

GEOMETRY (COMMON CORE)



FACTS YOU MUST KNOW COLD FOR THE REGENTS EXAM





Polygons – Interior/Exterior Angles

Sum of Interior Angles: $180(n - 2)$

Each Interior Angle of a Regular Polygon:

$$\frac{180(n-2)}{n}$$

n

Sum of Exterior Angles: 360°

Each Exterior Angle: $\frac{360}{n}$

Triangles

Classifying Triangles

Sides:

Scalene: No congruent sides

Isosceles: 2 congruent sides

Equilateral: 3 congruent sides

Angles:

Acute: All angles are $< 90^\circ$

Right: One right angle that is 90°

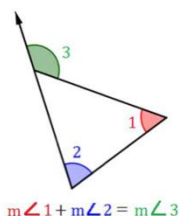
Obtuse: One angle that is $> 90^\circ$

Equiangular: 3 congruent angles (60°)

All triangles have 180°

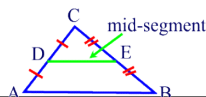
Exterior Angle Theorem:

The exterior angle is equal to the sum of the two non-adjacent interior angles.



Midsegment: segment joining the midpoints

- Always parallel to the third side
- $\frac{1}{2}$ the length of the third side
- Splits the triangle into two similar triangles.



Coordinate Geometry

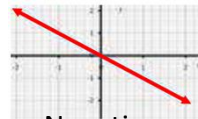
Standard Form of a Line: $y = mx + b$, where m is the slope and b is the y-intercept.

Slope Formula: $m = \frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_2 - x_1}$

Slopes:



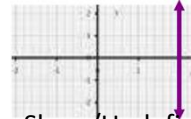
Positive



Negative



Zero



No Slope/Undefined

Parallel Lines have the **SAME** slope

Perpendicular Lines have **NEGATIVE RECIPROCAL** slopes (flip & change the sign)

Collinear Points are points that lie of the **same** line.

Midpoint Formula: $M = (\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2})$

Distance Formula: $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$

Segment Ratios:

$$\frac{x - x_1}{x_2 - x_1} = \text{Given Ratio} \quad \frac{y - y_1}{y_2 - y_1} = \text{Given Ratio}$$

Pythagorean Theorem

To find the missing side of any **right** triangle, use:

$$a^2 + b^2 = c^2$$

where a and b are the legs, and c is the hypotenuse

Isosceles Triangle

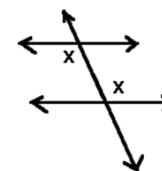
- 2 \cong sides and 2 \cong base angles
- The altitude drawn from the vertex is also the median and angle bisector
- If two sides of a triangle are \cong , then the angles opposite those \cong sides are \cong .

Triangle Inequality Theorems

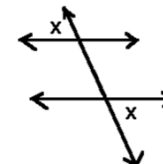
- The sum of 2 sides must be greater than the third side
- The difference of 2 sides must be less than the third side
- The longest side is opposite the largest angle
- The shortest side is opposite the smallest angle

Parallel Lines

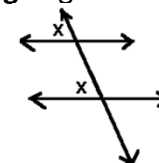
Alternate Interior angles are **congruent**



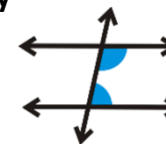
Alternate Exterior angles are **congruent**



Corresponding angles are **congruent**

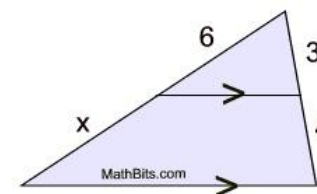


Same-Side Interior angles are **supplementary**



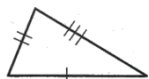
Side – Splitter Theorem

If a line is parallel to a side of a triangle and intersects the other two sides, then this line divides those two sides proportionally.

