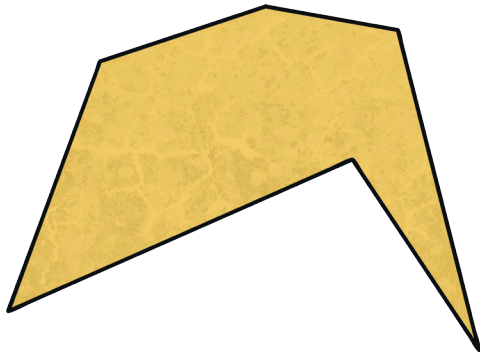
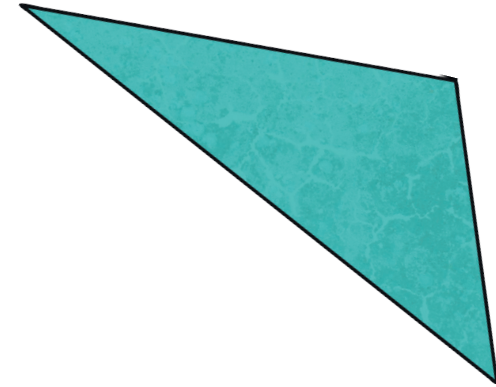


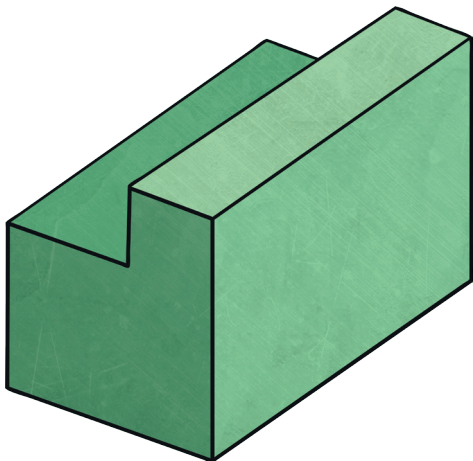
**shape**



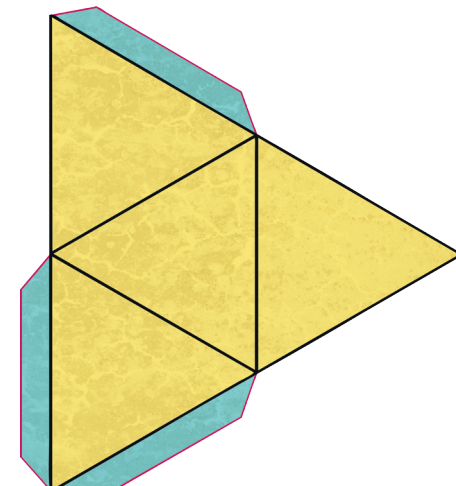
**2d**



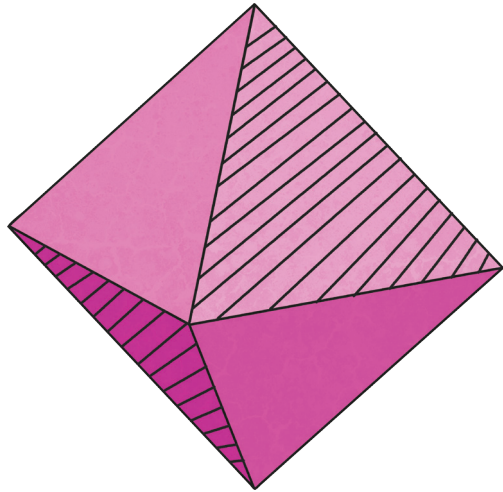
**3d**



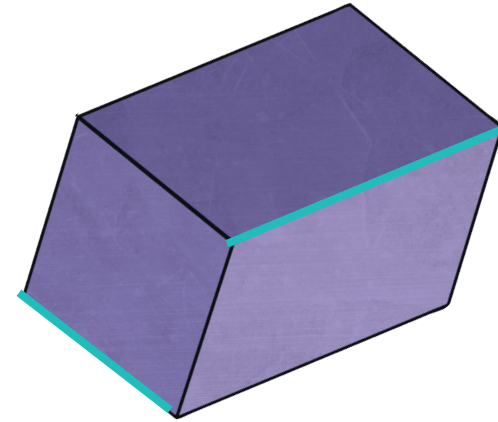
**nets**



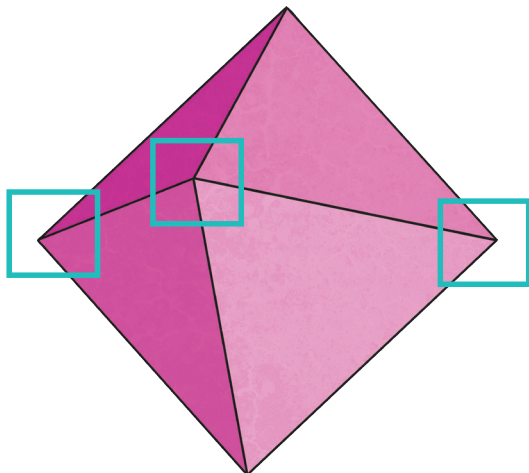
