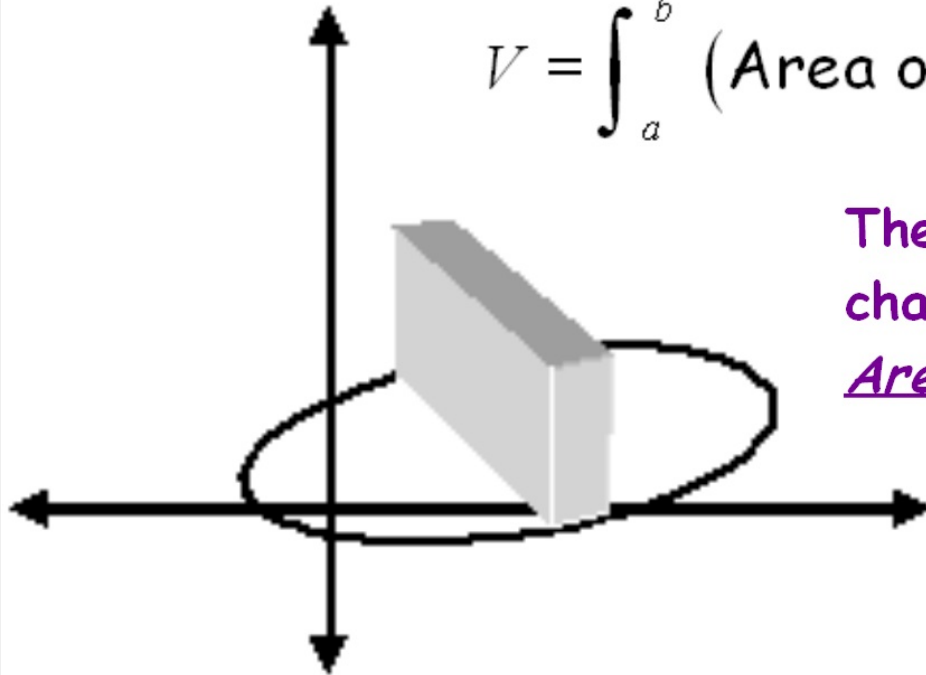


Sec 7.3:
Finding Volumes
Of
Known Cross Sections (Slabs)

Remember Volume is just *Integrating Area* !

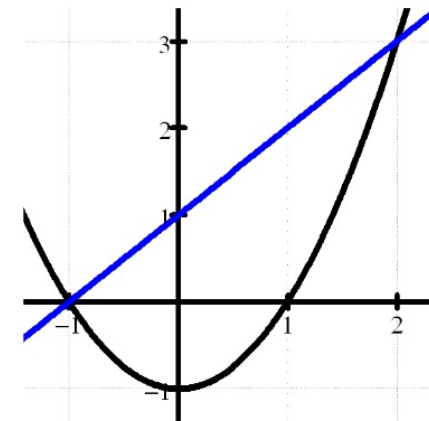
$$V = \int_a^b (\text{Area of Cross Section}) dx$$



The only thing that ever really changes in a volume problem is the Area Formula.

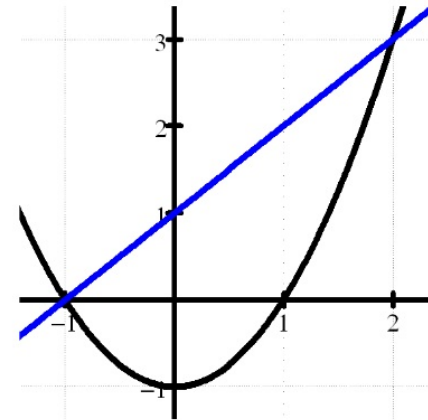
Consider a region R bounded below by the curve $f(x) = x^2 - 1$ and above by the curve $g(x) = x + 1$

Find the area of R.



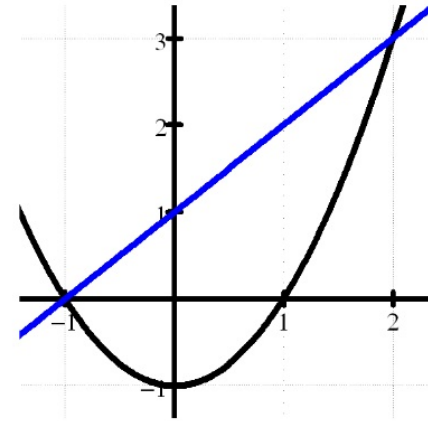
Consider a region R bounded below by the curve $f(x) = x^2 - 1$ and above by the curve $g(x) = x + 1$

Find the volume of the solid formed by square cross sections perpendicular to the x-axis.



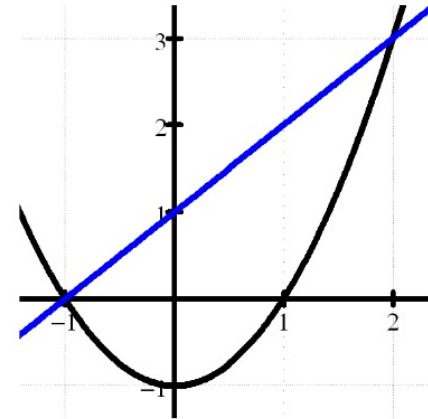
Consider a region R bounded below by the curve $f(x) = x^2 - 1$ and above by the curve $g(x) = x + 1$

Find the volume of the solid formed by semi-circular cross sections perpendicular to the x -axis.



Consider a region R bounded below by the curve $f(x) = x^2 - 1$ and above by the curve $g(x) = x + 1$

Find the volume of the solid formed by isosceles right triangle cross sections perpendicular to the x-axis with one leg in the base.



Consider a region S bounded by $y = e^x$ and $y = x + 2$. The region is the base of a solid.

Set up, but do not evaluate, an integral to find the volume of this solid if the cross sections are squares perpendicular to the y -axis.

Consider a region S bounded by $y = e^x$ and $y = x + 2$. The region is the base of a solid.

Set up, but do not evaluate, an integral to find the volume of this solid if the cross sections are equilateral triangles perpendicular to the x -axis.

Consider a region S bounded by $y = e^x$ and $y = x + 2$. The region is the base of a solid.

Set up, but do not evaluate, an integral to find the volume of this solid if the cross sections are isosceles right triangles with hypotenuse in the xy -plane perpendicular to the y -axis.

Consider a region S bounded by $y = e^x$ and $y = x + 2$. The region is the base of a solid.

Set up, but do not evaluate, an integral to find the volume of this solid if the cross sections are rectangles perpendicular to the x -axis such that the height of the rectangle is three times the length of its base.