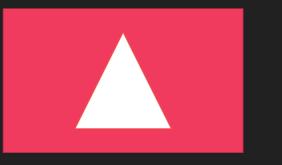


Geometry: How to Calculate The Area of a Shaded Region

Suppose we are asked to find the area of a rectangle with a triangle missing from the middle.

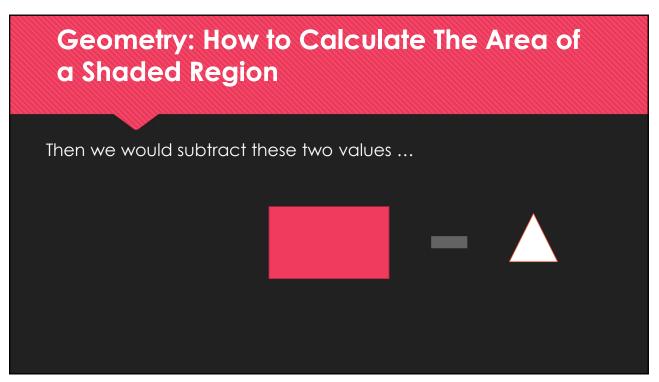
How do we calculate that area?

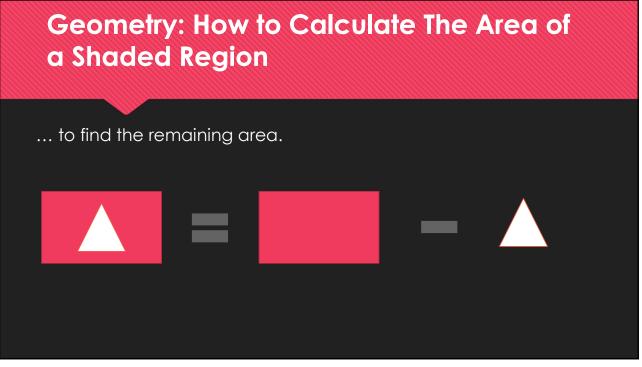


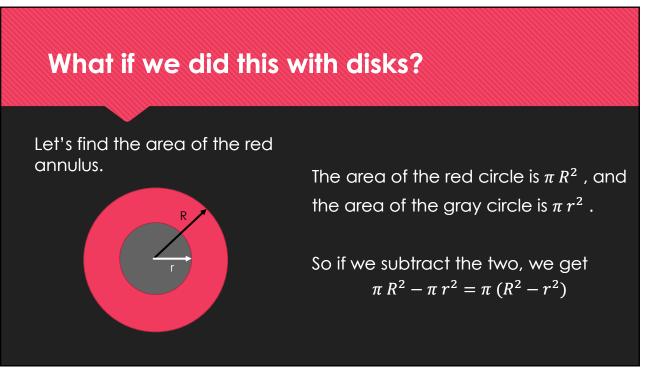
## Geometry: How to Calculate The Area of a Shaded Region

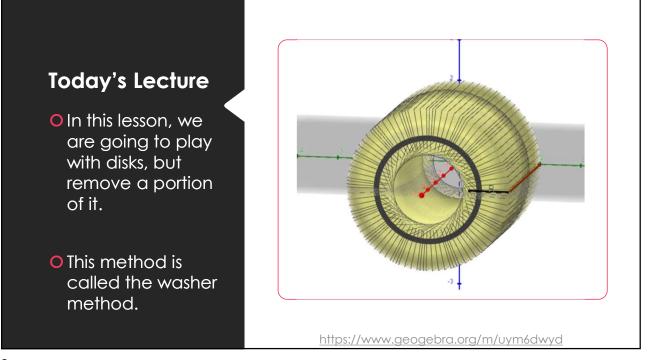
First, we would find the area of the rectangle and the area of the triangle separately.











