

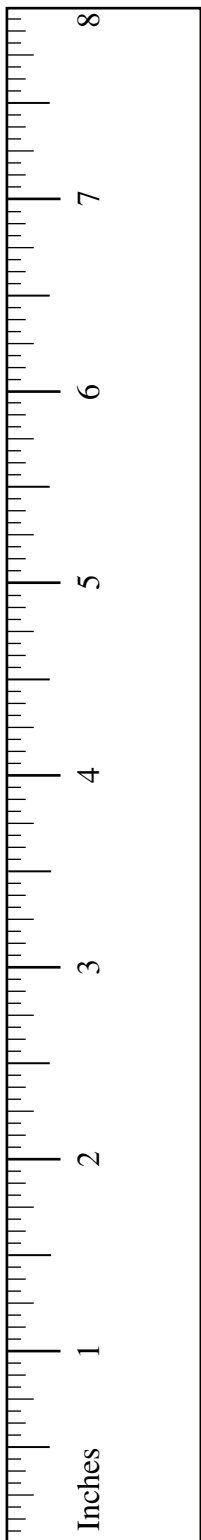
UNIT CONVERSION

	Common Imperial	Imperial and Metric	Metric
Length	1 mile = 1760 yards 1 mile = 5280 feet 1 yard = 3 feet 1 yard = 36 inches 1 foot = 12 inches	1 mile \approx 1.609 km 1 yard \approx 0.9144 m 1 foot \approx 0.3048 m 1 inch \approx 2.54 cm	1 km = 1000 m 1 m = 100 cm 1 cm = 10 mm
Mass (Weight)	1 ton = 2000 pounds 1 pound = 16 ounces	1 pound \approx 0.454 kg 1 ounce \approx 28.35 g	1 t = 1000 kg 1 kg = 1000 g
Common Abbrevia- tions	mile = mi yard = yd ton = ton feet = ' or ft inch = " or in pound = lb ounce = oz		kilometre = km metre = m centimetre = cm millimetre = mm tonne (metric ton) = t gram = g

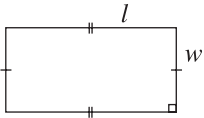
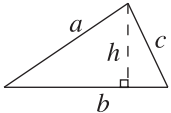
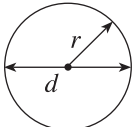
FORMULAE

<p>(Put your calculator in Degree Mode)</p> <ul style="list-style-type: none"> Right triangles $\sin A = \frac{\text{opposite}}{\text{hypotenuse}}$ $\cos A = \frac{\text{adjacent}}{\text{hypotenuse}}$ $\tan A = \frac{\text{opposite}}{\text{adjacent}}$ <p><i>Pythagorean Theorem</i></p> $a^2 + b^2 = c^2$ <p>distance = speed \times time</p>		<ul style="list-style-type: none"> The equation of a line: $y = mx + b$ $Ax + By + C = 0$ $y - y_1 = m(x - x_1)$ The slope of a line: $m = \frac{\text{rise}}{\text{run}} = \frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_2 - x_1}$ 																
Math Tiles Legend																		
<table style="width: 100%; border: none;"> <tbody> <tr> <td style="text-align: center; border: 1px solid black; width: 50px; height: 50px; background-color: white;"></td> <td style="text-align: center; padding: 0 10px;">$+x^2$</td> <td style="text-align: center; border: 1px solid black; width: 50px; height: 50px; background-color: gray;"></td> <td style="text-align: center; padding: 0 10px;">$-x^2$</td> </tr> <tr> <td style="text-align: center; border: 1px solid black; width: 50px; height: 15px; background-color: white;"></td> <td style="text-align: center; padding: 0 10px;">$+x$</td> <td style="text-align: center; border: 1px solid black; width: 50px; height: 15px; background-color: gray;"></td> <td style="text-align: center; padding: 0 10px;">$-x$</td> </tr> <tr> <td style="text-align: center; border: 1px solid black; width: 10px; height: 30px; background-color: white;"></td> <td></td> <td style="text-align: center; border: 1px solid black; width: 10px; height: 30px; background-color: gray;"></td> <td></td> </tr> <tr> <td style="text-align: center; padding: 5px;"> $+1$</td> <td></td> <td style="text-align: center; padding: 5px;"> -1</td> <td></td> </tr> </tbody> </table>				$+x^2$		$-x^2$		$+x$		$-x$					 $+1$		 -1	
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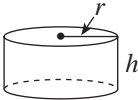
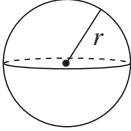
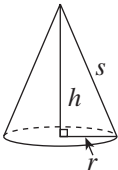
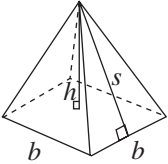
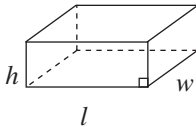
GEOMETRIC FORMULAE

