8.1 (Slice and Conquer) Turn up the Volume

1. Sketch a graph of the object you want to find the volume of

2. Sketch a picture of a Riemann slice on your graph

3. What shape is it? Circle: box (length·width·height) or cylinder/disk (π·radius^2·height)

4. Infinitesimal part of the slice? Circle: Δx or Δy

5. Sketch a diagram and show work to solve for any lengths you need

6. Circle any we used: Pythagorean theorem or similar triangles

7. What is the Riemann sum approximation? $\sum$

8. What is a and b?

9. Write the integral?

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