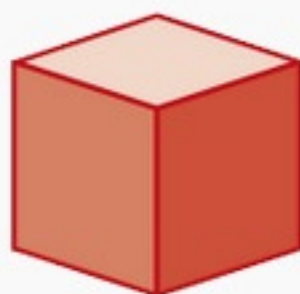


Cube



$$V = s^3$$

s : side

Parallelepiped



$$V = l \times w \times h$$

l : length
 w : width
 h : height

Regular prism



$$V = b \times h$$

b : base
 h : height

Cylinder



$$V = \pi r^2 \times h$$

r : radius
 h : height

Cone (or pyramid)



$$V = \frac{1}{3} b \times h$$

b : base
 h : height

Sphere



$$V = \frac{4}{3} \pi r^3$$

r : radius