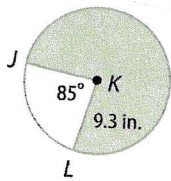


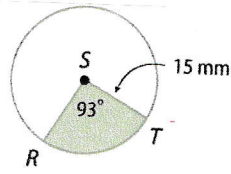
Area of the Sector and Polygon

Find the area of the shaded region. Use 3.14 for pi. Round to the nearest hundredth.

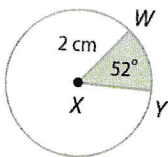
1.



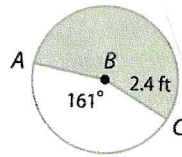
2.



3.

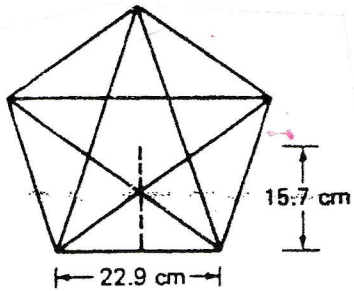


4.

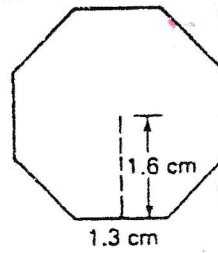


Find the area of the polygon.

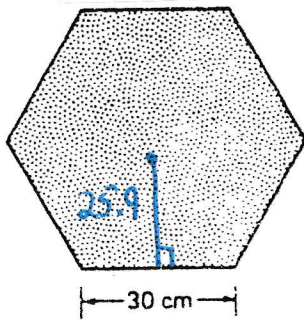
5.



6.



7.



8.

