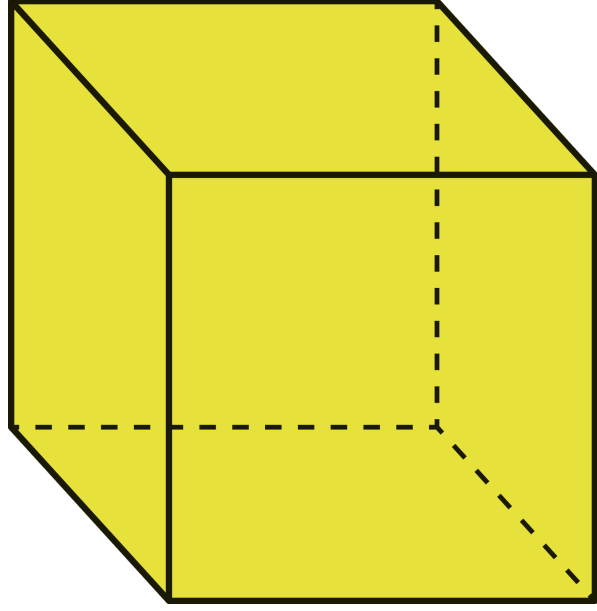


# CUBE

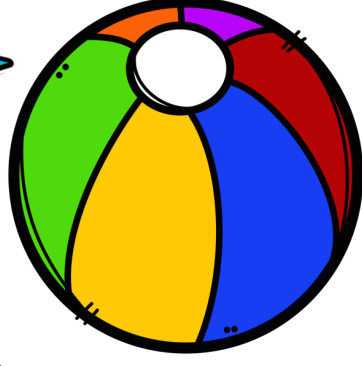
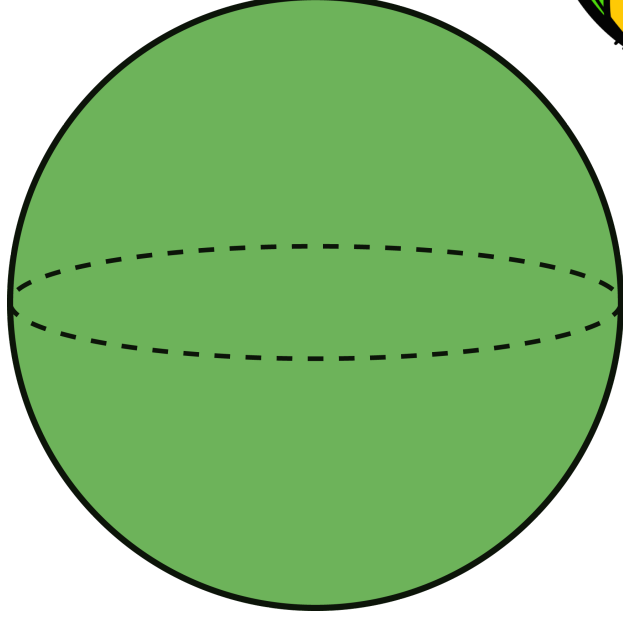


6 faces

12 edges

8 vertices

# SPHERE

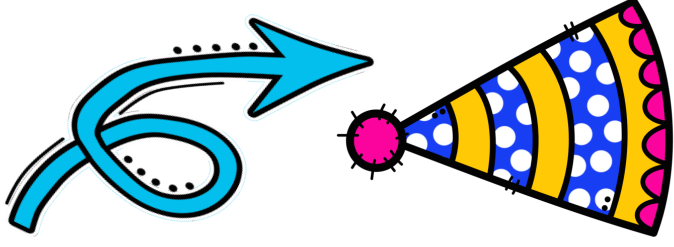
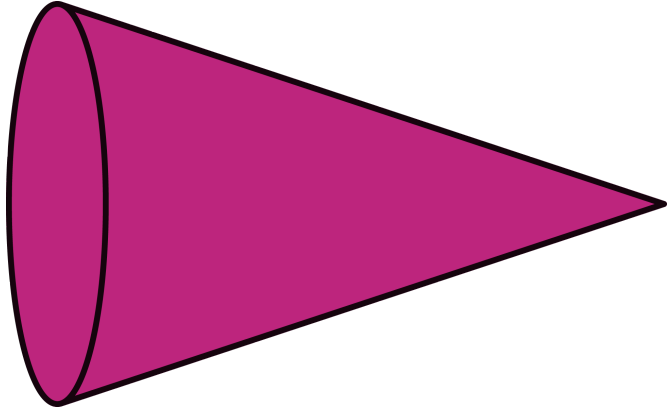