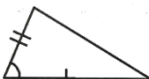


Triangle Congruence Theorems

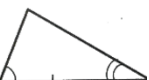
Side-Side-Side (SSS)



Side-Angle-Side (SAS)



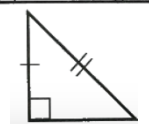
Angle-Side-Angle (ASA)



Angle-Angle-Side (AAS)



Hypotenuse-Leg (HL)



CPCTC – Corresponding Parts of Congruent Triangles are Congruent

Similar Triangle Theorems

Angle-Angle (aa)



Side-Angle-Side (SAS)



Side-Side-Side (SSS)



- Similar figures have congruent angles and proportional sides
- **CSSTP**-Corresponding Sides of Similar Triangles are in Proportion
- In a proportion, the product of the means equals the product of the extremes

Geometric Mean Theorems

Altitude Theorem (SAAS / Heartbeat Method):

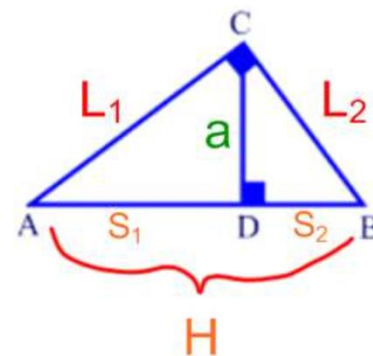
The altitude is the geometric mean between the 2 segments of the hypotenuse.

$$\frac{S_1}{a} = \frac{a}{S_2}$$

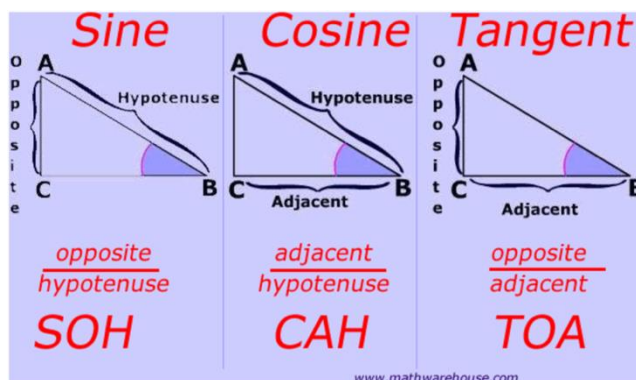
Leg Theorem (HYLLS / PSSW):

The leg is the geometric mean between the segment it touches and the whole hypotenuse.

$$\frac{S_1}{L_1} = \frac{L_1}{H} \quad \text{and} \quad \frac{S_2}{L_2} = \frac{L_2}{H}$$



Trigonometry



- When solving for a side, use the *sin*, *cos*, and *tan* buttons
- When solving for an angle, use the \sin^{-1} , \cos^{-1} , and \tan^{-1} buttons

Cofunctions:

- Sine and Cosine are cofunctions, which are complementary

$$\sin \theta = \cos(90^\circ - \theta)$$

$$\cos \theta = \sin(90^\circ - \theta)$$

- If $\angle A$ and $\angle B$ are the acute angles of a right triangle, then $\sin A = \cos B$

Factoring

The order of Factoring:

Greatest Common Factor (GCF)



Difference of Two Perfect Squares (DOTS)



Trinomial (TRI)

GCF:

$$ab + ac = a(b + c)$$

DOTS:

$$x^2 - y^2 = (x + y)(x - y)$$

TRI:

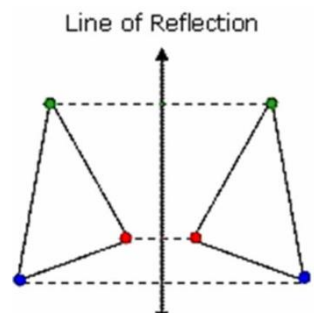
$$x^2 - x + 6 = (x + 2)(x - 3)$$



Transformational Geometry

Rigid Motion: transformations that preserve distance, congruency, angle measure, and shape.