## Washer Method Formula

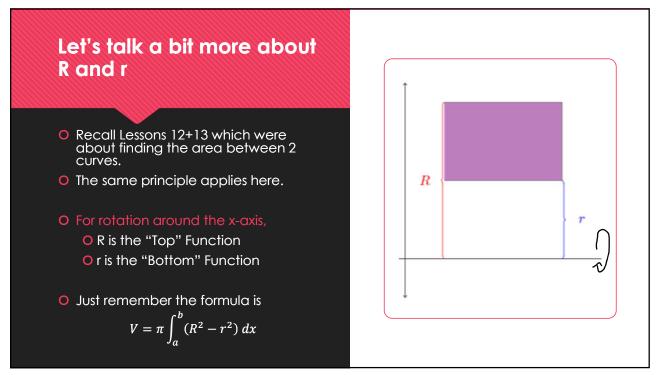
Since we are just cutting out the middle of the solid, we choose dx or dy in the same way as the disk method.

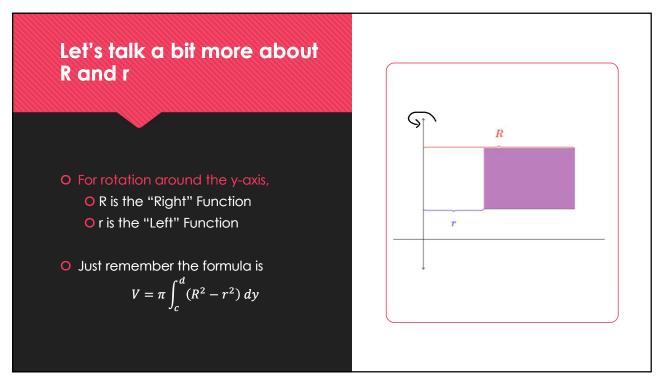
- Rotating around x-axis ⇒ " dx " problem
- Rotating around y-axis ⇒ " dy " problem

$$V = \pi \int_a^b (R^2 - r^2) \, dx$$

where a and b are bounds of the region we are rotating.

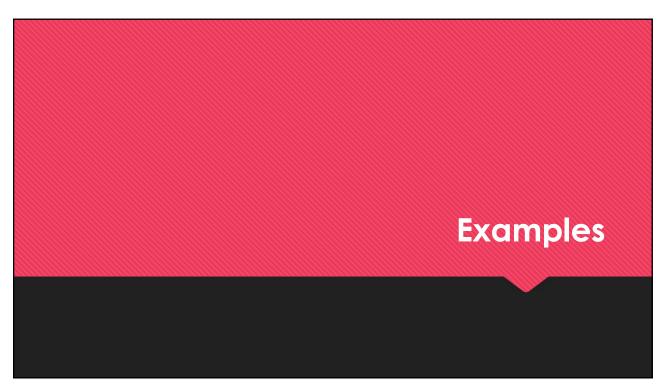
- O R is the farthest from the axis rotation
- Or is the closest

