

Polyhedron: 3D object (faces, vertices, Edges)

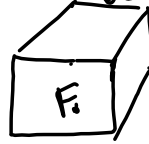
Pyramid

- 1 polygon base [name]
- Triangular lateral faces that meet at a vertex.

Surface Area: Total area of all faces. S.A.

Prism

- 2 [parallel] congruent bases [name] → polygons
- Rectangular lateral faces & (opposite bases)



$$S.A. = 2b_1h_1 + 4b_2h_2$$

$$S.A. = b(bh)$$