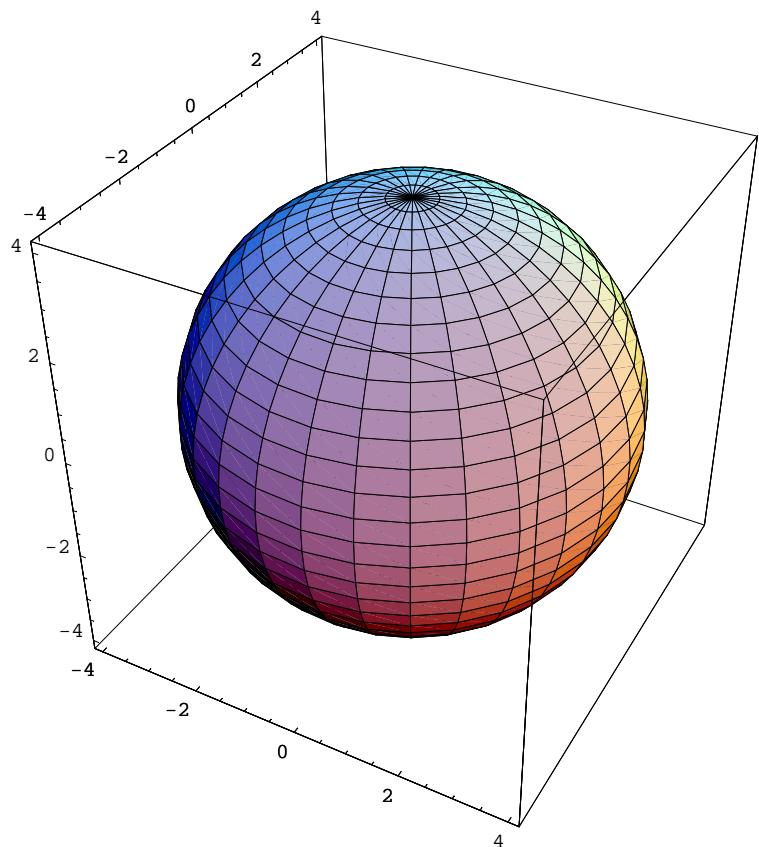


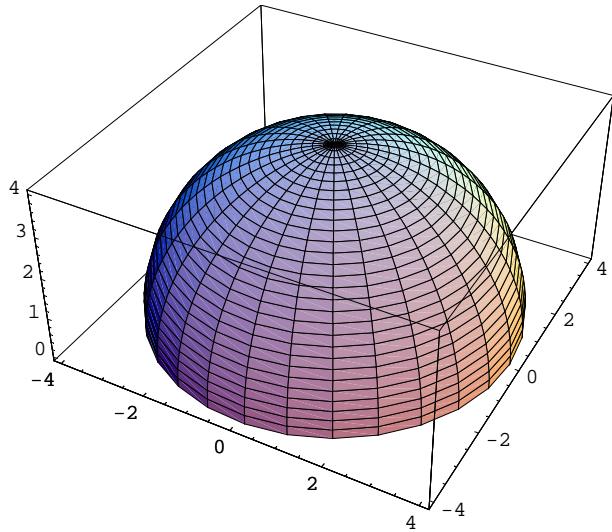
```
<< Graphics`Graphics`
```

```
ParametricPlot3D[  
{4 * Sin[u] * Cos[v], 4 * Sin[u] * Sin[v], 4 * Cos[u]},  
{u, 0, \[Pi]}, {v, 0, 2 * \[Pi]}, Shading \[Rule] True]
```



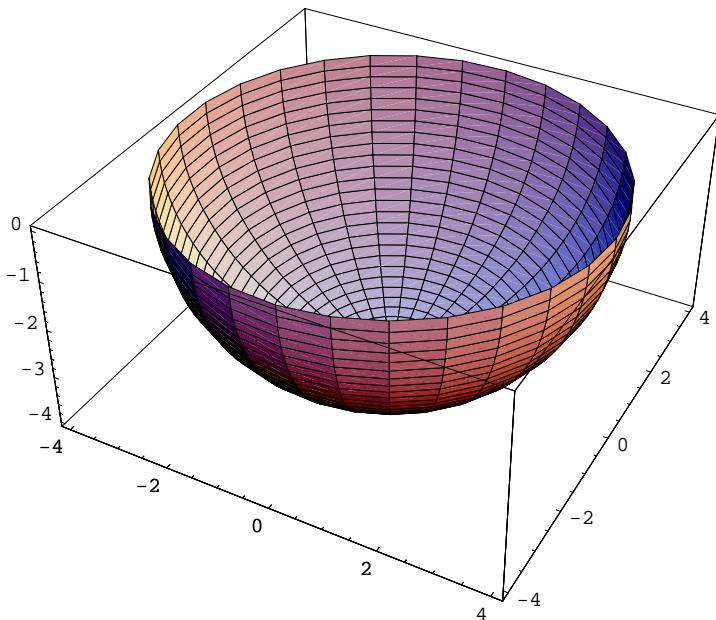
```
- Graphics3D -
```

```
ParametricPlot3D[  
  {4 * Sin[u] * Cos[v], 4 * Sin[u] * Sin[v], 4 * Cos[u]},  
  {u, 0, π / 2}, {v, 0, 2 * π}, Shading -> True]
```