# faces



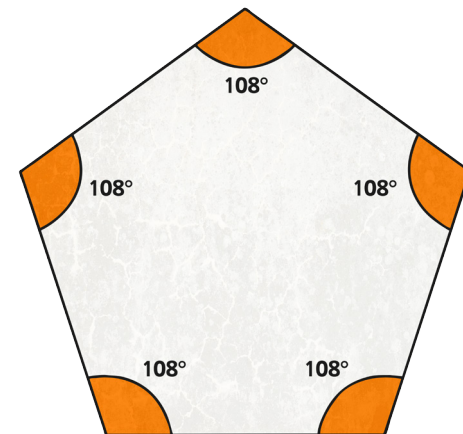
# edges



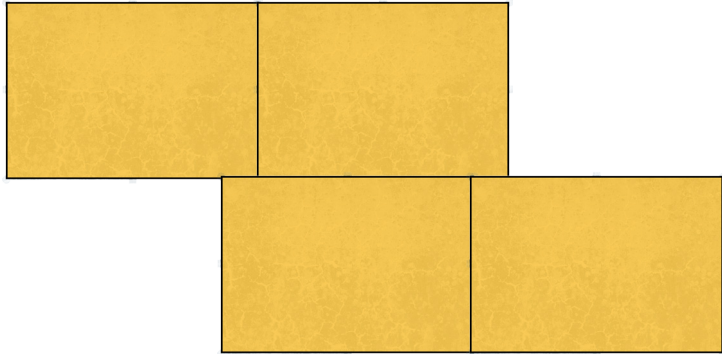
# vertices



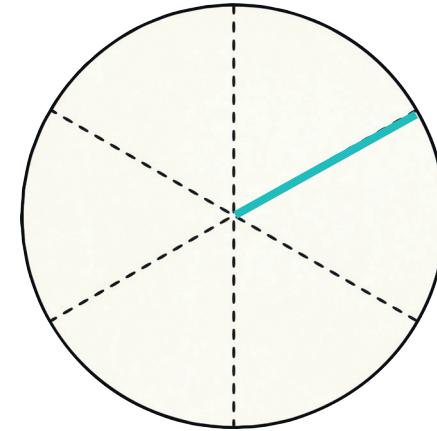
# angles



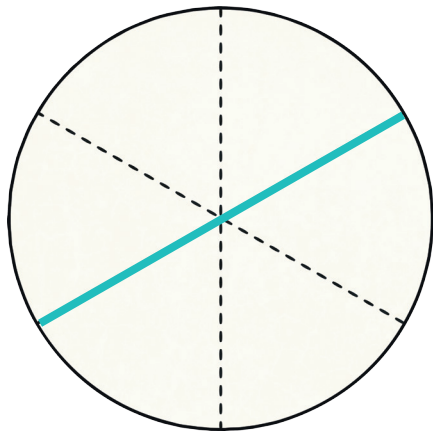
# tiling



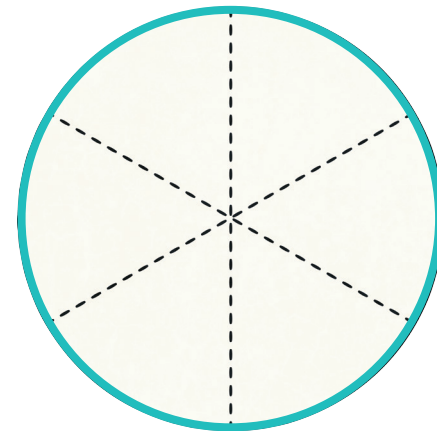
# radius



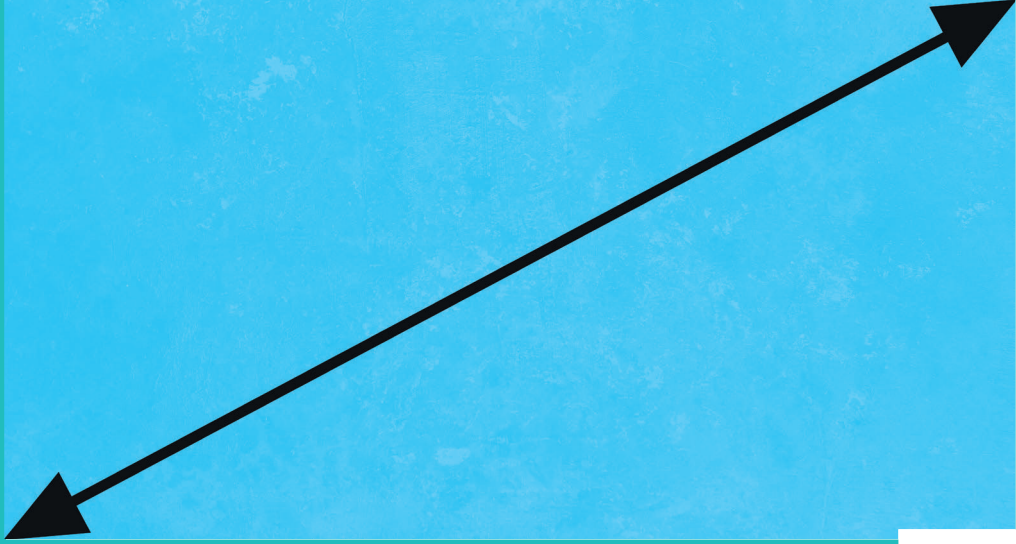
# diameter



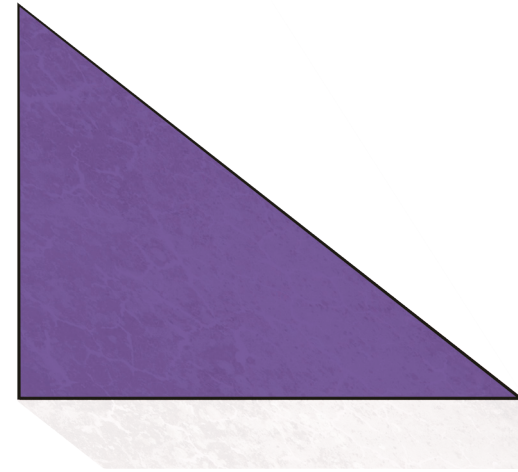