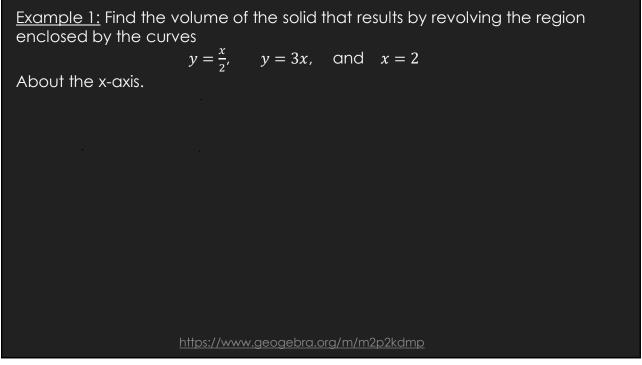


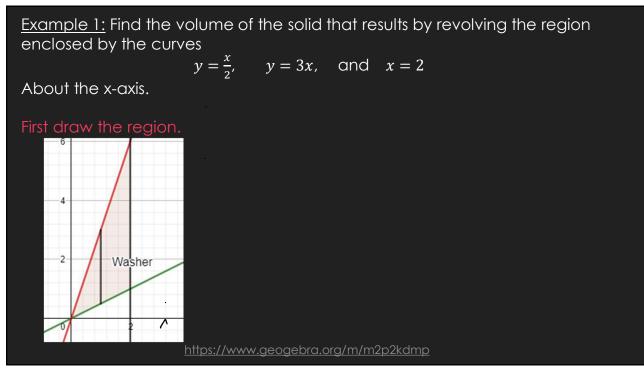


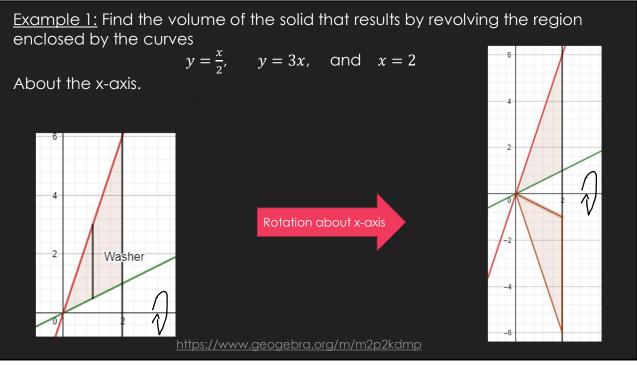
## How to Proceed with Washer Problems

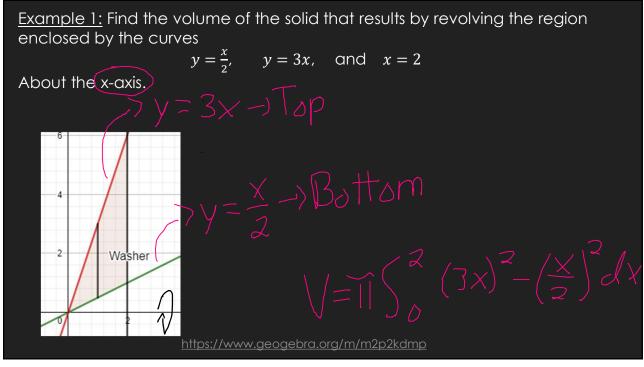
- 1. Draw the region
- 2. Determine which axis you are rotating on
  - a. If x axis: Determine Top and Bottom Function
    - i. R is Top
    - ii. r is Bottom
  - b. If y axis: Determine Right and Left Function
    - i. R is Right
    - ii. r is Left
- 3. Finally, apply the washer formula

