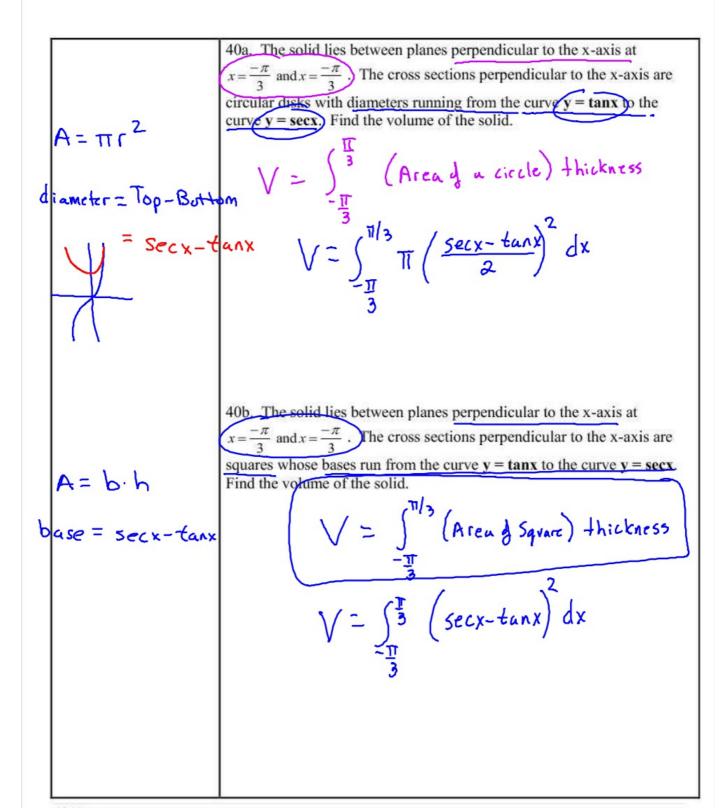
## Rage CALCULUS: Graphical, Numerical, Algebraic by Finney, Demana, Watts and Kennedy Chapter 7: Application of Definite Integrals 7.3: Volume What you'll Learn About Finding volume of a solid using square/circular/triangular cross-sections Finding volume of a solid rotated about an axis or line Find the volume of the solid which lies between planes perpendicular to the x-axis at x = -1 and x = 1 between the semi-circles $y = -\sqrt{1-x^2}$ and $y = \sqrt{1}$ The cross sections perpendicular to the x-axis are squares with one side in the disk Base = Top-Bottom V= ( (Area) thickness Find the volume of the solid which lies between planes perpendicular to the y-axis at y = -1 and y = 1 between the semi-circles $(x = -\sqrt{1 - y^2})$ and $(x = \sqrt{1 - y^2})$ The cross sections perpendicular to the y-axis are isosceles triangles with one leg in the disk. (Arca) thickness V=5 2 (1-y2) = 52-2y2 9 | Page



## Direction

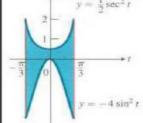
- · A particle is stopped when the velocity = 0
- · A particle moves left when the velocity is negative
- · A particle moves right when the velocity is positive

## Displacement/Total Distance

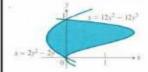
- · Displacement is the integral of the velocity
- · Total Distance is the integral of the absolute value of the velocity
  - Remember when doing total distance by hand you must find when the
    particle is moving left and right and split up your integral doing the
    absolute value of the part that is moving left

Area

Top – Bottom: Everything in the integral is in terms of x



· Right - Left: Everything in the integral is in terms of y.



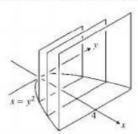
Arc Length

$$L = \int \sqrt{1 + \left(\frac{dy}{dx}\right)^2} dx$$
 if original equation is solved for y

$$L = \int \sqrt{1 + \left(\frac{dx}{dy}\right)^2} dy$$
 if original equation is solved for x

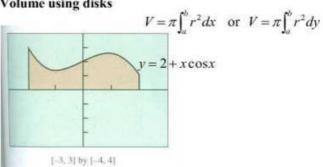
## Volume of a cross-section

(b) The cross sections are squares with bases in the xy-plane.



$$V = \int_a^b s^2 dx = \int_a^b \left(2\sqrt{x}\right)^2 dx$$

Volume using disks



Rotate about the x-axis

Disks will occur when your shaded region is flat against the line that you are rotating around.

Radius is always the curve