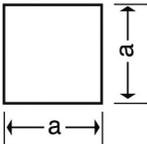
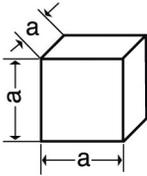
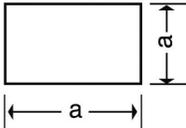
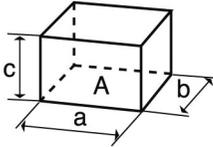
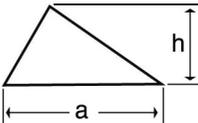
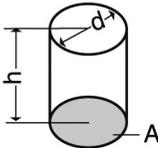
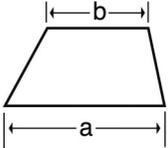
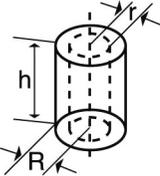
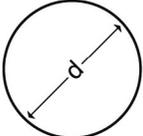
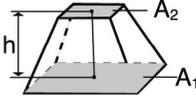
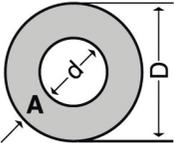
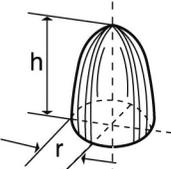


Berechnung von Flächen und Körpern

| | |
|--|---|
|  <p>Quadrat $A = a^2$ $A = \text{Fläche}$</p> |  <p>Würfel $V = a^3$ $V = \text{Volumen}$</p> |
|  <p>Rechteck $A = a \cdot b$</p> |  <p>Quader $V = A \cdot h$ oder $V = a \cdot b \cdot c$</p> |
|  <p>Dreieck $A = \frac{a \cdot h}{2}$</p> |  <p>Zylinder $V = A \cdot h$ $= \frac{\pi \cdot d^2}{4} \cdot h$ oder $V = \pi \cdot r^2 \cdot h$</p> |
|  <p>Trapez $A = \frac{a + b}{2} \cdot h$</p> |  <p>Hohlzylinder (Volumen der Wandung) $V = \pi (R^2 - r^2) \cdot h$</p> |
|  <p>Kreis $A = \frac{\pi \cdot d^2}{4}$ oder $A = \pi \cdot r^2$ $U = \pi \cdot d$ R, r = Radius U = Umfang</p> |  <p>Pyramidenstumpf Überschlag: $V = \frac{A_1 + A_2}{2} \cdot h$ Genau: $V = h (A_1 + A_2 + \sqrt{A_1 \cdot A_2})$</p> |
|  <p>Kreisring $A = \frac{\pi}{4} (D^2 - d^2)$ oder $A = \pi (R^2 - r^2)$</p> |  <p>Heuhaufen (Paraboloid) Überschlag: $V = \frac{r^2 \cdot \pi \cdot h}{2}$</p> |