A solid with all flat surfaces that enclose a single region of space is called a
$\qquad$ . Each flat surface, or $\qquad$ is a polygon. The line segments where the faces intersect are called $\qquad$ . The point where three or more edges meet is called a $\qquad$ .

Polyhedra can be classified as $\qquad$ or $\qquad$ A prism has two congruent faces called $\qquad$ connected by parallelogram faces. A pyramid has a polygonal base and three or more triangular faces that meet at a common vertex. Polyhedra are named by their bases.

In an $\qquad$ the edges of the faces connecting the bases are not perpendicular to the bases. In a $\qquad$ those edges are perpendicular to the bases.


## Euler's Theorem Net <br> ( $\mathrm{F}+\mathrm{V}-\mathrm{E}=2$ )

Faces $=$
Vertices $=$
Edges = $\qquad$

Faces $=$ $\qquad$
Vertices = $\qquad$
Edges =

$\mathrm{SA}=$
$\mathrm{V}=$
$\mathrm{SA}=$
Edges
$\qquad$
Surface Area and Volume

$\mathrm{V}=$

## Pyramid



Faces $=$ $\qquad$
Vertices $=$ $\qquad$
Edges = $\qquad$

$\mathrm{SA}=$
$\mathrm{V}=$

## Cylinder




Cone


Sphere


Other solids are a $\qquad$ , which has parallel circular bases connected by a curved surface, a $\qquad$ , which has a circular base connected by a curved surface to a single vertex, or a $\qquad$ .

Oblique pyramid


Oblique cylinder


## Oblique cone