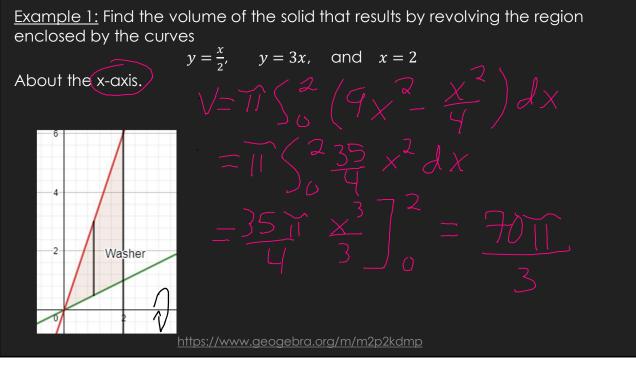


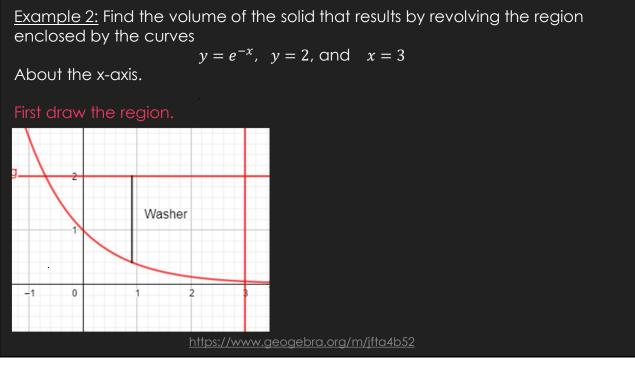


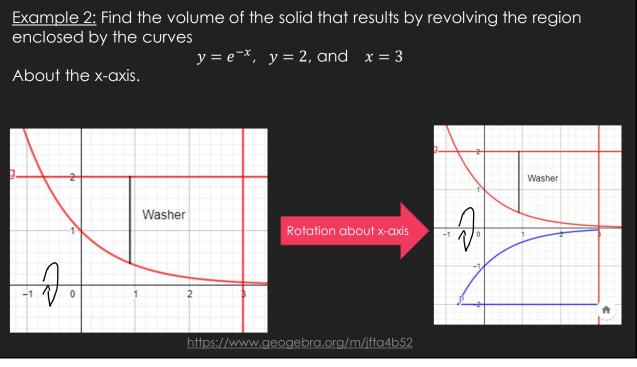


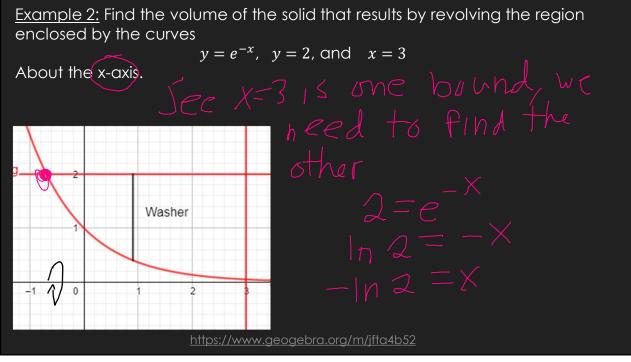


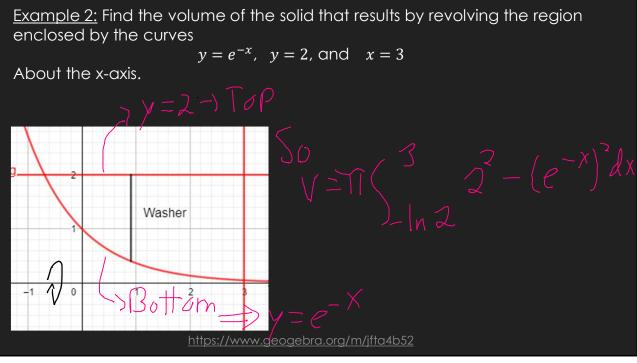


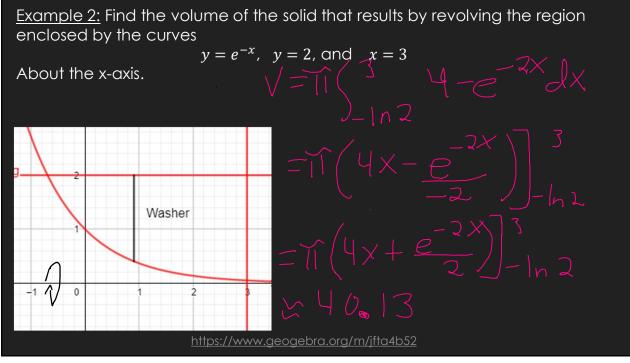


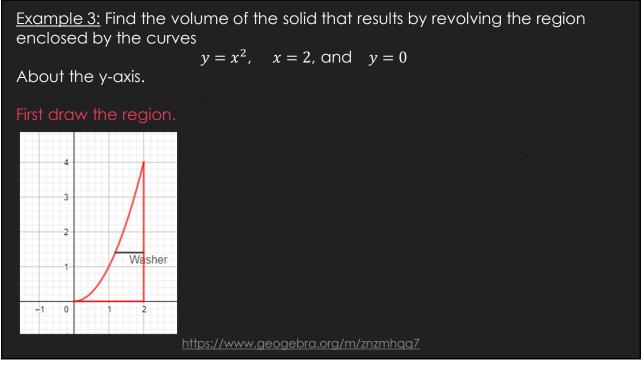