Reflection – FLIP



$$r_{x\text{-axis}}(x, y) = (x, -y)$$

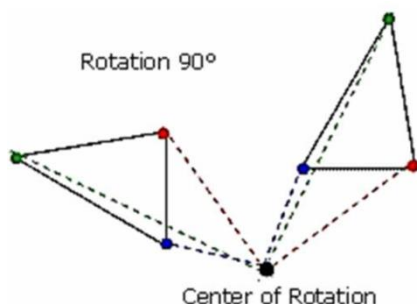
$$r_{y\text{-axis}}(x, y) = (-x, y)$$

$$r_{y=x}(x, y) = (y, x)$$

$$r_{y=-x}(x, y) = (-y, -x)$$

$$r_{(0,0)}(x, y) = (-x, -y)$$

Rotation – TURN

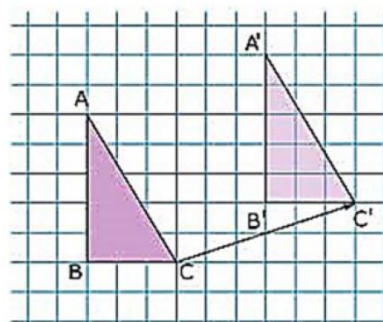


$$R_{90^\circ}(x, y) = (-y, x)$$

$$R_{180^\circ}(x, y) = (-x, -y)$$

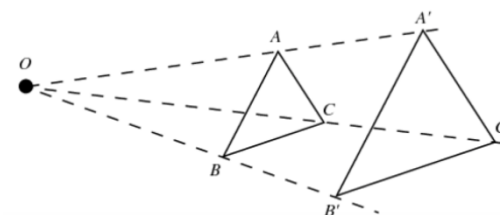
$$R_{270^\circ}(x, y) = (y, -x)$$

Translation – SHIFT/MOVE



$$T_{a,b}(x, y) = (x + a, y + b)$$

Dilation – ENLARGEMENT/REDUCTION



$$D_k(x, y) = (k \cdot x, k \cdot y)$$

- Dilations create similar figures
- Dilations are NOT rigid motions, since they do NOT preserve distance.

Composition of Transformations

When you see “ \circ ”, work from right to left.

$$R_{90^\circ} \circ T_{3,-4}$$

Do this Second!

Do this First!

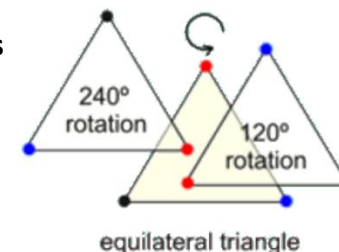
Translation, followed by a Rotation.

Types of Composition Transformations

- A composition of 2 reflections over 2 parallel lines is equivalent to a TRANSLATION.
- A composition of 2 reflections over 2 intersecting lines is equivalent to a ROTATION.

Rotational Symmetry Theorem

A regular polygon with n sides always has rotational symmetry, with rotations in increments equal to its central angle of $\frac{360^\circ}{n}$



Circles

Equations

General/Standard Equation of a Circle:

$$x^2 + y^2 + Cx + Dy + E = 0$$

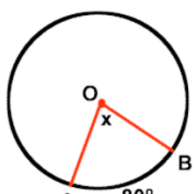
where C , D , and E are constants

Center – Radius Equation of a Circle:

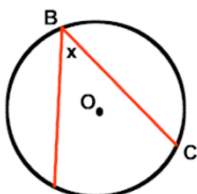
$$(x - h)^2 + (y - k)^2 = r^2$$

where (h, k) is the center and r is the radius.

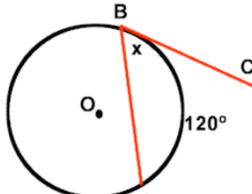
Angles



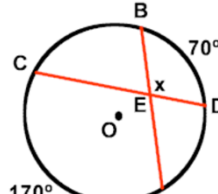
Central Angle:
 $\angle x = \widehat{AB}$



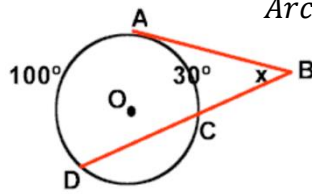
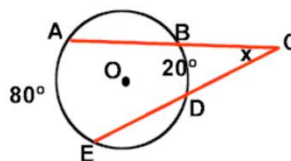
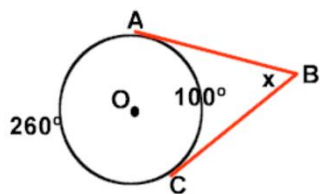
Inscribed Angle:
 $\angle x = \frac{1}{2} \widehat{AC}$