0 faces

0 edges

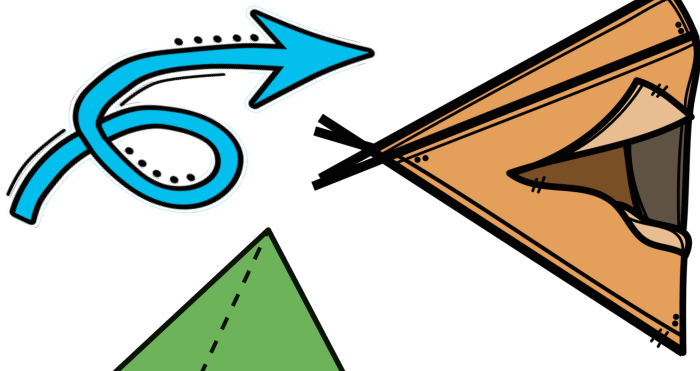
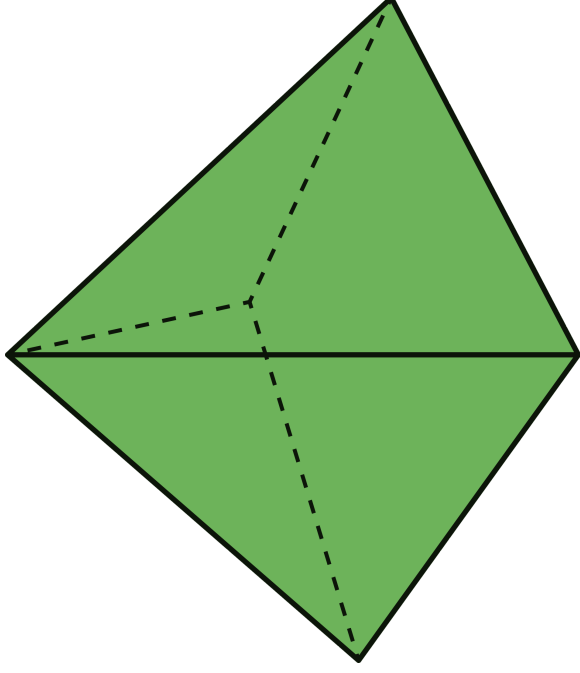
0 vertices

# CONE



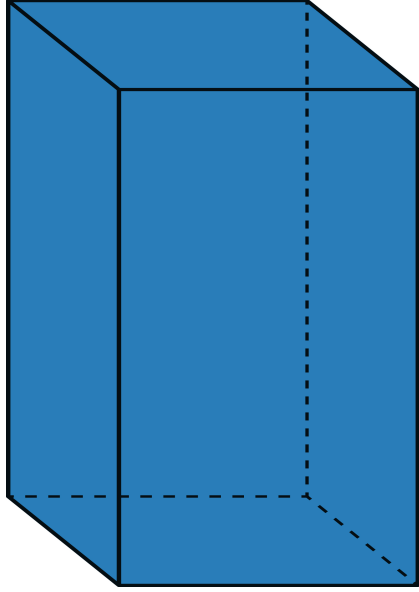
1 face  
0 edges  
1 vertex

# PYRAMID



5 faces  
8 edges  
5 vertices

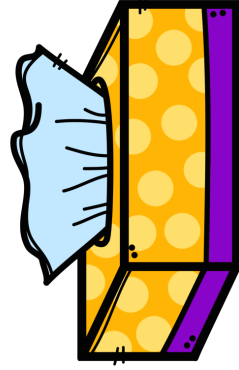
# RECTANGULAR PRISM



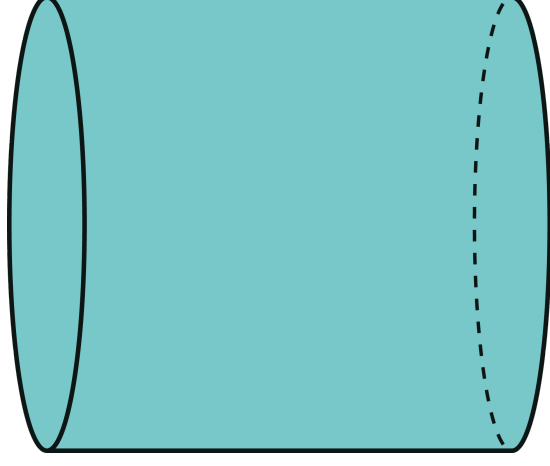
6 faces

12 edges

8 vertices



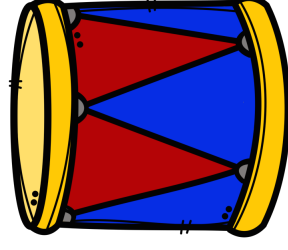
# CYLINDER



2 faces

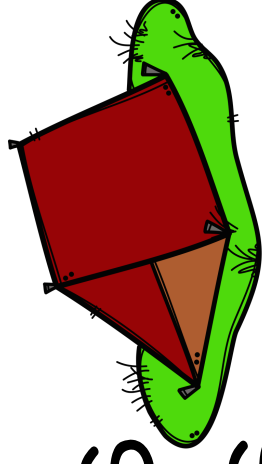
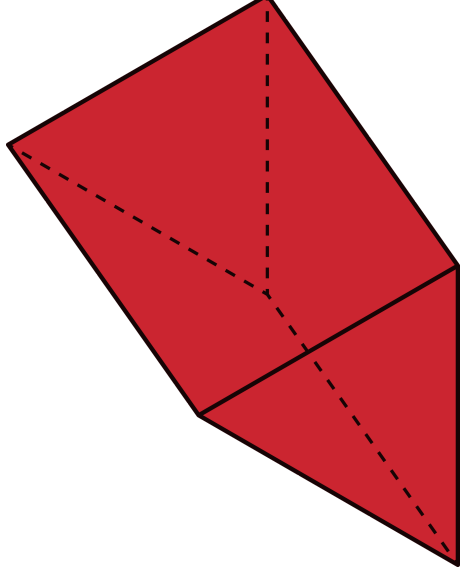
0 edges

0 vertices



# TRIANGULAR

# PRISM



5 faces

9 edges

6 vertices