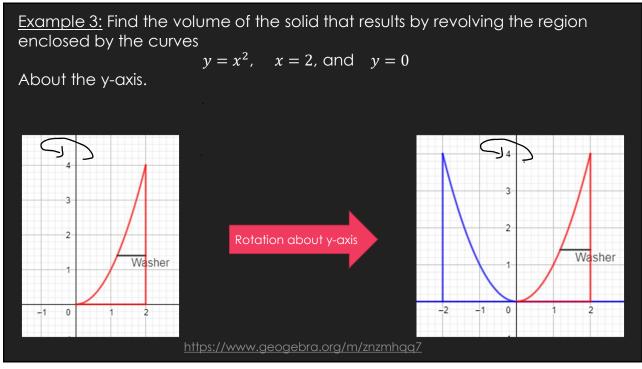


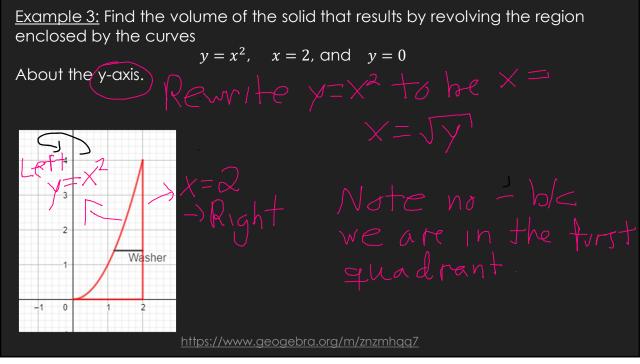




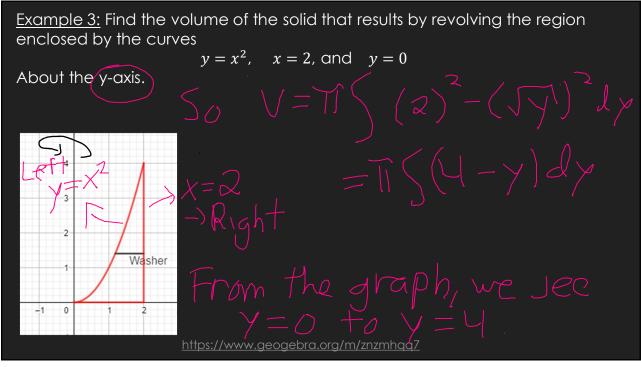


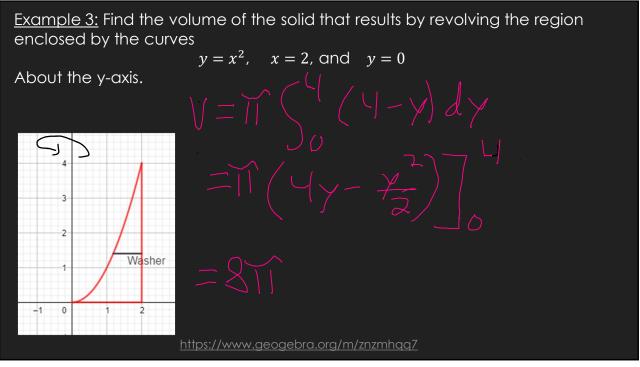




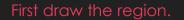


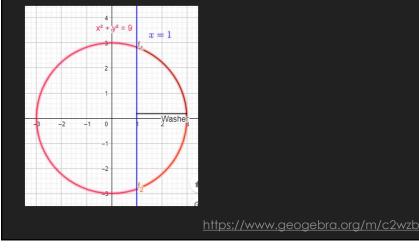


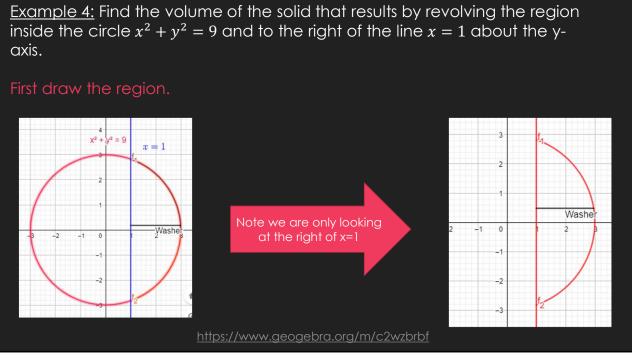


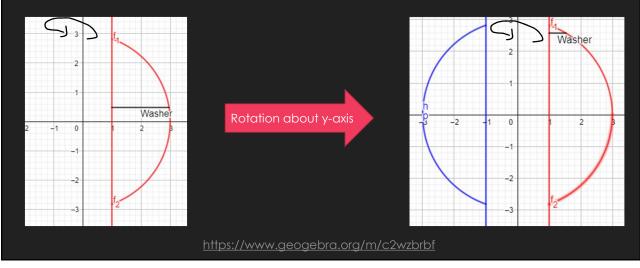