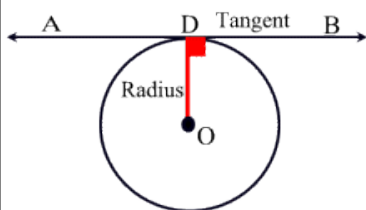
Tangent-Chord Angle:
 $\angle x = \frac{1}{2} \widehat{AC}$



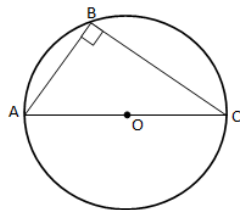
Two Chord Angles:
 $\angle x = \frac{\widehat{Arc_1} + \widehat{Arc_2}}{2}$



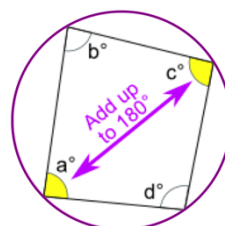
$$\frac{\widehat{Big} - \widehat{Little}}{2} = \angle x$$



Tangent-Radius Angle = 90°

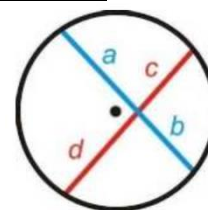


Angle Inscribed in a semicircle = 90°

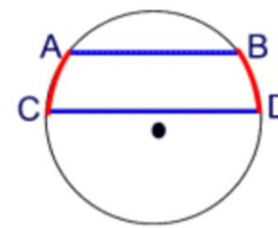


Opposite Angles in a Quad. = 180°

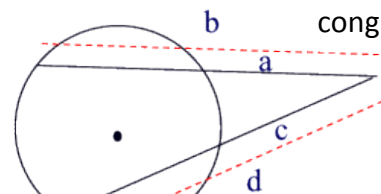
Segments



$$(a)(b) = (c)(d)$$

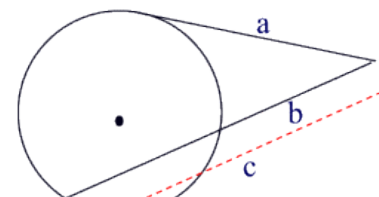


$\overline{AB} \parallel \overline{CD}$, $\widehat{AC} \cong \widehat{BD}$
Parallel chords intercept congruent arcs



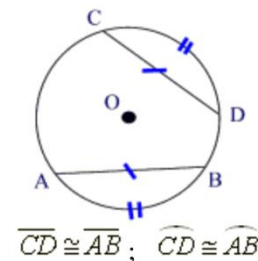
$$(Whole)(External) = (Whole)(External)$$

$$(W)(E) = (W)(E)$$

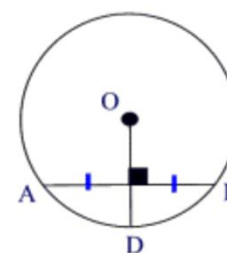


$$(Whole)(External) = (Tangent)^2$$

$$(W)(E) = (T)^2$$

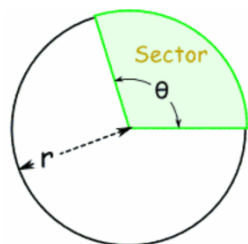


$\overline{CD} \cong \overline{AB}$, $\widehat{CD} \cong \widehat{AB}$



Circles (Con't)

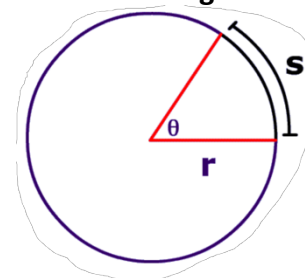
Area of a Sector



$$A = \frac{1}{2} r^2 \theta$$

where A is the area of the sector, r is the radius, and θ is an angle in radians.

