

Chap 6 :-

6.1 • Volumes using Cross sections

Volumes Rules

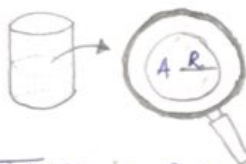
There is 3 methods used to find a volume of a given solid

1- cylindrical solid :-
 $V = (\text{Base Area}) \text{Height}$

2-

Disk Method

• It's a special case of Washer Method. [$r(x)=0$]



$$A = \pi R^2$$

• There is 2 cases :-

CS \perp x-axis
 $A(x) = \pi R^2(x)$

CS \perp y-axis
 $A(y) = \pi R^2(y)$

Washer Method

• 2 cases we use it when the solid does not border on or cross the axis of revolution
 → If the CS \perp x-axis which results by Rotation about x-axis with outer Radius $R(x)$ and Inner Radius $r(x)$ then

$$V = \int_a^b A(x) dx = \int_a^b \pi [R^2(x) - r^2(x)] dx$$

→ if the CS \perp y-axis which results by Rotation about y-axis with outer Radius $R(x)$ and Inner Radius $r(x)$ then

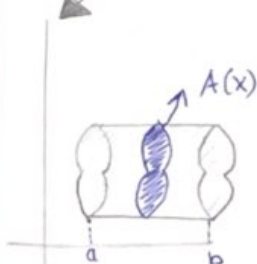
$$V = \int_c^d \pi [R^2(y) - r^2(y)] dy$$

Shell Method

Slicing by Parallel Planes :-

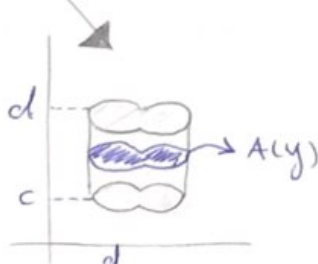
* How to find a volume given

- Graph the solid.
- Determine the cross section
- Then if CS \perp x-axis : 1st case
- if CS \perp y-axis : 2nd case



$$V = \int_a^b A(x) dx$$

• Rotation about x-axis or any line parallel to it



$$V = \int_c^d A(y) dy$$

• Rotation about y-axis or any line parallel to it

6.2 Shell method

We use this method to find the volume of a solid generated by revolving a given region about :-

X-axis

$d \rightarrow c, d$ \rightarrow المسافة

$$V = 2\pi \int (\text{shell Radius}) (\text{shell length}) dy$$

- distance between shell length and the axis of Revolution (x)
SR

- the segment's length that is parallel to the axis of revolution (x)
SL



y-axis

$$V = 2\pi \int_a^b (\text{shell Radius}) (\text{shell height}) dx$$

$a, b \rightarrow$ المسافة

- distance between the shell's height and the axis of Revolution (y)

- segment's height that is parallel to the axis of Revolution (y)

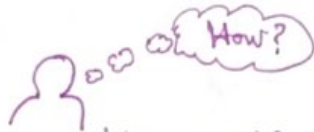


6.3 Arc Length

If $f'(x)$ is cont on $[a,b]$ then the Arc length of the curve $y=f(x)$ is given by:-

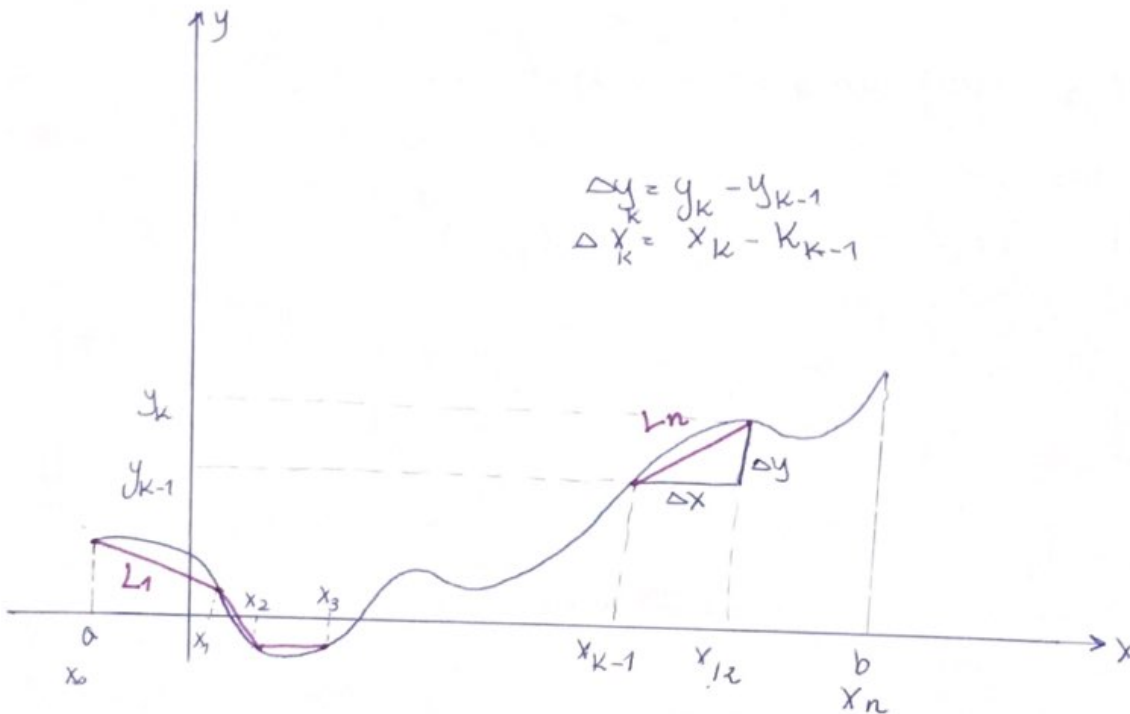
$$L = \int_a^b \sqrt{1+(f'(x))^2} dx = \int_a^b \sqrt{1+(\dots)^2} dx$$