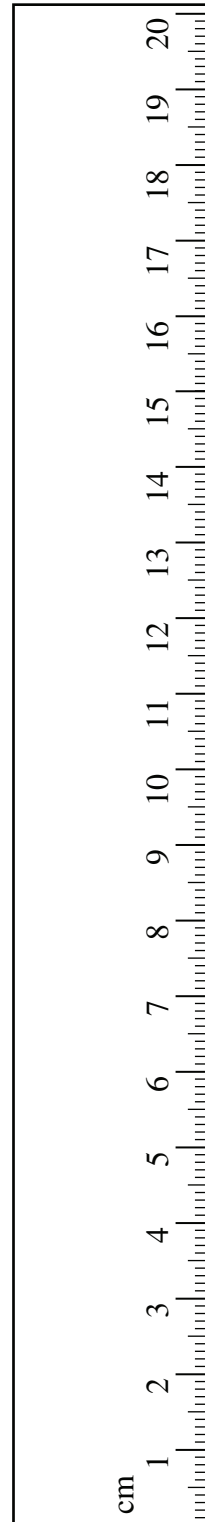


Key Legend	
l = length w = width b = base h = height s = slant height r = radius d = diameter	P = perimeter C = circumference A = area SA = surface area V = volume

Geometric Figure	Perimeter	Area
Rectangle 	$P = 2l + 2w$ or $P = 2(l + w)$	$A = lw$
Triangle 	$P = a + b + c$	$A = \frac{bh}{2}$
Circle 	$C = \pi d$ or $C = 2\pi r$	$A = \pi r^2$

NOTE: Use the value of π programmed in your calculator rather than the approximation of 3.14.

Geometric Figure	Surface Area	Volume
Cylinder 	$A_{top} = \pi r^2$ $A_{base} = \pi r^2$ $A_{side} = 2\pi rh$ $SA = 2\pi r^2 + 2\pi rh$	$V = (\text{area of base}) \times h$
Sphere 	$SA = 4\pi r^2$ or $SA = \pi d^2$	$V = \frac{4}{3}\pi r^3$
Cone 	$A_{side} = \pi rs$ $A_{base} = \pi r^2$ $SA = \pi r^2 + \pi rs$	$V = \frac{1}{3} \times (\text{area of base}) \times h$
Square-Based Pyramid 	$A_{triangle} = \frac{1}{2}bs$ (for each triangle) $A_{base} = b^2$ $SA = 2bs + b^2$	$V = \frac{1}{3} \times (\text{area of base}) \times h$
Rectangular Prism 	$SA = wh + wh + lw + lw + lh + lh$ or $SA = 2(wh + lw + lh)$	$V = (\text{area of base}) \times h$
General Right Prism	$SA = \text{the sum of the areas of all the faces}$	$V = (\text{area of base}) \times h$
General Pyramid	$SA = \text{the sum of the areas of all the faces}$	$V = \frac{1}{3} \times (\text{area of base}) \times h$



NOTE: Use the value of π programmed in your calculator rather than the approximation of 3.14.

ROUGH WORK SPACE
(No marks will be given for work done on this page.)

