

DEFINITION

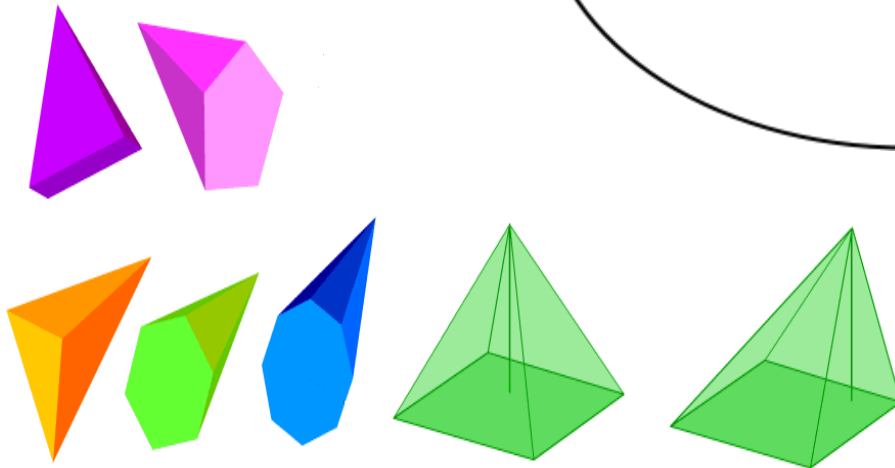
A 3-D shape created by connecting the vertices of a polygon to a single point outside the plane of the polygon (the apex) using straight edges.

CHARACTERISTICS

- At most one face that isn't a triangle
- Half the edges all meet at one point

Pyramid

EXAMPLES



NON-EXAMPLES

