## Calculus Ch. 7.2a: Volume by Disc Method

**Recall finding area under the curve**  $y = \sqrt{x}$  between [0, 4]. Area =  $\int_{a}^{b} (Top \ graph - bottom \ graph) dx$ 



\*Essentially, the Integral Notation allows us to add infinite numbers of differently sized rectangles to form area calculation.

With **Disc Method**, we are going to take this region created by f(x) and the x-axis and rotate this function 360° around the x-axis. What shapes do you see if we were to separate the resulting object into thin slices?



Disc Method: (Top – Bottom) – Vertical Radius

$$V = \pi \int_{x_1}^{x_2} [R(x)]^2 \, dx$$

Disc Method: (Right – Left ) – Horizontal Radius $V = \pi \int_{y}^{y_2} [R(y)]^2 dy$ 

(expression(s) used above has form: " y = \_\_\_\_" ) (expression(s) used above has form: " x = \_\_\_\_" )

Radius [ R(x) or R(y) ] - distance from the <u>AOR (Axis of Revolution)</u> to the **boundary** of shaded region **Example 1**: Find the volume of the solid formed by rotating the curve  $y = \sqrt{x}$  around the x-axis between [0, 4]





## Disc Method: (Top – Bottom) – Vertical Radius –<br/>Horizontal AORDisc Method: (RightVer

$$V = \pi \int_{x_1}^{x_2} [R(x)]^2 dx$$

<u>Disc Method: (Right – Left ) – Horizontal Radius</u> <u>Vertical AOR</u>

$$V = \pi \int_{y_1}^{y_2} [R(y)]^2 \, dy$$

(expression(s) used above has form: " y = \_\_\_\_" )

(expression(s) used above has form: " x = \_\_\_\_")

Radius [R(x) or R(y)] : distance from the <u>AOR(Axis of Revolution)</u> to the **outer boundary** of shaded region

**Example 2**: Find the volume of the solid created by  $f(x) = 2 - x^2$  revolved about the line y = 1.

**Example 3**: Given the region is formed by the function, x-axis, and y-axis. Find the volume of the solid formed by revolving the region about the **y-axis** 