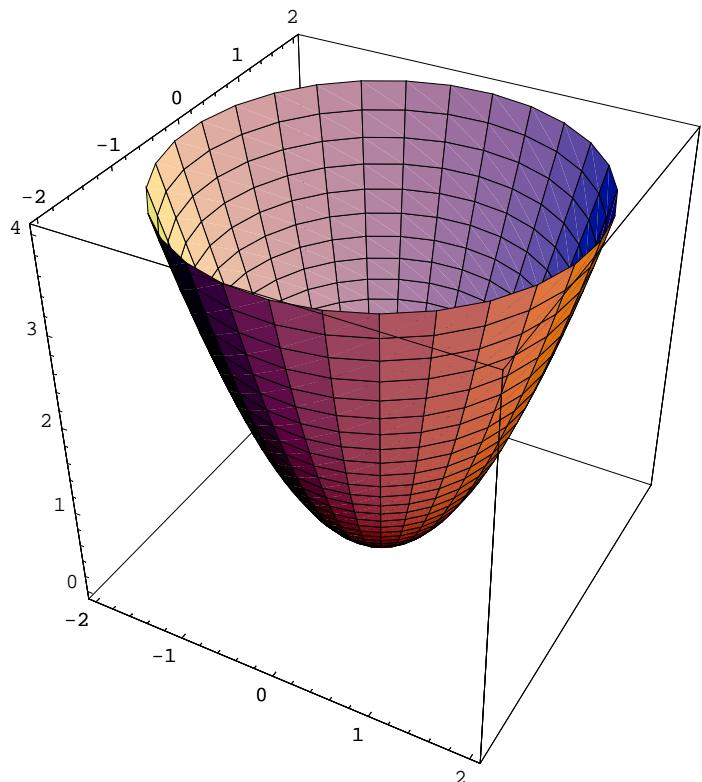
- Graphics3D -

```
ParametricPlot3D[  
  {4 * Sin[u] * Cos[v], 4 * Sin[u] * Sin[v], 4 * Cos[u]},  
  {u, π / 2, π}, {v, 0, 2 * π}, Shading -> True]
```



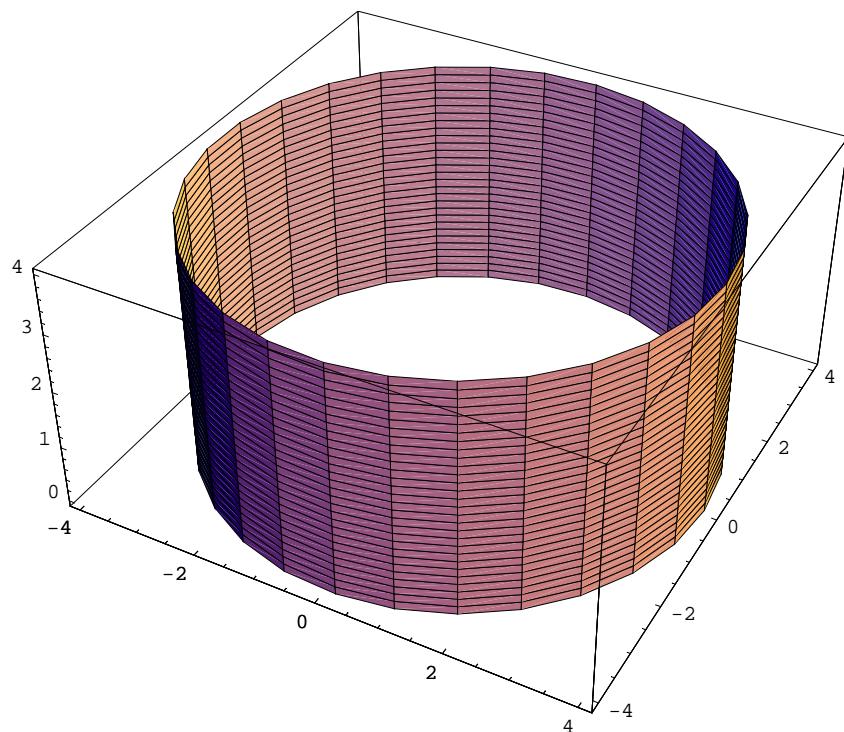
- Graphics3D -

```
ParametricPlot3D[{u * Cos[v], u * Sin[v], u^2},  
{u, 0, 2}, {v, 0, 2 * π}, Shading -> True]
```



- Graphics3D -

```
ParametricPlot3D[{4 * Cos[u], 4 * Sin[u], v},  
{u, 0, 2 * π}, {v, 0, 4}, Shading -> True]
```



- Graphics3D -