# circumference



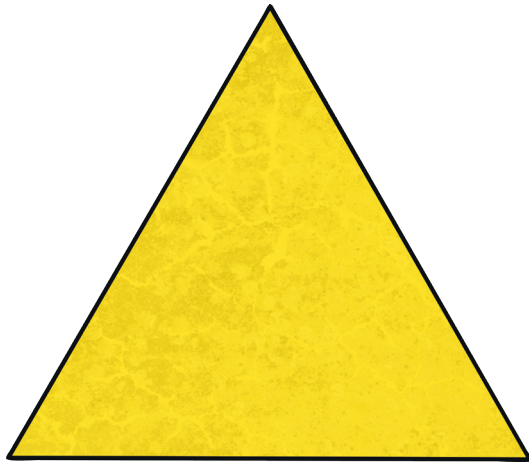
**diagonal**



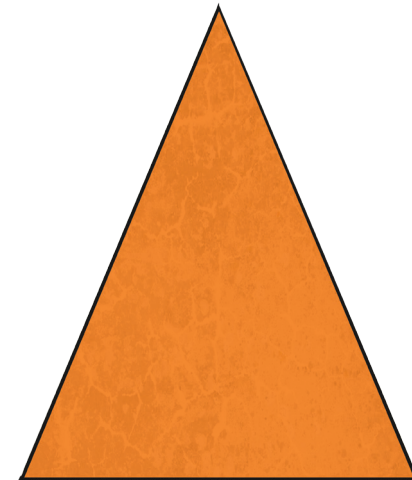
**right-angled triangle**



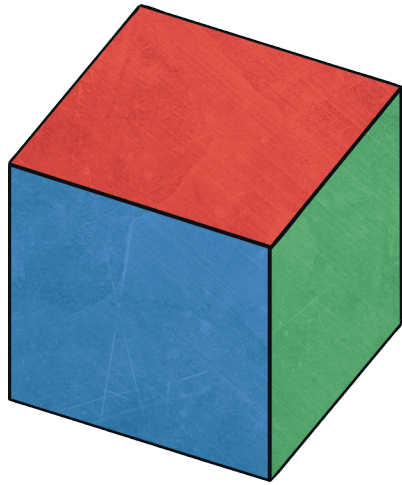
**equilateral triangle**



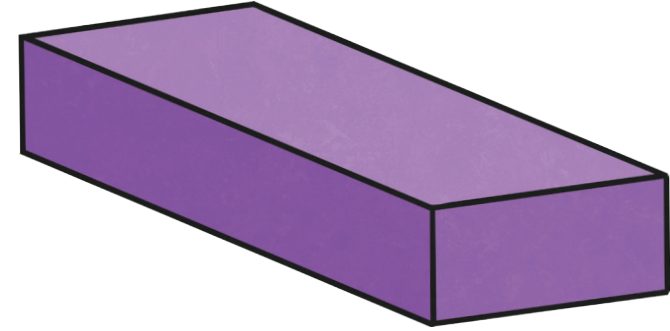
**isoceses triangle**



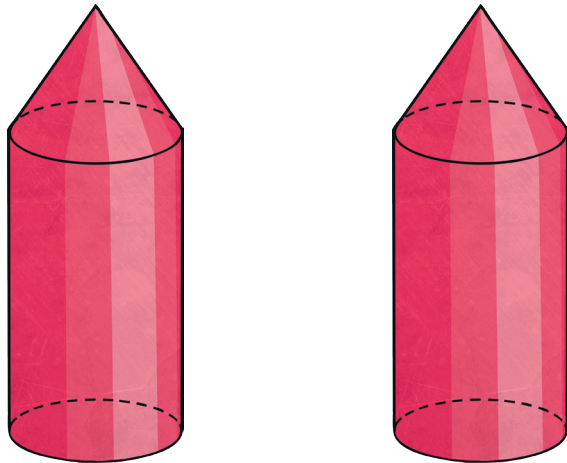
