

Лице на равнинни фигури

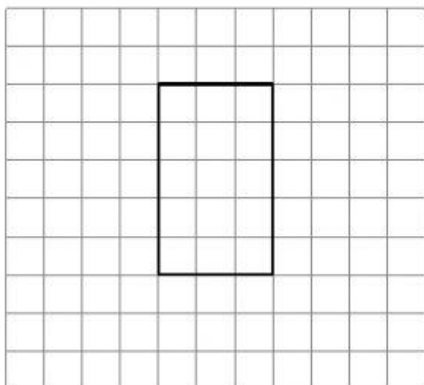


Намерете обиколката и лицето на всяка фигура, ако всяко от квадратчетата е със страни 1 cm.

(1)

P =

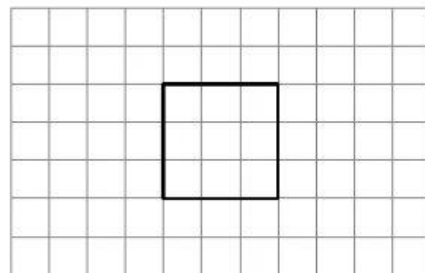
S =



(5)

P =

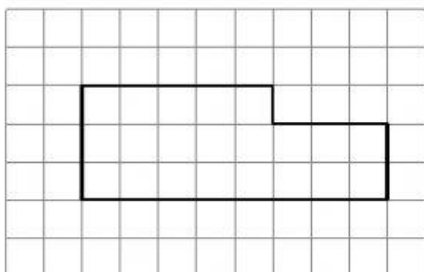
S =



(2)

P =

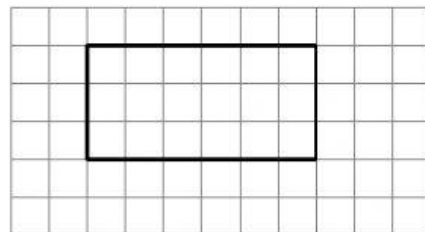
S =



(6)

P =

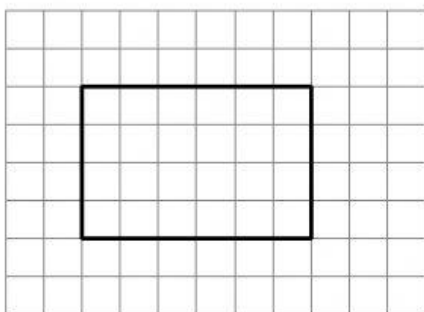
S =



(3)

P =

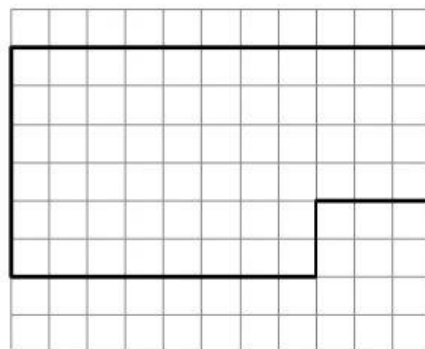
S =



(7)

P =

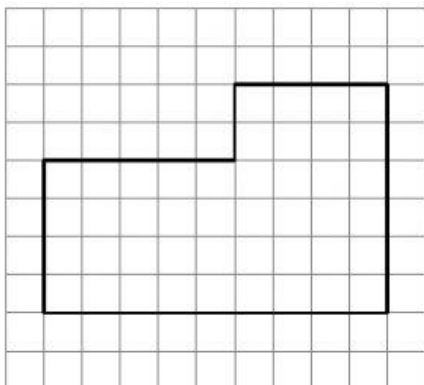
S =



(4)

P =

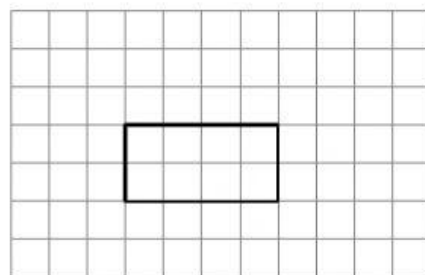
S =



(8)

P =

S =



(9)

P =

S =

