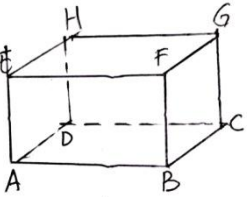
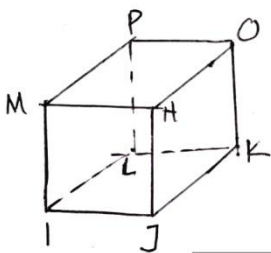
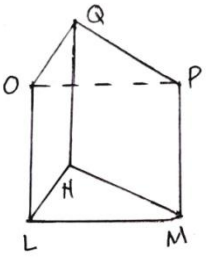
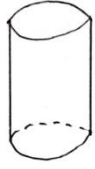


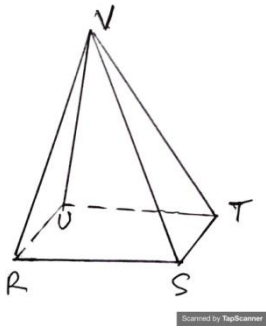
MATEMATIKA
MENGIDENTIFIKASI BANGUN RUANG

6

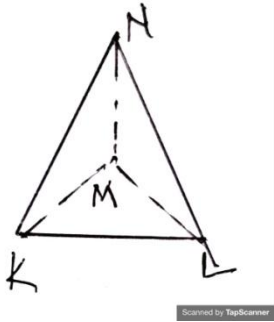
NO	BANGUN	NAMA BANGUN	RUSUK	TITIK SUDUT	SISI
1.	<p style="text-align: center;">PRISMA</p> 				
2.					
3.					
4.					

LIMAS

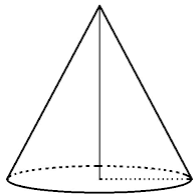
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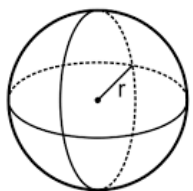
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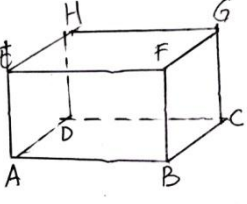
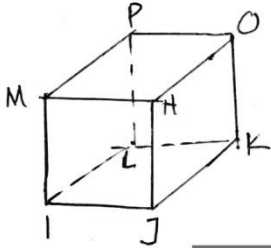
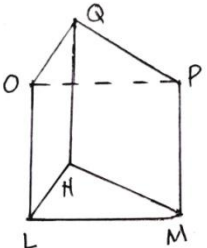
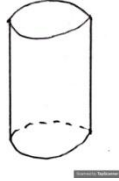


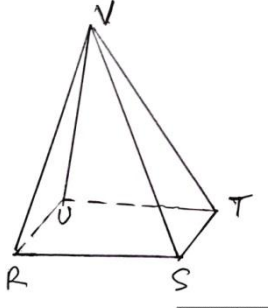
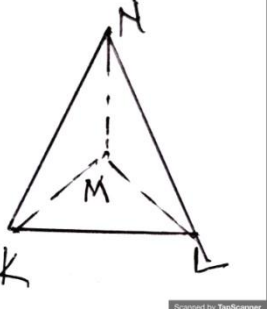
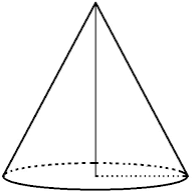
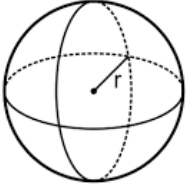
7.



8.



NO	BANGUN	NAMA BANGUN	RUSUK	TITIK SUDUT	SISI
1.	<p style="text-align: center;">PRISMA</p>  <p style="text-align: right; font-size: small;">Scanned by TapScanner</p>	Prisma segi empat (balok)	12	8	6
2.	 <p style="text-align: right; font-size: small;">Scanned by TapScanner</p>	Prisma segi empat (kubus)	12	8	6
3.	 <p style="text-align: right; font-size: small;">Scanned by TapScanner</p>	prisma segitiga	9	6	5
4.	 <p style="text-align: right; font-size: small;">Scanned by TapScanner</p>	Prisma lingkaran (tabung)	2	2	0

5.	<p style="text-align: center;">LIMAS</p>  <p style="text-align: center;">Scanned by TapScanner</p>	Limas segi empat (piramid)	5	8	5
6.	 <p style="text-align: center;">Scanned by TapScanner</p>	Limas segitiga	6	4	4
7.		kerucut	1	1	2
8.		bola			