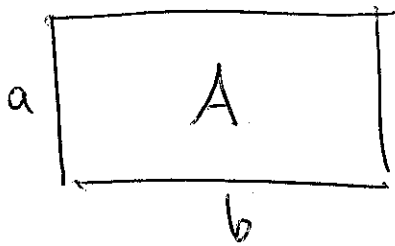


Fläche und Volumen Geometrie

Rechteck

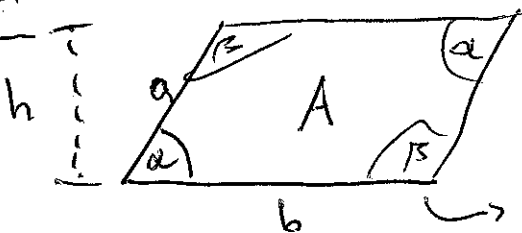


A Flächeninhalt
a, b Seitenlängen

$$A = a \cdot b$$

Winkel: $\odot \rightarrow \alpha, \beta$
Bogenmaß, Gradmaß

Parallelogramm

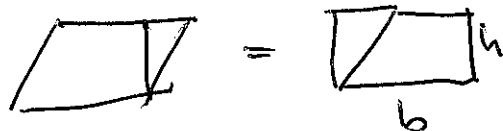


h Höhe

↳ Grundseite

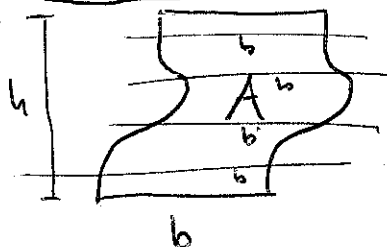
$$A = b \cdot h = a \cdot b \cdot \sin \alpha$$

denn:



$$\alpha + \beta = 180^\circ = \pi$$

allgemein: Prinzip von Cavalieri



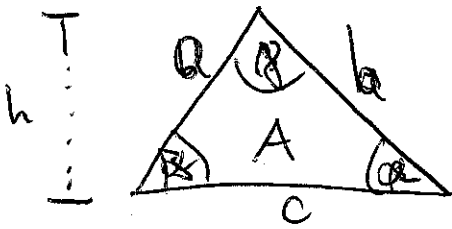
$$A = b \cdot h$$

alle Querschnitte
haben Länge b.

denn:

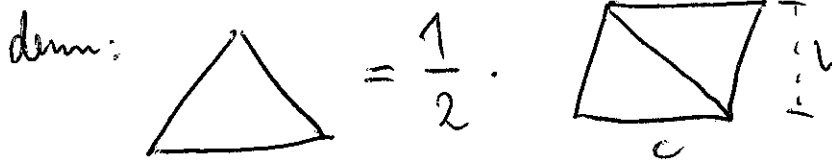


Dreieck

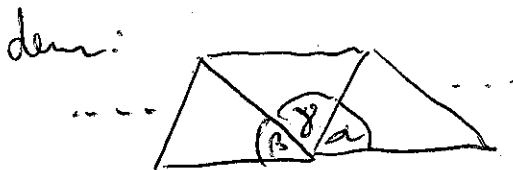


$$A = \frac{c \cdot h}{2} = \frac{\text{Grundseite} \cdot \text{Höhe}}{2}$$

$$h = b \cdot \sin \alpha \\ = a \cdot \sin \beta$$



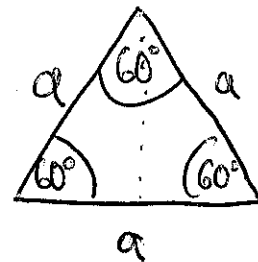
Winkelsumme: $\alpha + \beta + \gamma = 180^\circ = \pi$



spezielle Dreiecke:

gleichseitig

$$a = b = c$$



$$A = \frac{a^2 \sin 60^\circ}{2} \\ = \frac{\sqrt{3}}{4} a^2$$

gleichschenkelig

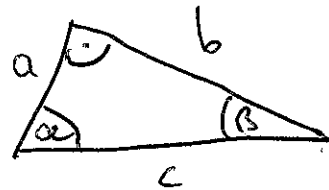
$$\alpha = \beta$$



rechtwinklig

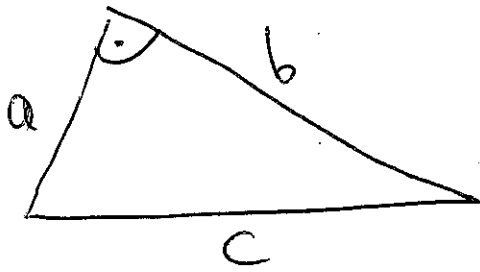
$$\gamma = 90^\circ$$

$$(\text{also } \alpha + \beta = 90^\circ)$$



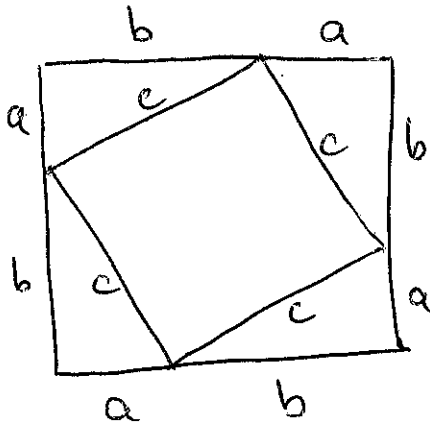
$$A = \frac{ab}{2}$$

Satz des Pythagoras



$$a^2 + b^2 = c^2$$

dem:



~~Fläche großer Quadrat~~
~~= Fläche~~

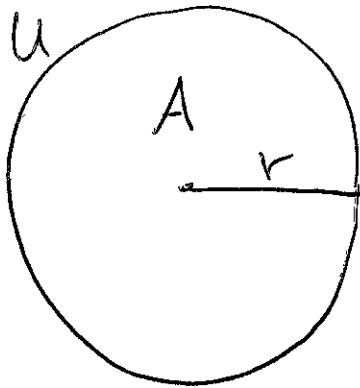
$$\Rightarrow \begin{array}{|c|} \hline b \\ \hline a \\ \hline \end{array} = \begin{array}{|c|} \hline c \\ \hline c \\ \hline \end{array} + 4 \cdot \begin{array}{|c|} \hline c \\ \hline a \\ \hline b \\ \hline \end{array}$$

$$(a+b)^2 = c^2 + 4 \cdot \frac{ab}{2} \quad | : 2ab$$

$$a^2 + 2ab + b^2$$

$$\Rightarrow a^2 + b^2 = c^2$$

Kreis



r Radius

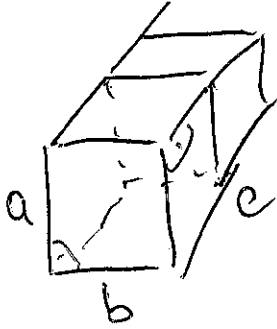
u Umfang

$$u = 2\pi r$$

$$A = \pi r^2$$

$\pi = 3,14159\dots$ Kreiszahl

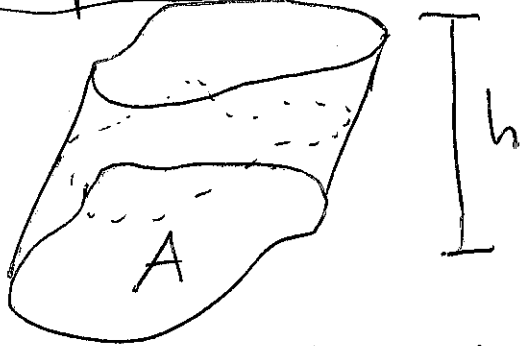
~~Würfel~~ Quader



V Volumen

$$V = a \cdot b \cdot c$$

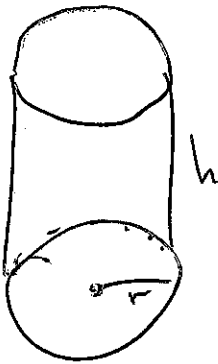
Prinzip von Cavalieri



$$V = A \cdot h$$

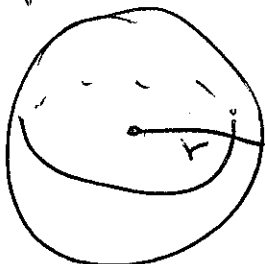
alle Querschnitte sind
gleich

Zylinder



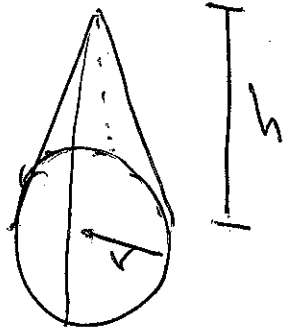
$$V = \pi r^2 h$$

Kugel



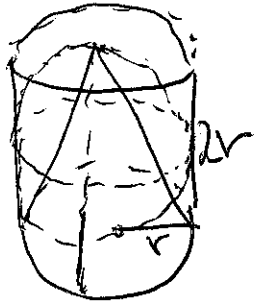
$$V = \frac{4}{3} \pi r^3$$

Kegel



$$V = \frac{1}{3} \pi r^2 h$$

Merkegel



$$= \begin{matrix} V_{\text{Zylinder}} & : & V_{\text{Kegel}} & : & V_{\text{Kegel}} \\ & & 3 & : & 2 & : & 1 \end{matrix}$$