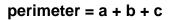
# FINDING AREA, PERIMETER, AND CIRCUMFERENCE

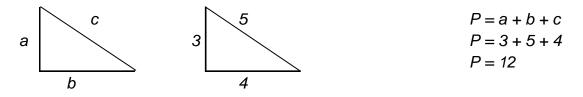
Area, perimeter, and circumference are all measures of **two-dimensional shapes**. These are things you can think of as flat: a football field, a piece of paper, or a pizza. You're probably not interested in how high they are, but you might want to know their:

- **Perimeter** or **Circumference**. This is the total length of a shape's outline. If you built a fence around its edge, how long would that fence be? If you walked around the edges of this area, how far would you have gone? The length of a straight-sided shape's outline is called its **perimeter**, and the length of a circle's outline is called its **circumference**.
- Area. This is the total amount of space inside a shape's outline. If you wanted to paint a wall or irrigate a circular field, how much space would you have to cover?

# Triangles

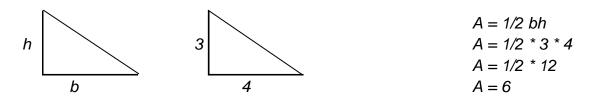
1. The **perimeter** of any triangle is the sum of its sides: a + b + c



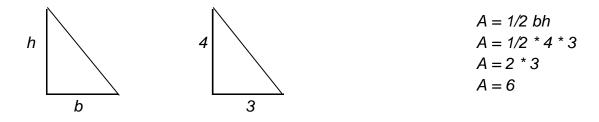


2. The **area** of any triangle is half its base times its height.

area = 1/2 bh



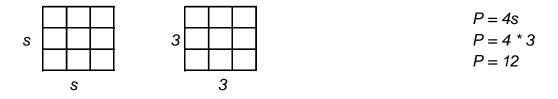
It doesn't matter which of the triangle's short legs is the "base" and which is the "height": you get the same solution either way.



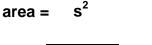
# Squares

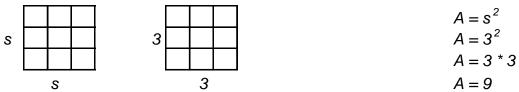
1. A square is a kind of rectangle, and the **perimeter** of any rectangle is the sum of its four sides. Since all sides of a square are the same,

# perimeter = 4s



2. The **area** of a square is equal to any one of its sides times any other: *s* \* *s*. Since that's the same as *s* squared,

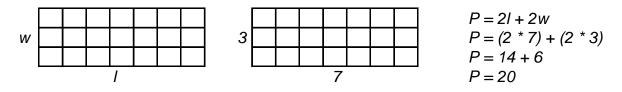




# Rectangles

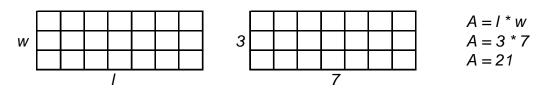
1. The **perimeter** of a rectangle is the sum of its four sides. Since a rectangle has two equal short sides (width, *w*) and two equal long sides (length, *I*),

#### perimeter = 2/ + 2w



2. The **area** of a rectangle is equal to its length times its width.

area = *I* \* *w* 

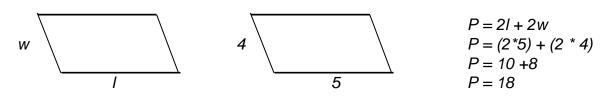


# Parallelograms

Like squares and rectangles, parallelograms are **quadrilaterals**: they have four sides and four interior angles. In a parallelogram those angles are not right angles, but the opposite sides must still be parallel to each other.

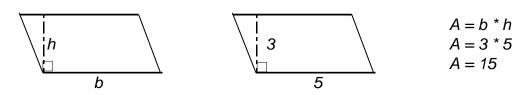
1. The **perimeter** of a parallelogram is the sum of its four sides. Since a parallelogram has two equal short sides (width, w) and two equal long sides (length, I),

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perimeter = 2/ + 2w
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2. The **area** of a parallelogram is equal to its base (another name for length) times its height. Its height is **not** the same as its width: height is measured by a vertical line perpendicular (at right angles to) the base.

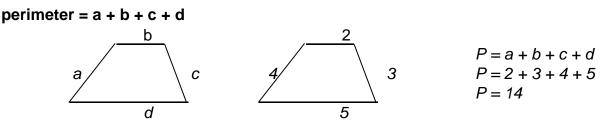
area = *b* \* *h* 



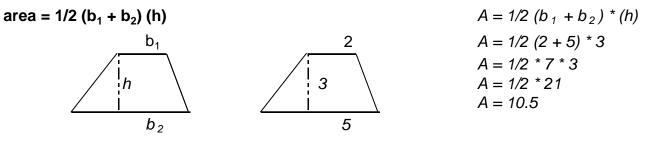
# Trapezoids

A trapezoid is also a **quadrilateral**: it has four sides, but only two are parallel.

1. The **perimeter** of a trapezoid is the sum of its four sides.



2. To find the **area** of a trapezoid, we use its two bases and its height:



# Circles

To find a circle's circumference or area, you first need to know either its

radius: r, the distance from its center to any point on its outer edge, or itsdiameter: d, the length of a straight line through the circle's center that touches any two points on the outer edge.

A circle's radius is always exactly half its diameter.

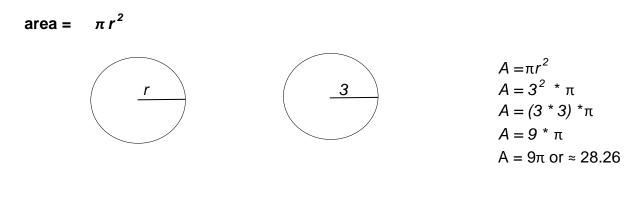


1. The circumference of any circle equals two times its radius multiplied by pi ( $\pi$ , approximately 3.14). We can also say it equals pi times its diameter.

# circumference = $2\pi r$ OR $\pi d$ $C = 2\pi^{*3}$ $C = 6^{*}\pi$ $C \approx 18.84$

Because 3.14 is only an approximate value for pi, we replace the "equals" sign (=) with the "approximately equals" sign ( $\approx$ ). For accuracy, some teachers prefer to use the symbol: the circumference of this circle is  $6\pi$ .

2. To find the **area** of a circle, square its radius and multiply the result by *pi*.



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