

# GEOMETRY - Part 1

segments, lines, planes, geometric formulas

## GEOMETRY HISTORY

Geometry means earth measurement. Early people used their basic knowledge of geometry to build roads, bridges, pyramids, and irrigation systems. The more formal study of geometry today is based on an interest in logical reasoning and mathematics, rather than in measurement alone. Euclid (c.300 B.C.), a legendary Greek geometer, was a brilliant volunteer set of books named **The Elements**, in which the geometric relationships were derived through deductive reasoning. Thus, the formal geometry studied today is often called **Euclidean geometry**. This geometry is also called **plane geometry** because the relationships deal with flat surfaces. Geometry has useful real terms, related terms, postulates (statements that have not been proved, but have "worked" for thousands of years), and theorems (relationships that have been mathematically and logically proven).

## GEOMETRIC FORMULAS

**Perimeter:** The perimeter,  $P$ , of a two-dimensional shape is the sum of all side lengths. Area: The area,  $A$ , of a two-dimensional shape is the number of square units that can be put in the shape enclosed by the sides. **Surface Area:** is the sum of the area combinations of multiplying lengths and widths, which always form 90° angles and will work except in circles. **Volume:** The volume,  $V$ , of a three-dimensional object is the number of cubic units that can be put in the object enclosed by all the sides.

**Square Area:**  
 $A = s^2$ , if  $s = 4$  and  $h = 4$ , then  $A = 16$  square units.



**Rectangle Area:**  
 $A = l \times w$ , if  $l = 4$  and  $w = 2$ , then  $A = 8$  square units.



**Triangle Area:**  
 $A = \frac{1}{2}bh$ , if  $b = 4$  and  $h = 2$ , then  $A = 4$  square units.



**Parallelogram Area:**  
 $A = b \times h$ , if  $b = 4$  and  $h = 2$ , then  $A = 8$  square units.



**Trapezoid Area:**  
 $A = \frac{1}{2}(b_1 + b_2)h$ , if  $b_1 = 4$ ,  $b_2 = 2$ , and  $h = 2$ , then  $A = 6$  square units.



**Circle Area:**  
 $A = \pi r^2$ , if  $r = 1$ , then  $A = 3.14$  square units.



**Perimeter Theorem:**  
 If a circle inscribed in a square,  $s = 2r$  and  $A = \pi r^2$ .



**Rectangle Prism Volume:**  
 $V = l \times w \times h$ , if  $l = 4$ ,  $w = 2$ , and  $h = 2$ , then  $V = 16$  cubic units.



**Cube Volume:**  
 $V = s^3$ , each edge length,  $s$ , is equal to the other edge in a cube. If  $s = 2$ , then  $V = 8$  cubic units.



**Cylinder Volume:**  
 $V = \pi r^2 h$ , if  $r = 1$  and  $h = 2$ , then  $V = 2\pi$  cubic units.



**Cone Volume:**  
 $V = \frac{1}{3}\pi r^2 h$ , if  $r = 1$  and  $h = 2$ , then  $V = \frac{2}{3}\pi$  cubic units.



**Triangular Prism Volume:**  
 $V = \frac{1}{2}bh \times l$ , if  $b = 4$ ,  $h = 2$ , and  $l = 2$ , then  $V = 8$  cubic units.



**Rectangular Pyramid Volume:**  
 $V = \frac{1}{3}l \times w \times h$ , if  $l = 4$ ,  $w = 2$ , and  $h = 2$ , then  $V = \frac{16}{3}$  cubic units.



**Sphere Volume:**  
 $V = \frac{4}{3}\pi r^3$ , if  $r = 1$ , then  $V = \frac{4}{3}\pi$  cubic units.



## DESCRIPTIONS OF UNDEFINED TERMS

### Point

- A **point** can be described as a location with no length, no width, and no depth.
- A **point** is a letter named with a capital letter. It is usually located by writing a dot above the name of a point, although the points cannot really be drawn because they have no dimensions. (See Examples 1, 2, and 3 on page 4.)

### Line

- A **line** may be described as a set of points going straight on forever in two opposite directions. Lines are straight and never end. There is no end to how far the phrase "straight line" because lines are straight. If something is not straight it cannot be a line. Lines are always evenly spaced. Lines have length, but no width and no depth. Lines cannot be bent or curved. They have length and depth. Experimental lines are drawn on flat surfaces as straight and indicate that the line has no end.
- Lines are usually named by one of two ways. The line containing points  $K$  and  $N$  may be named by either:
  - Using only the letters  $K$  and  $N$  above the line, as shown in the diagram above the points. For example,  $\overleftrightarrow{KN}$  or  $\overleftrightarrow{NK}$  (the order of the letters doesn't matter), the line indicator above the capital letters always points horizontally from left to right and never in any other direction. It is the usual direction of the points in space that determines the location and direction of the real line, not the direction of the line indicator above the capital letters on the diagram.
  - By using the letters  $l$  and  $m$  above a number subscript. For example,  $l_1$  or  $l_2$ .



**C:** *These are Euclidean geometry; points can be thought of as having no dimensions, and geometric objects of lines can be described. See Algebra - Part 2.*

### Planes

- A **plane** may be described as a set of points going on forever in all directions except for one dimension that cannot depth, meaning the very surface of a perfectly flat piece of paper extending on forever in every direction but having no thickness at all. This could be a flat structure such that when any two points in this plane are connected by a line, all points on the line are also in the plane. Planes have length and width, but no depth.
- If **planes** are simply referred to as "plane" or "plane ABC" (any 3 points on the plane that are not on the same line) or "the plane containing ..." (whatever points in the diagram) **planes** cannot be drawn. Representations of planes are usually drawn as parallelograms, either with the arrows indicating that the planes go on forever or without the arrows even though the points do go on forever.



### Postulates

Postulates are statements that have been used and accepted for centuries without formal proof. These are postulates:

- A line contains at least 2 points, and any 2 points locate exactly one line.

- A plane contains at least 3 points that are not all on the same line, and any 3 points that are not on the same line locate exactly one plane. Therefore, a line and one point not on the line also locate exactly one plane.



**C:** Any 3 points locate at least one plane.



Three collinear points are not sufficient to define a plane.



Three non-collinear points define a plane and are sufficient to define a plane.

- Two points of a line are in a plane, then the line is in the plane, or, if two points are in a plane then the line containing the two points is also in the plane.



If two points are in a plane, then the line containing the two points is also in the plane.



If two points are in a plane, then the line containing the two points is also in the plane.

- Two planes intersect, then their intersection is a line.



Two planes intersect in a line.

## DEFINED TERMS

There are many defined terms of plane geometry. The definitions of these terms will be given by name, group, group, group, the study grade rather than grouped by one big list.

**Point:** Postulates for several are relationships and statements that have worked for centuries and are accepted as true mathematically. These are relationships and statements that have been proven mathematically. Postulates and theorems are given throughout the book. They also are stated under the various topics of geometry. Sometimes they are defined as postulates or theorems, and sometimes they are simply stated and not labeled.

### Space

It is the set of all points. Space goes on forever in every direction, with infinite length, width, and depth. Space has no special location. It is simply defined as space. Space contains at least 4 points that are not all on the same plane.

### General Terms

- Two adjacent shapes on the same edge of equal size share a side, after some movement of the shapes they can be made to fit exactly on top of each other.
- Non-adjacent parts of adjacent polygons are adjacent:** that is, one of the polygons has one side shared with the other polygon, then the parts that touch correspondingly are adjacent.

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