MATH 136 – Calculus 2 Volumes by Slicing March 10, 2020

Background If a solid extends along the x-axis between a and b and the area of the cross-section by a plane x = const is given by some function A(x)for all x, then *Cavalieri's Principle* (named after the Italian Renaissance mathematician Bonaventura Cavalieri, 1598-1647) says that

Volume = 
$$\int_{a}^{b} A(x) dx$$

## Questions

- 1. A circular cone extends from x = 0 to x = 4 along the x-axis. The crosssection in each plane x = constant is a circle whose radius increases linearly from r = 0 at x = 0 to r = 5 by the time x reaches 4.
  - (a) Write the radius r as a function of x on the interval 0 to 4.
  - (b) Write the area of the circular cross-section as a function of x.
  - (c) Find the volume by applying the Cavalieri Principle equation above.
  - (d) Check your result with the formula for the volume of a cone from high school geometry.
- 2. A solid extends along the x-axis from x = -3 to x = 3. The crosssection in each plane x = constant is a semicircle with radius  $e^x$ . Find the volume of the solid using Cavalieri's Principle.
- 3. A solid extends from x = 0 to x = 10 along the x-axis. The crosssection at x is a square with side  $\sqrt[4]{25 + x^2}$ . Set up the integral to compute the volume using Cavalieri's Principle. Evaluate the integral using a trigonometric substitution or a table of integrals.
- 4. In the previous problem, would it make an difference if the squares all had center point along the x-axis or if all the squares had one corner at a point on the x-axis?