# cube



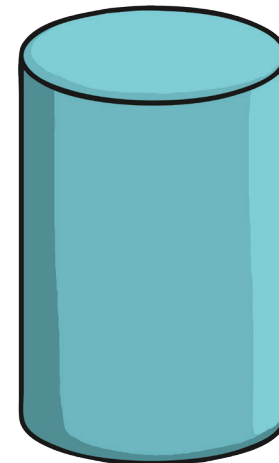
# cuboid



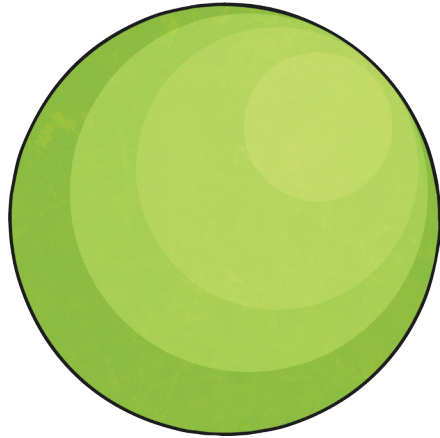
# cones



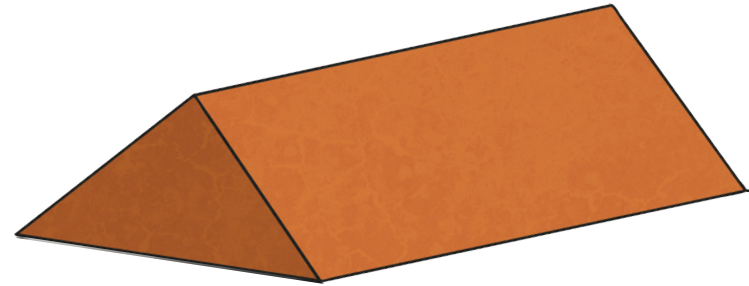
# cylinder



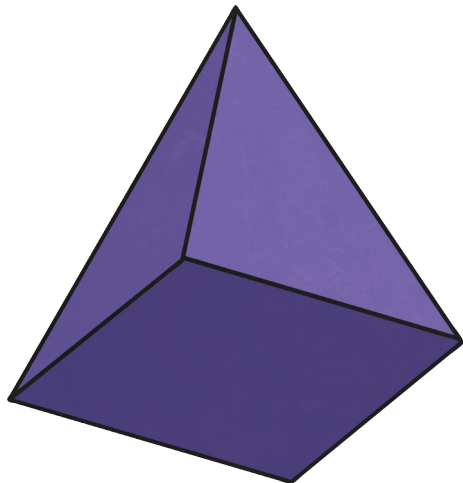
**sphere**



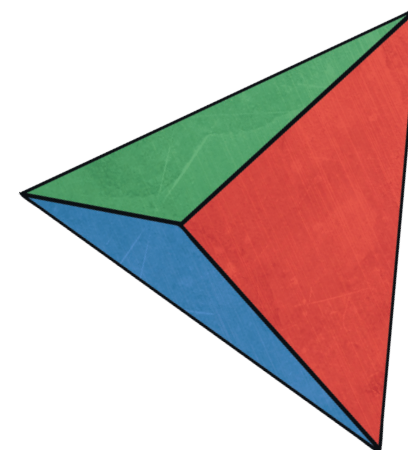
**triangular prism**



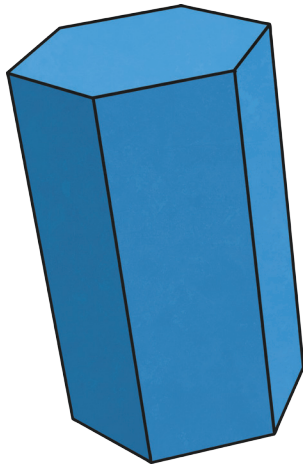