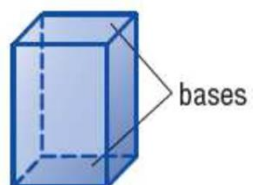
Sector Length



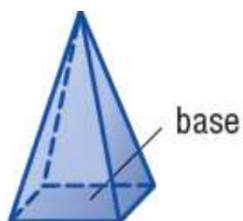
$$s = r\theta$$

where s is the sector length, r is the radius, and θ is an angle in radians.

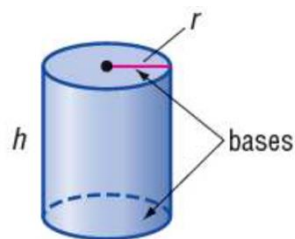
3D Figures



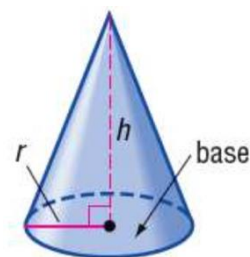
Prism



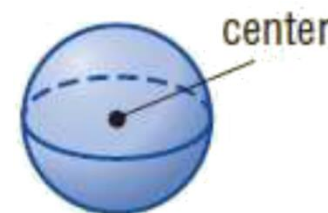
Pyramid



Cylinder

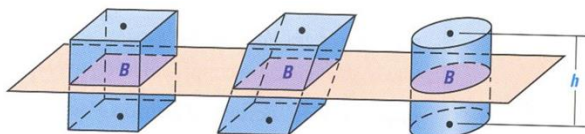


Cone

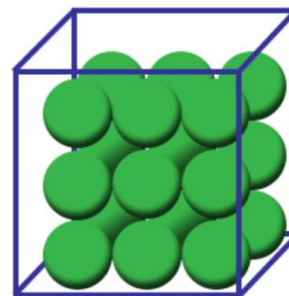
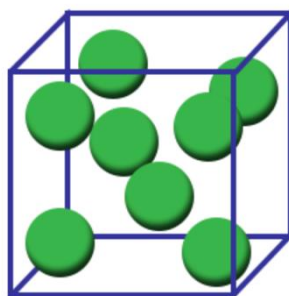


Sphere

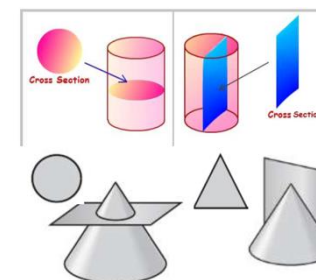
Cavalieri's Principle: If two solids have the same height and the same cross-sectional area at every level, then the solids have the same volume.



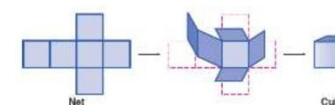
$$\text{Mass} = (\text{Density}) \cdot (\text{Volume})$$



