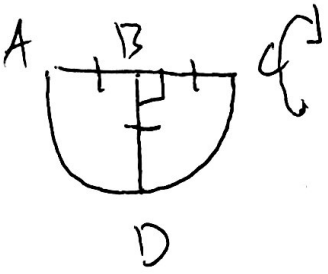
Geometry 2D -> 3D Review

1) 

Sphere (4)

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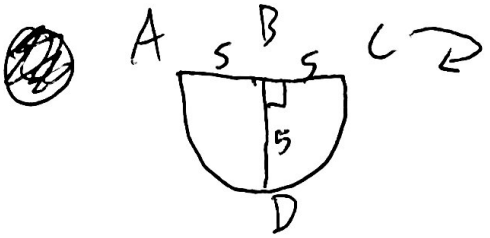
2) 

half sphere (Hemisphere)

$r = 5$

$V = \frac{4}{3}\pi(5)^3 = \frac{\frac{500}{3}\pi}{2} = \boxed{\frac{250\pi}{3}}$ (1)

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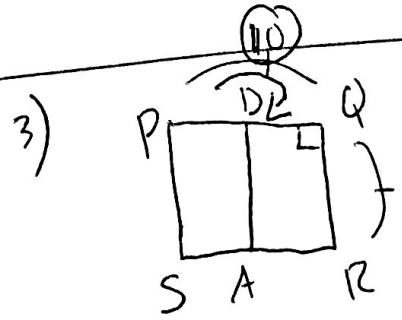
3) 

(Square)

Cylinder $r = 5$ (4)

$V = \pi(5)^2(10)$

$V = 250\pi$

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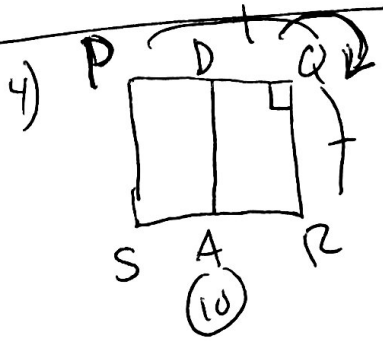
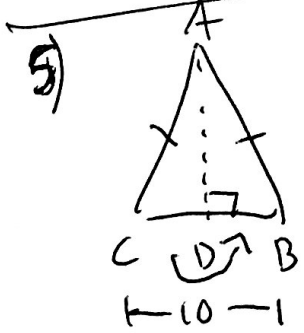
4) 

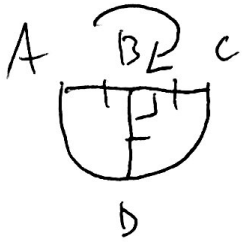
Cylinder $r = 10$

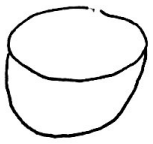
(2)

Square

5) 

Cone $r = 5$ (3)

6) 



hemispherical

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7) 

Cylinder w/ cone hole in center

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8) 

Cone

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9) No b/c if you rotate you will always have a circular base + pyramid/prism must have a polygon base