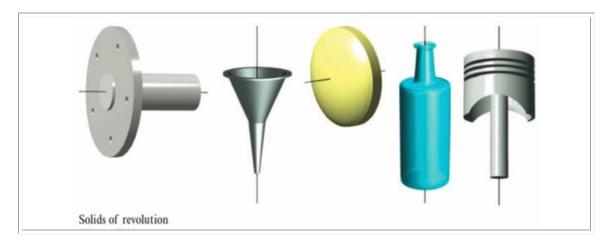
Calculus Lesson 7.2: The Disk Method Mrs. Snow, Instructor

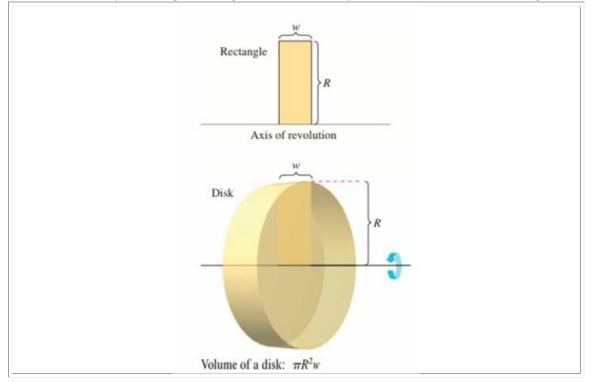


You have already learned that area is only one of the many applications of the definite integral. Another important application is its use in finding the volume of a three- dimensional solid. In this section you will study a particular type of three-dimensional solid—one whose cross sections are similar. Solids of revolution are used commonly in engineering and manufacturing. Some examples are axles, funnels, pills, bottles, and pistons.



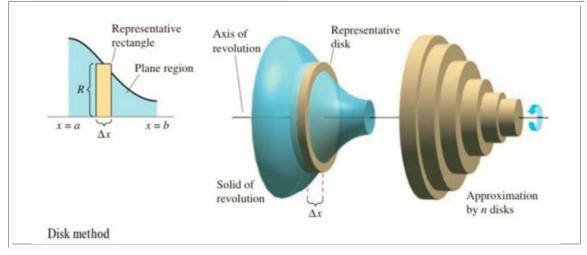
#### The Disk Method

If a region in the plane is revolved about a line, the resulting solid is a solid of revolution, and the line is called the axis of revolution. The simplest such solid is a right circular cylinder or disk, which is formed by revolving a rectangle about an axis adjacent to one side of the rectangle.

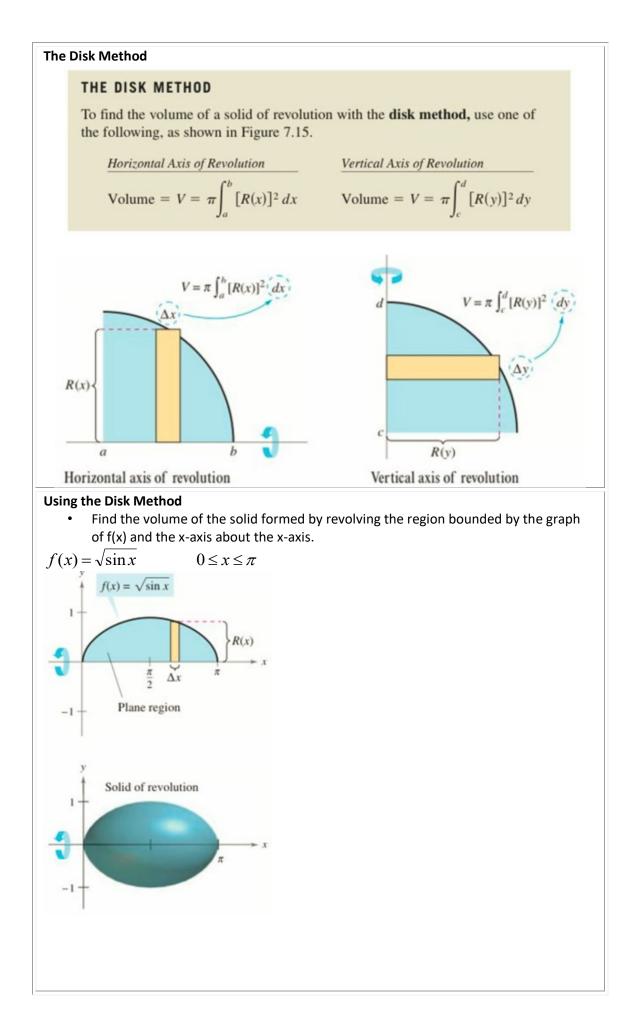


So, how do we use this disk to find volume of a general solid of revolution? First think about the Greek method of exhaustion that is applied to fine the area under a curve. We find the area of n rectangles. As the number of rectangles increases so to does the accuracy of the measurement of the area. Similarly, consider a solid of revolution formed by revolving the plane region about the indicated axis. To determine the volume of this solid, a representative rectangle, of width  $\Delta x$ , in the plane region is revolved about the axis of revolution, it generates a representative disk whose volume is