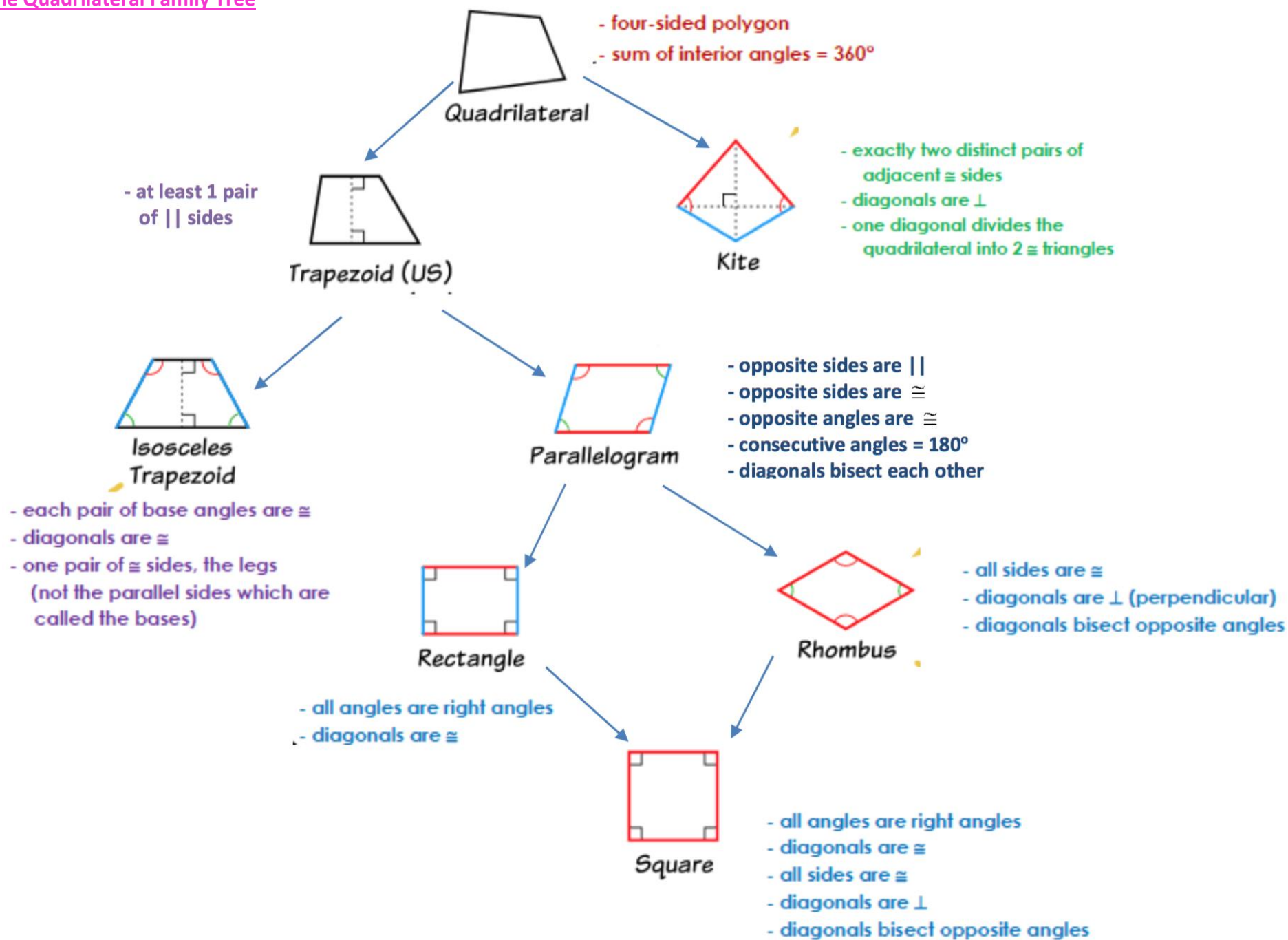
Cross Sections



Nets

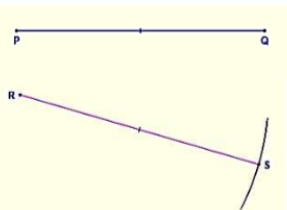


The Quadrilateral Family Tree

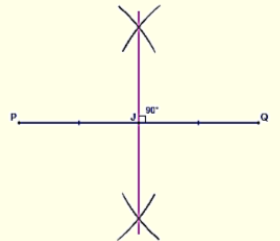


Basic Constructions

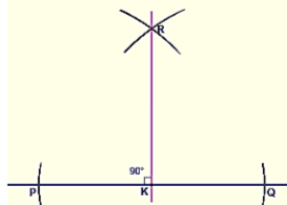
Copy a line segment



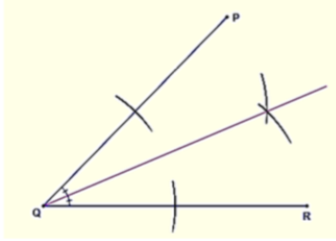
Perpendicular Bisector



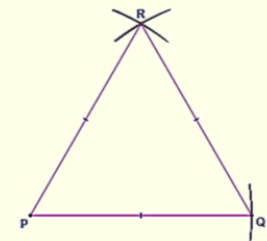
Perpendicular Line thru a point on a line



