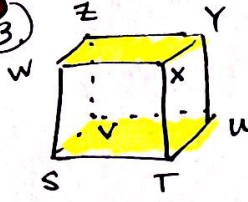
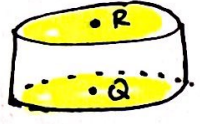


(13) rectangular prism

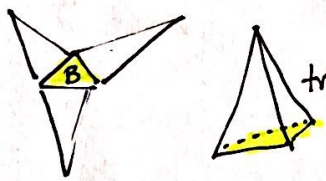


vertices: W, X, Y, Z, S, T, U, V
edges: $\overline{ZY}, \overline{XY}, \overline{WX}, \overline{WZ}, \overline{ST}, \overline{TU}, \overline{VU}, \overline{SV}, \overline{WS}, \overline{XT}, \overline{YU}, \overline{ZV}$
bases: WXYZ and STUV (can also have WXTS and ZYUV or XYUT and WZVS)

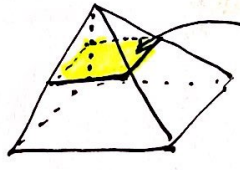
(15) cylinder
vertices: none
edges: none
bases: $\odot R$ and $\odot Q$



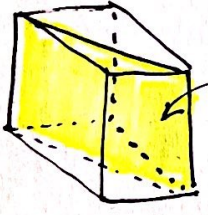
(17) triangular based pyramid



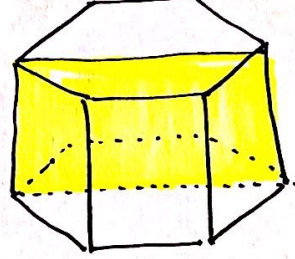
(19) square



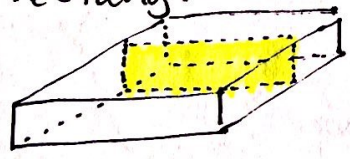
(21) rectangular prism



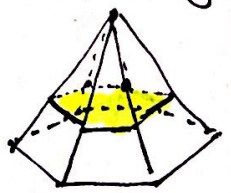
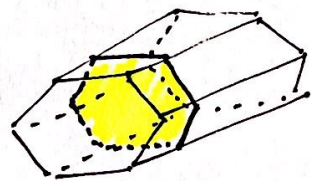
(23) cut \perp to a base or ground



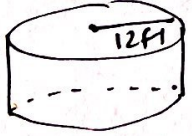
(25) Given a rectangular prism a cross section can be a rectangle



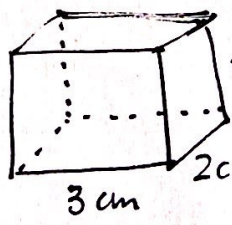
(27) Given a hexagonal prism or hexagonal pyramid a cross section can be a hexagon



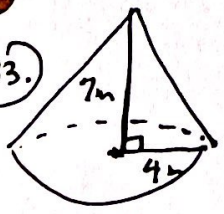
(29) Cylinder w/ bases that have 12ft. radii, height of 9ft.



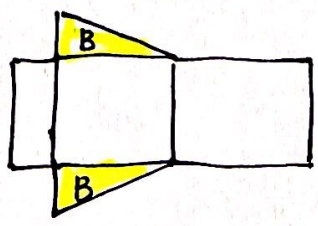
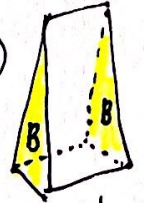
(31) 5cm (not drawn to scale) 3cm 2cm



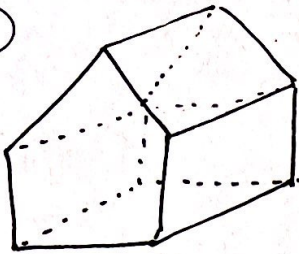
(33) 7m 4m



(35) triangular prism

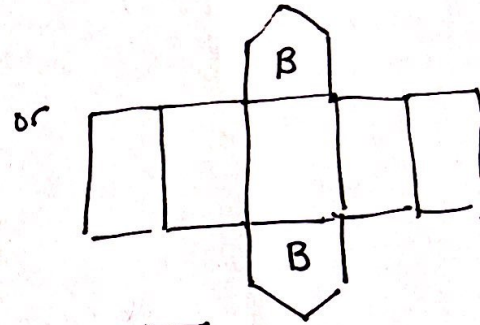
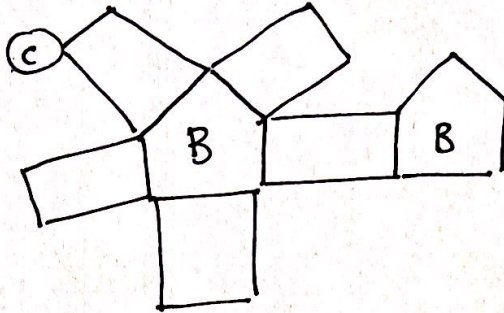


37.

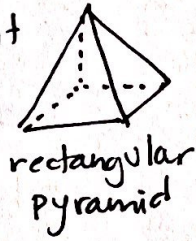


(a) pentagonal prism

(b) 2 pentagons
5 rectangles

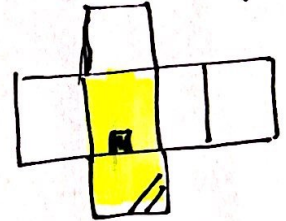


(39) 1 base has to be adjacent to the other faces, so 5 faces

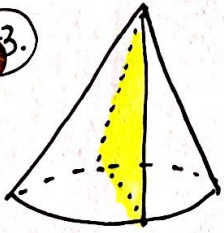


rectangular pyramid

(41) C

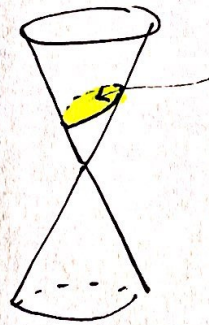


43.



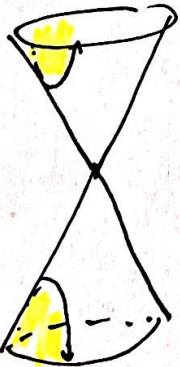
B. triangle

(45)



ellipse

47



hyperbola