Explanation



How?

Let's say you have the curve $f(x)$, which happens to be continuous and diff at $[a,b]$ WOW!



L is the true length

\tilde{L} : Approximated length

$$\tilde{L} = L_1 + L_2 + \dots + L_n$$

$$= \sum_{k=1}^n L_k$$

$$= \sum_{k=1}^n \sqrt{(\Delta x)^2 + (\Delta y)^2}$$



Remember MVT Mean Value Theorem

$$f'(c_k) = \frac{f(b) - f(a)}{b-a} \frac{\Delta y}{\Delta x}$$

\Rightarrow By MVT there is $c_k \in (x_{k-1}, x_k)$

$$f'(c_k) = \frac{\Delta y_k}{\Delta x_k} \Rightarrow \Delta y_k = f'(c_k) \Delta x_k$$

But $\tilde{L} = \sum_{k=0}^n \sqrt{(\Delta x_k)^2 + (f'(c_k) \Delta x_k)^2}$

$\tilde{L} = \sum_{k=0}^n \sqrt{1 + f'(c_k)^2} \Delta x_k$

→ To improve \tilde{L} as n gets large \Rightarrow we use n numbers of sub intervals

$L = \lim_{n \rightarrow \infty} \tilde{L}$

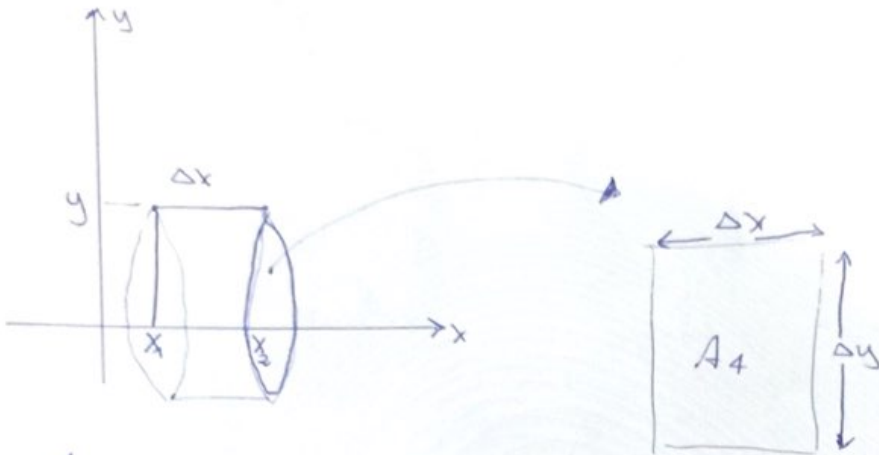
$= \lim_{n \rightarrow \infty} \sum_{k=1}^n \sqrt{1 + f'(c_k)^2} \Delta x_k$

$= \int_b^a \sqrt{1 + f'(x)^2} dx$ Finally 😊

Remark very important and Tricky ⚠

• f' has to be continuous on $[a,b]$
 if not i-try $\Rightarrow L = \int_c^d \sqrt{1 + \left(\frac{dx}{dy}\right)^2} dy$

6.4 Area of surface using Revolution



Area: $(\Delta x)(2y\pi)$
 * x -axis :-

Area = $(\Delta x)(\Delta y)$

The surface area of the region bounded generated by revolving Δx about x -axis is :-
 $(2\pi y \Delta x)$

Definitions :-

x -axis

If $y = f(x) \geq 0$ is continuously differentiable on interval $[a, b]$ then the surface area of the region generated by revolving the curve $y = f(x)$ about x -axis is

$$S = \int_a^b 2\pi y \sqrt{1 + \left(\frac{dy}{dx}\right)^2} dx$$

y -axis

If $x = g(y) \geq 0$ is continuously differentiable on $I = [c, d]$ then the surface area of the region generated by revolving the curve $x = g(y)$ about y -axis is :-

$$S = \int_c^d 2\pi g(y) \sqrt{1 + \left(\frac{dx}{dy}\right)^2} dy$$