

# cylinder



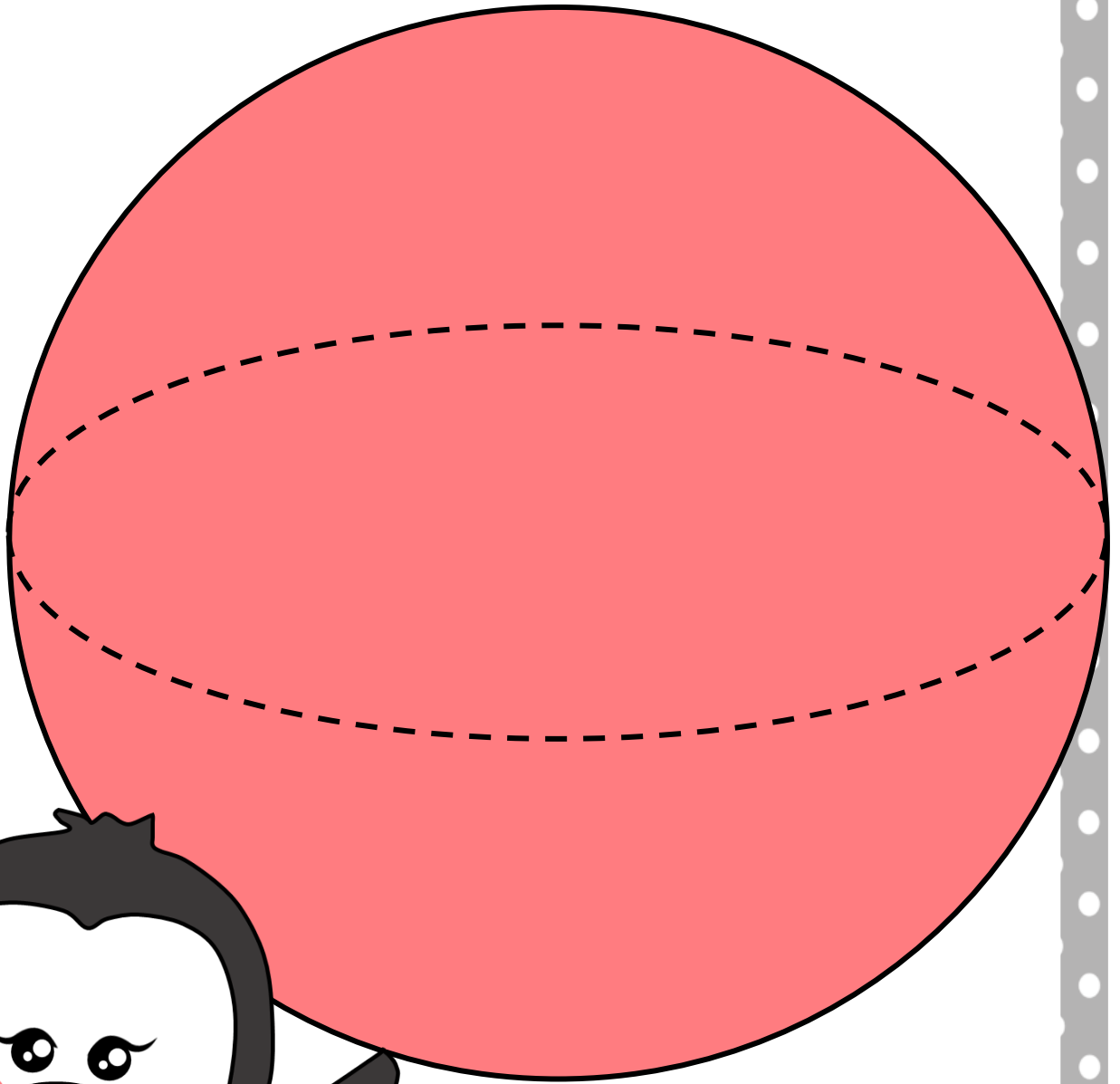
rectangular  
prism



cube



sphere



# pyramid

