

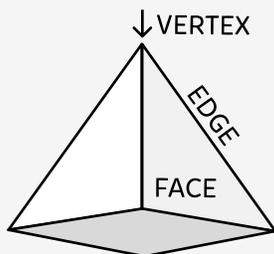
# 3D Shapes and their Attributes

## Square-Based Pyramid

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

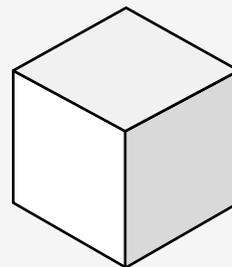


## Cube

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

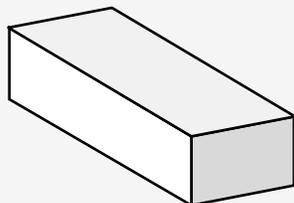


## Cuboid

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

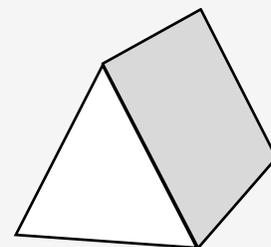


## Triangular Prism

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

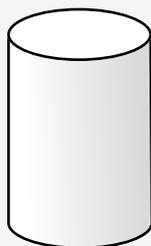


## Cylinder

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

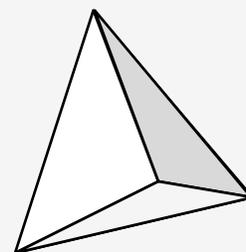


## Triangular-Based Pyramid

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_

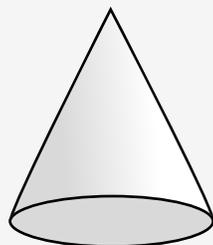


## Cone

Edges: \_\_\_\_\_

Faces: \_\_\_\_\_

Vertices: \_\_\_\_\_



**Edge:** A line segment between faces.

**Face:** A single flat surface.

**Vertex:** A corner where edges meet.