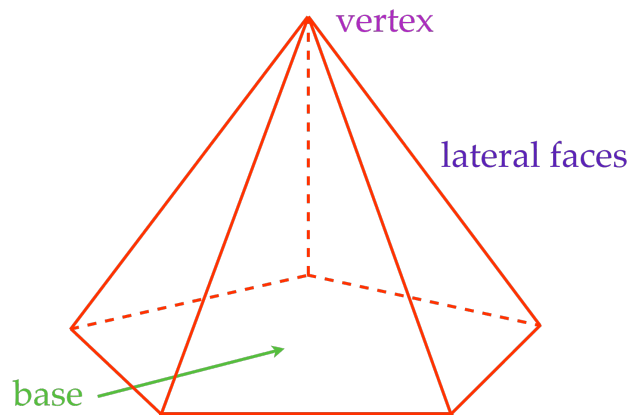


Pyramid

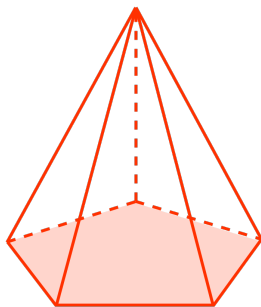
a **solid** with one face, called the **base** and all other **lateral faces** intersecting at one point, called the **vertex**.



Pyramid

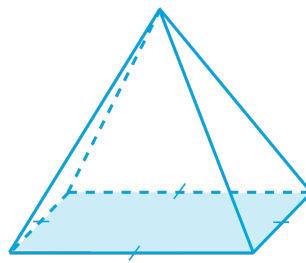
pyramids are named according to the shape of its **base**.

hexagonal pyramid



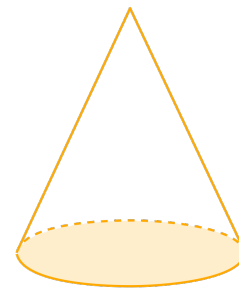
hexagon

square pyramid



square

circular pyramid
cone

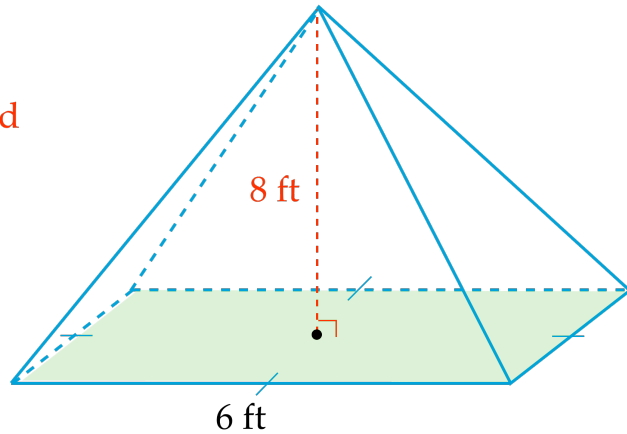


circle

Pyramid

pyramids are named according to the shape of its base.

$$V = \frac{1}{3} \cdot \text{Volume of Pyramid} \cdot \text{Area of base} \cdot \text{height of pyramid}$$
$$V = \frac{1}{3} B \cdot h$$



Pyramid

pyramids are named according to the shape of its base.

$$V = \frac{1}{3} \cdot \text{Volume of Pyramid} \cdot \text{Area of base} \cdot \text{height of pyramid}$$
$$V = \frac{1}{3} B \cdot h$$

