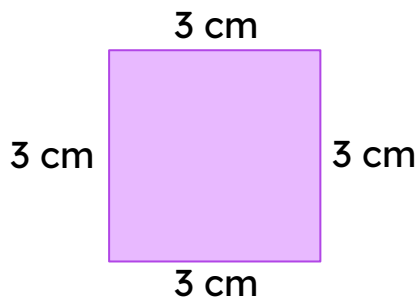
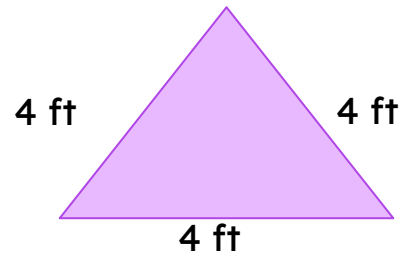


# Perimeter of Regular Shapes

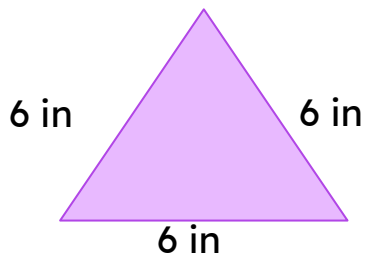
Find the perimeter of the given polygons.



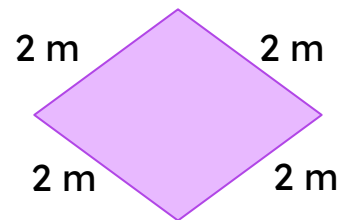
Perimeter =



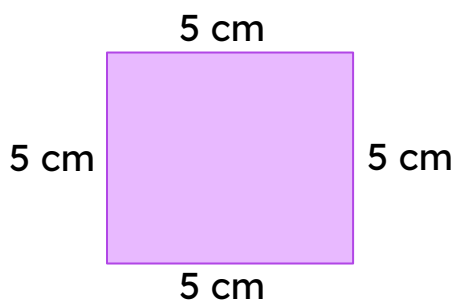
Perimeter =



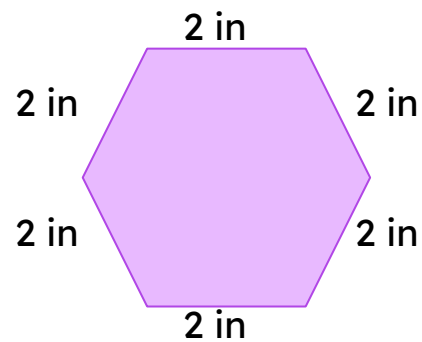
Perimeter =



Perimeter =



Perimeter =



Perimeter =