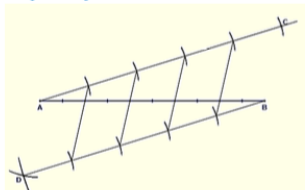
Bisect an angle



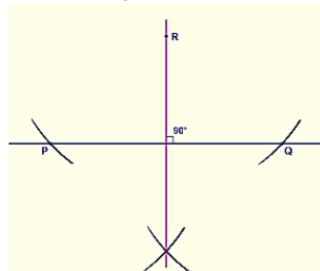
Equilateral Triangle



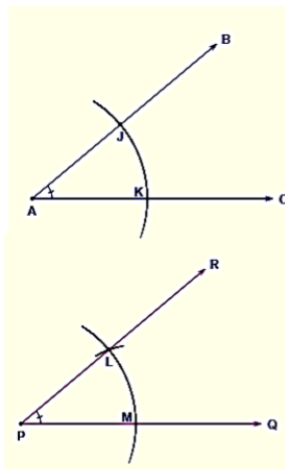
Dividing a segment into equal parts



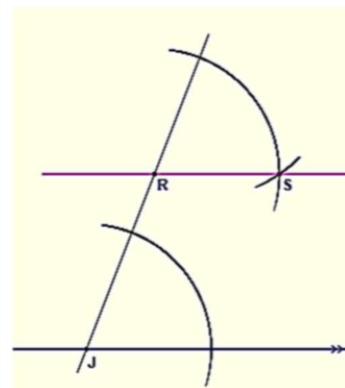
Perpendicular line thru an external point



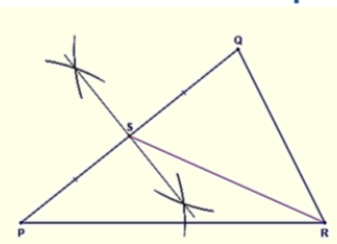
Copy an angle



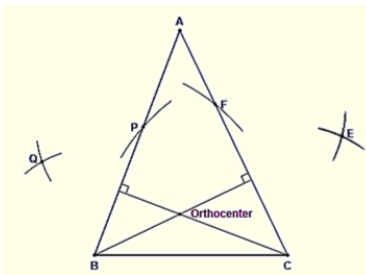
Parallel line



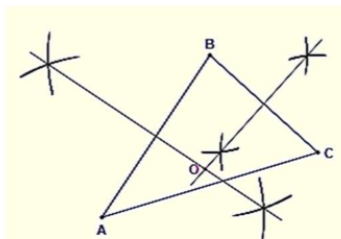
Median – vertex to midpoint



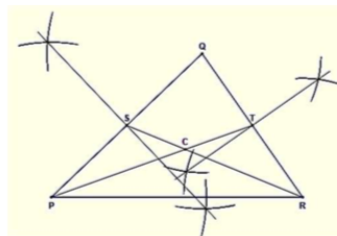
Orthocenter - altitudes



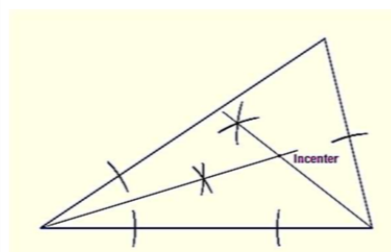
Circumcenter – perpendicular bisectors



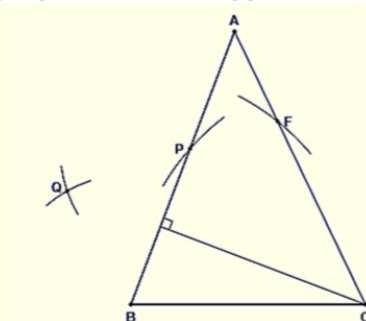
Centroid - medians



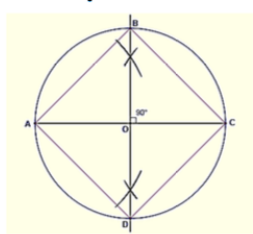
Incenter – angle bisectors



Altitude – vertex perpendicular to opposite side



Inscribed square in a circle



- Equidistant to each vertex of the triangle
- Used to circumscribe a circle

- 2:1 ratio

$$\left(\frac{x_1 + x_2 + x_3}{3}, \frac{y_1 + y_2 + y_3}{3} \right)$$

- equidistant to each side of the triangle
- Used to inscribe a circle