## $\Delta V = \pi R^2 \Delta x.$

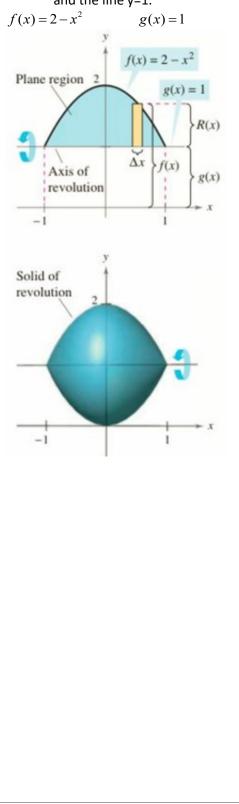


As the number of rectangles increases or as  $\Delta x$  gets smaller, the infinite number of rectangles generated take on the exact shape of the solid.



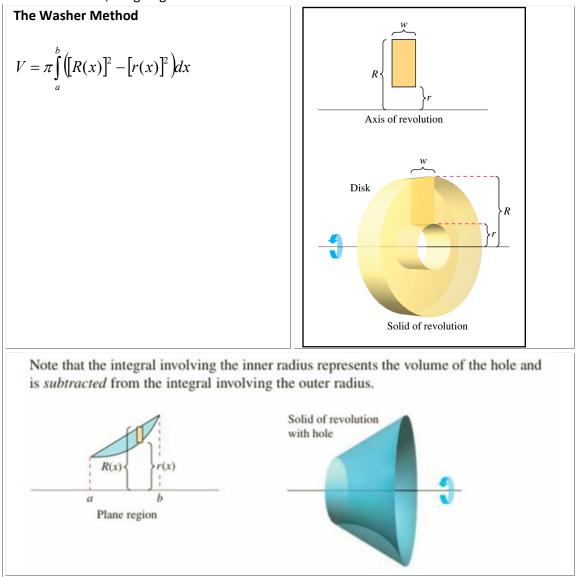
#### **Revolving About a Line That is Not a Coordinate Axis**

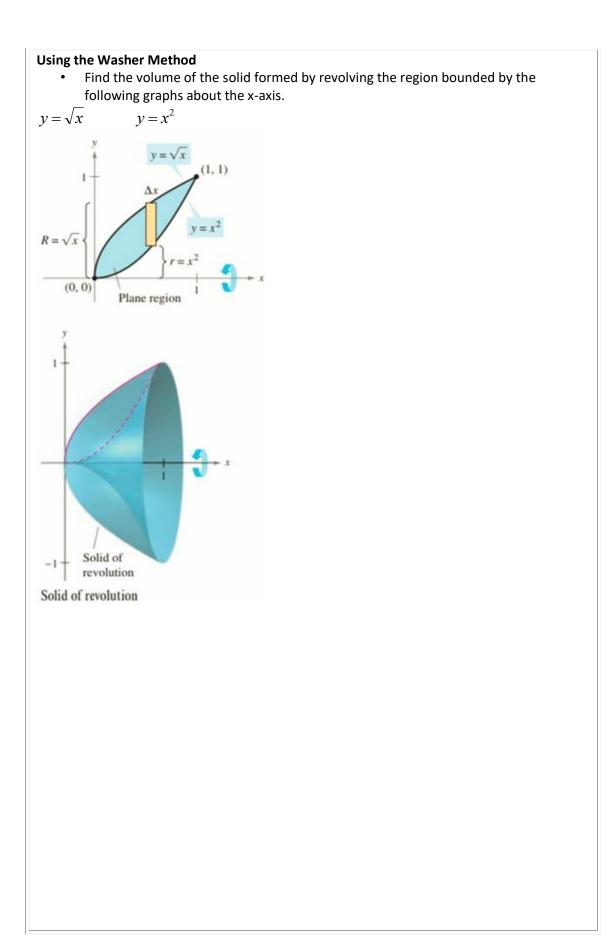
• Find the volume of the solid formed by revolving the region bounded by f(x) and g(x) and the line y=1.



