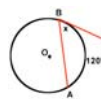
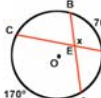
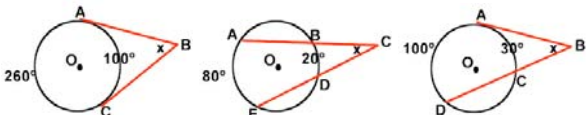


# Geometry – Things to Remember!



<p><b>3-D Figures:</b></p> <p>Prism: <math>V = Bh</math></p> <p>Pyramid: <math>V = \frac{1}{3}Bh</math></p> <p>Cylinder: <math>V = \pi r^2 h</math>; <math>SA = 2\pi rh + 2\pi r^2</math></p> <p>Cone: <math>V = \frac{1}{3}\pi r^2 h</math>; <math>SA = s\pi r + \pi r^2</math></p> <p>Sphere: <math>V = \frac{4}{3}\pi r^3</math>; <math>SA = 4\pi r^2 = \pi d^2</math></p>	<p><b>Regular Solids:</b></p> <p>Tetrahedron – 4 faces          Cube – 6 faces          Octahedron – 8 faces          Dodecahedron – 12 faces          Icosahedron – 20 faces</p>	<p><b>Locus Theorems:</b></p> <p>Fixed distance from point. </p> <p>Fixed distance from a line. </p> <p>Equidistant from 2 points. </p> <p>Equidistant 2 parallel lines. </p> <p>Equidistant from 2 intersecting lines. </p>
<p><b>Polygon Interior/Exterior Angles:</b></p> <p>Sum of int. angles = <math>180(n - 2)</math></p> <p>Each int. angle (regular) = <math>\frac{180(n - 2)}{n}</math></p> <p>Sum of ext. angles = 360</p> <p>Each ext. angle (regular) = <math>\frac{360}{n}</math></p>	<p><b>Triangles:</b></p> <p><b>By Sides:</b></p> <p>Scalene – no congruent sides          Isosceles – 2 congruent sides          Equilateral – 3 congruent sides</p> <p><b>By Angles:</b></p> <p>Acute – all acute angles          Right – one right angle          Obtuse – one obtuse angle          Equiangular – 3 congruent angles(60°)          Equilateral ↔ Equiangular</p> <p>Exterior angle of a triangle equals the sum of the 2 non-adjacent interior angles.</p> <p>Mid-segment of a triangle is parallel to the third side and half the length of the third side.</p>	<p><b>Congruent Triangles</b></p> <p>SSS          SAS          ASA          AAS          HL (right triangles only)</p> <p>NO donkey theorem (SSA or ASS)</p> <p>CPCTC (use after the triangles are congruent)</p>
<p><b>Related Conditionals:</b></p> <p>Converse: switch if and then          Inverse: negate if and then          Contrapositive: inverse of the converse (contrapositive has the same truth value as the original statement)</p>	<p>Mid-segment of a triangle is parallel to the third side and half the length of the third side.</p>	<p><b>Inequalities:</b></p> <p>--Sum of the lengths of any two sides of a triangle is greater than the length of the third side.          --Longest side of a triangle is opposite the largest angle.          --Exterior angle of a triangle is greater than either of the two non-adjacent interior angles.</p>
<p><b>Pythagorean Theorem:</b></p> <p><math>c^2 = a^2 + b^2</math></p> <p>Converse: If the sides of a triangle satisfy <math>c^2 = a^2 + b^2</math> then the triangle is a right triangle.</p>	<p><b>Similar Triangles:</b></p> <p>AA          SSS for similarity          SAS for similarity          Corresponding sides of similar triangles are in proportion.</p>	<p><b>Mean Proportional in Right Triangle:</b></p> <p>Altitude Rule: <math>\frac{\text{part hyp}}{\text{altitude}} = \frac{\text{altitude}}{\text{other part hyp}}</math></p> <p>Leg Rule: <math>\frac{\text{hyp}}{\text{leg}} = \frac{\text{leg}}{\text{projection}}</math></p>