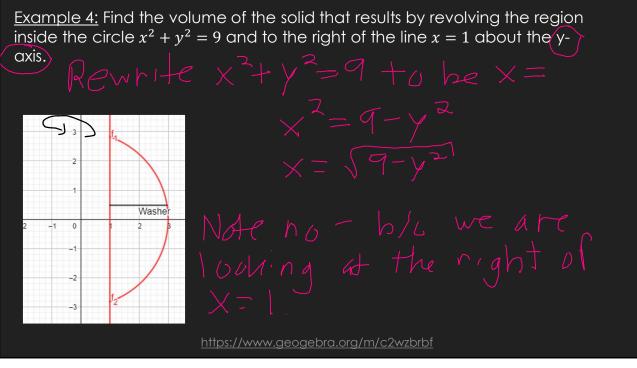


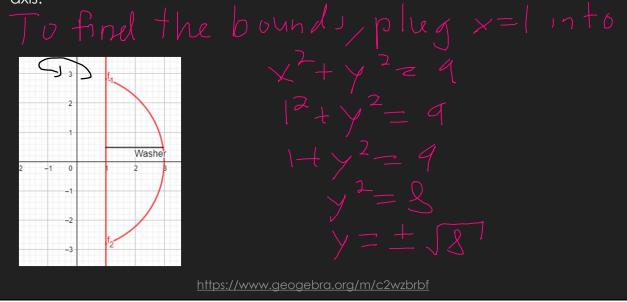


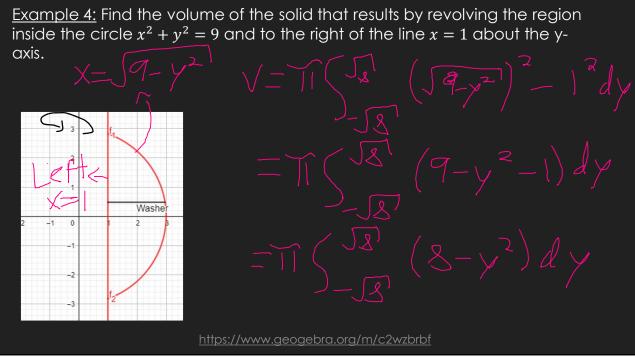




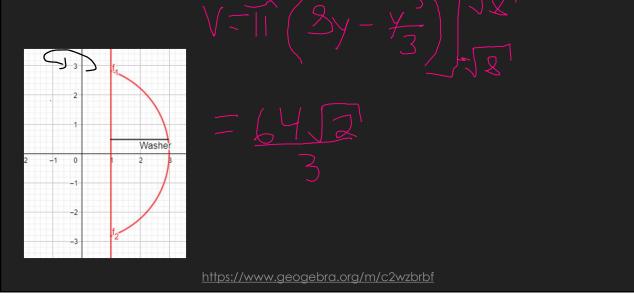


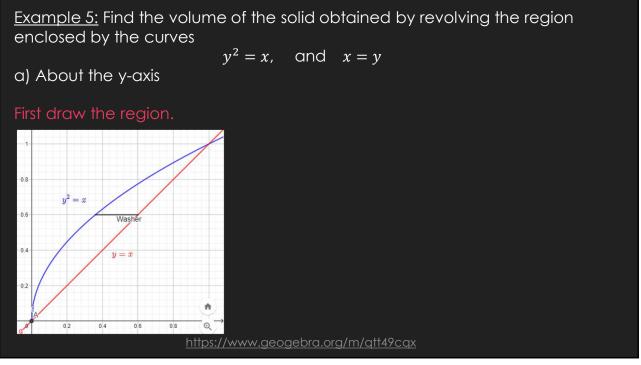


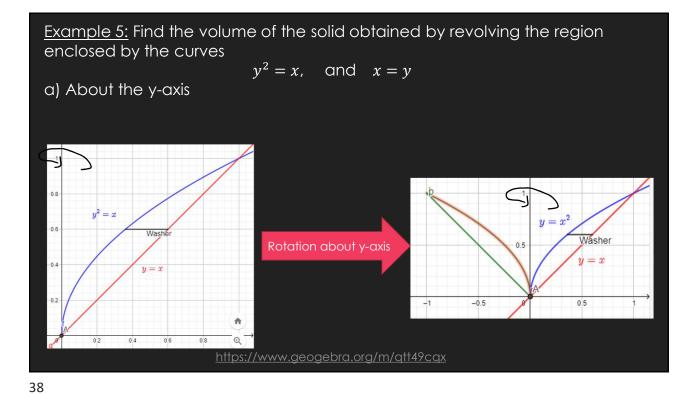


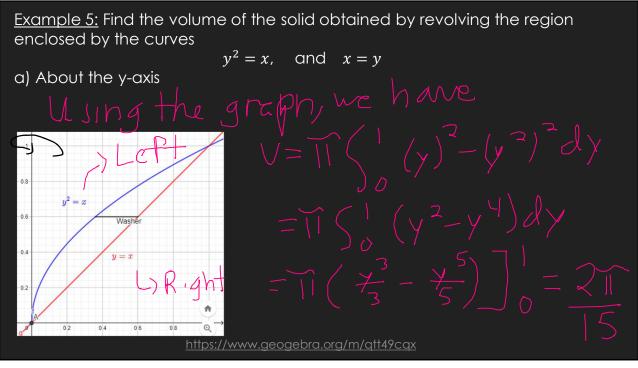




