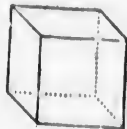


D

SOLIDS.



Cube.



Triangular Prism. Cylinder.

A **Cube** is a solid with six equal square faces.

A **Prism** is a solid that has two equal and parallel plane figures for its ends. Its sides are parallelograms. It is called a *triangular prism*, a *square prism*, a *pentagonal prism*, etc., according as it has *triangles*, *squares*, *pentagons*, etc., for its ends or bases.

A **Cylinder** is a round solid having circular ends.

1. How do you find the solid content of a cube? (Book II., p. 86.)

2. How do you find the solid content of a prism or cylinder?

Ans. Multiply the area of the base by the height.

3. Are these two rules really the same?

4. Make from paper* a triangular prism and spread it out flat. Its three upright faces become a figure of what kind? Its two ends are figures of what kind? How find the area of its three upright faces? Of its two bases? Of the whole?

5. Repeat the above process with a cylinder.

6. Give a rule for finding the area of a cube, prism or cylinder.

Ans. Multiply the perimeter of the figure by its height. To this product (which is the area of the upright surface) add the area of the two bases.

* This may be done by wrapping paper round a wooden model.