<p><b>Parallels: If lines are parallel ...</b></p>  <p><b>Corresponding angles</b> are equal.  <math>m\angle 1 = m\angle 5</math>, <math>m\angle 2 = m\angle 6</math>, <math>m\angle 3 = m\angle 7</math>, <math>m\angle 4 = m\angle 8</math></p> <p><b>Alternate Interior angles</b> are equal.  <math>m\angle 3 = m\angle 6</math>, <math>m\angle 4 = m\angle 5</math></p> <p><b>Alternate Exterior angles</b> are equal.  <math>m\angle 1 = m\angle 8</math>, <math>m\angle 2 = m\angle 7</math></p> <p><b>Same side interior angles</b> are supp.  <math>m\angle 3 + m\angle 5 = 180</math>, <math>m\angle 4 + m\angle 6 = 180</math></p>	<p><b>Quadrilaterals:</b></p> <p><b>Parallelogram:</b>  opp. sides parallel  opp sides =  opp angles =  consec. angles supp  diag bis each other</p> <p><b>Rectangle:</b> add 4 rt angles, diag. =</p> <p><b>Rhombus:</b> add 4 = sides, diag. perp, diag bisect angles.</p> <p><b>Square:</b> All from above.</p> <p><b>Trapezoid:</b>  Only one set parallel sides.   Median of trap is parallel to both bases and = <math>\frac{1}{2}</math> sum bases.</p> <p><b>Isosceles Trap:</b>  legs =  base angles =  diagonals =  opp angles supp</p>	<p><b>Transformations:</b></p> <p><math>r_{x\text{-axis}}(x, y) = (x, -y)</math></p> <p><math>r_{y\text{-axis}}(x, y) = (-x, y)</math></p> <p><math>r_{y=x}(x, y) = (y, x)</math></p> <p><math>r_{y=-x}(x, y) = (-y, -x)</math></p> <p><math>r_{origin}(x, y) = (-x, -y)</math></p> <p><math>T_{a,b}(x, y) = (x + a, y + b)</math></p> <p><math>D_k(x, y) = (kx, ky)</math></p> <p><math>R_{90^\circ}(x, y) = (-y, x)</math></p> <p><math>R_{180^\circ}(x, y) = (-x, -y)</math></p> <p><math>R_{270^\circ}(x, y) = (y, -x)</math></p> <p>Glide reflection is composition of a reflection and a translation.</p> <p>Isometry – keeps length.</p> <p>Orientation – label order</p>
<p><b>Circle Segments</b></p> <p>In a circle, a radius perpendicular to a chord bisects the chord.</p> <p><b>Intersecting Chords Rule:</b>  (segment part)•(segment part) = (segment part)•(segment part)</p> <p><b>Secant-Secant Rule:</b>  (whole secant)•(external part) = (whole secant)•(external part)</p> <p><b>Secant-Tangent Rule:</b>  (whole secant)•(external part) = (tangent)<sup>2</sup></p> <p><b>Hat Rule:</b> Two tangents are equal.</p>	<p><b>Circle Angles:</b></p> <p>Central angle = arc</p>  <p>Inscribed angle = half arc</p>  <p>Angle by tangent/chord = half arc</p>  <p>Angle formed by 2 chords = half the sum of arcs</p>  <p>Angle formed by 2 tangents, or 2 secants, or a tangent/secant = half the difference of arcs</p> 	
<p><b>Slopes and Equations:</b></p> $m = \frac{\text{vertical change}}{\text{horizontal change}} = \frac{y_2 - y_1}{x_2 - x_1}$ <p><math>y = mx + b</math> slope-intercept</p> <p><math>y - y_1 = m(x - x_1)</math> point-slope</p>	<p><b>Coordinate Geometry Formulas:</b></p> <p>Distance Formula:  <math>d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}</math></p> <p>Midpoint Formula:  <math>(x, y) = \left( \frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right)</math></p>	<p><b>Circles:</b></p> <p>Equation of circle center at origin:  <math>x^2 + y^2 = r^2</math> where <math>r</math> is the radius.</p> <p>Equation of circle not at origin:  <math>(x - h)^2 + (y - k)^2 = r^2</math> where <math>(h, k)</math> is the center and <math>r</math> is the radius.</p>