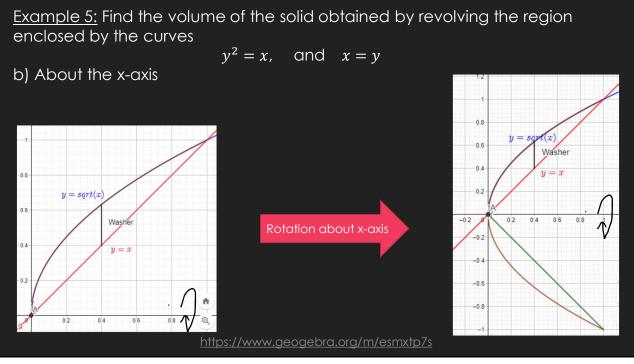


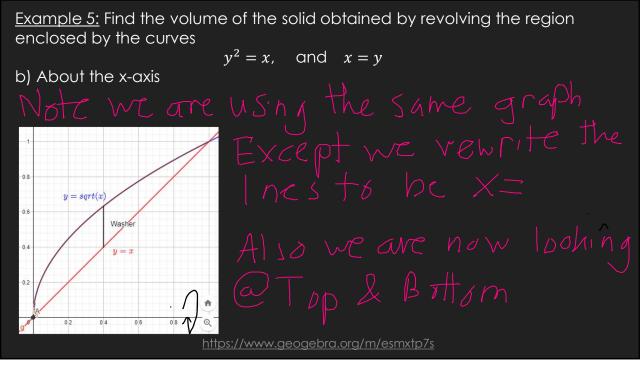




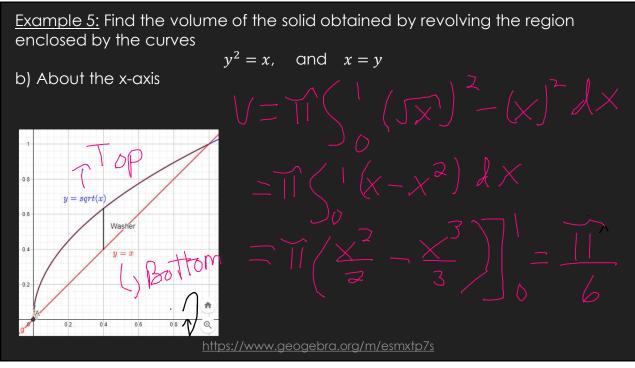




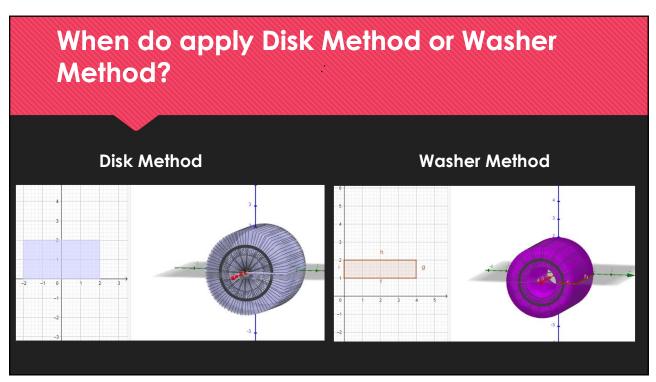














OWhen the region "hugs" the axis of rotation ⇒ Disk Method

OWhen there is a "gap" between the region and axis of rotation

⇒ Washer Method