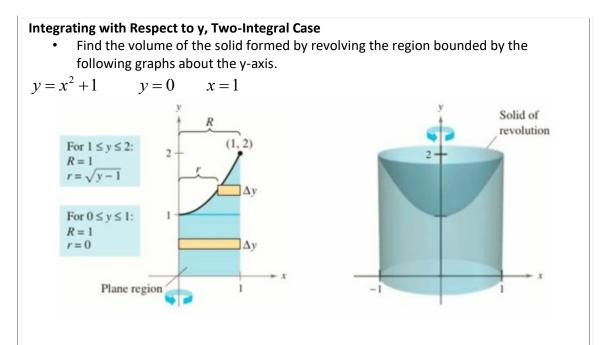
#### The Washer Method

The disk method can be extended to cover solids of revolution with holes by replacing the representative disk with a representative washer. The washer is formed by revolving a rectangle about an axis. So, we going to subtract the radius<sup>2</sup> of the washer from the radius<sup>2</sup> of the hole.



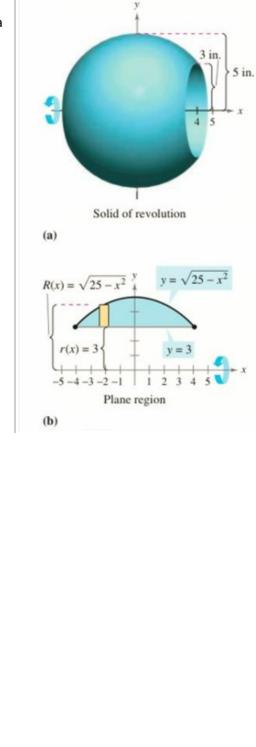


In each example so far, the axis of revolution has been horizontal and you have integrated with respect to x. In the next example, the axis of revolution is vertical and you integrate with respect to y. In this example, you need two separate integrals to compute the volume.



## Manufacturing

A manufacturer drills a hole through the center of a metal sphere of radius 5 inches, as shown in Figure 7.23(a). The hole has a radius of 3 inches. What is the volume of the resulting metal ring?



#### Solids of Known Cross Sections

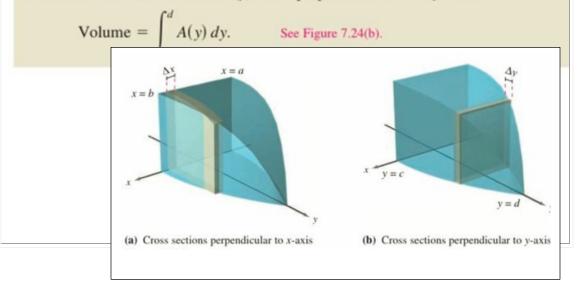
With the disk method, you can find the volume of a solid having a circular cross section whose area is  $A = \pi R^2$ . This method can be generalized to solids of any shape, as long as you know a formula for the area of an arbitrary cross section. Some common cross sections are squares, rectangles, triangles, semicircles, and trapezoids.

# VOLUMES OF SOLIDS WITH KNOWN CROSS SECTIONS

**1.** For cross sections of area A(x) taken perpendicular to the x-axis,

Volume = 
$$\int_{a}^{b} A(x) dx$$
. See Figure 7.24(a)

2. For cross sections of area A(y) taken perpendicular to the y-axis,



# Let's have a quick review of some common areas:

1. A square with sides of length x

4. A semicircle of diameter x

2. A square with diagonals of length x

# 5. An equilateral triangle with sides of length x

3. A semicircle of radius x

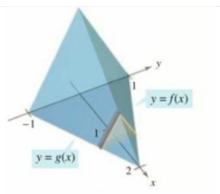
6. An isosceles right triangle with legs of length x

### **Triangular Cross Section**

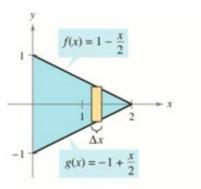
• Find the volume of the solid. The base of the solid is the regions bounded by the lines:

$$f(x) = 1 - \frac{x}{2}$$
  $g(x) = -1 + \frac{x}{2}$   $x = 0$ 

• The cross sections perpendicular to the xaxis are equilateral triangles.



Cross sections are equilateral triangles.



Triangular base in xy-plane