**square based pyramid**



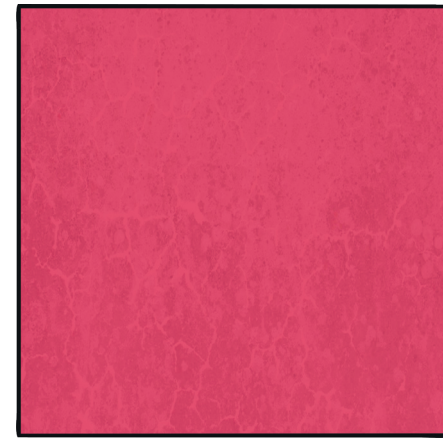
**pyramid**



**prism**



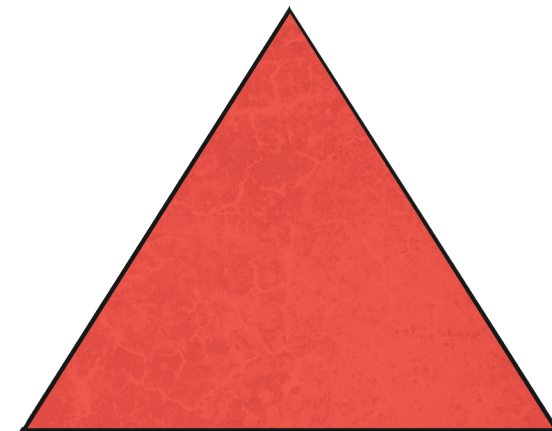
**square**



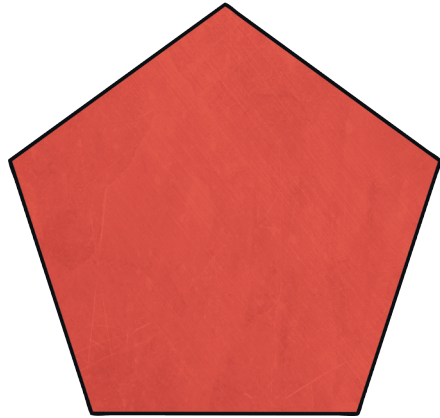
**rectangle**



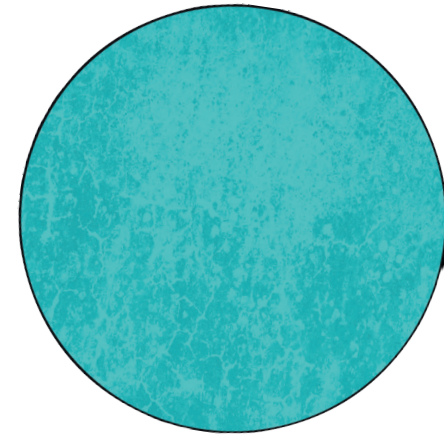
**triangle**



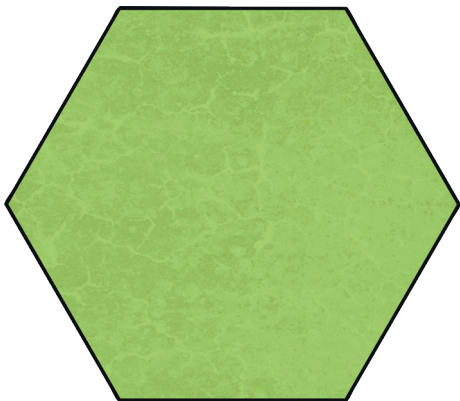
**pentagon**



**circle**



**hexagon**



**octagon**

