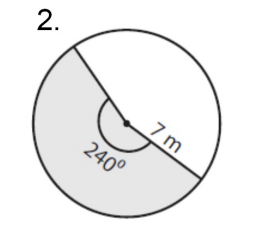
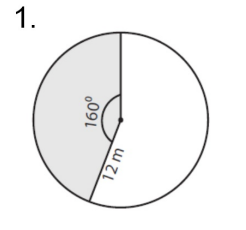
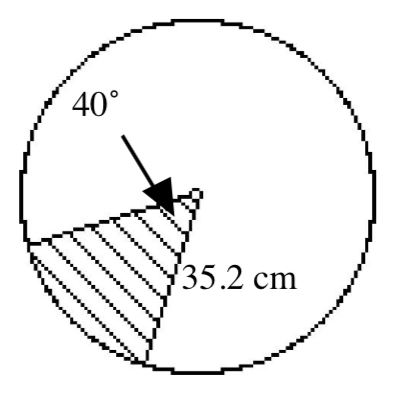
**H. Geometry - Bellwork #48**

**Find the area of each shaded sector to the nearest hundredth.**

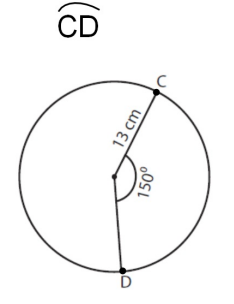
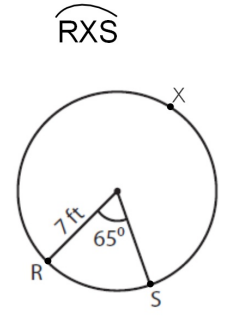
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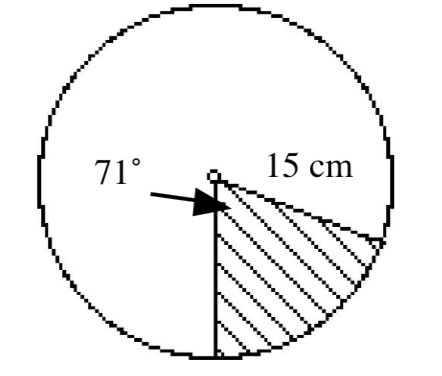
3. 4.

**Find the length of each arc to the nearest hundredth.**



5. 6.

7. 8.

