

What does the graph of a quadratic function look like?

Quadratic Function	<p><i>Standard Form</i> $f(x) = ax^2 + bx + c$</p> <p><i>Parent Function:</i> $y = ax^2$</p> <p><i>notice how the second differences are the same</i></p> <p><i>(0,0)</i></p>
Parabola	<p>shape of the graph of quadratic function -- U</p>
Vertex	<p>Turning point/ center of graph (x,y)</p>
Axis of Symmetry	<p>$x = \#$ vertical line that cuts graph in symmetric halves</p>
Minimum	<p>vertex when $a > 0$</p> <p>$y \geq 0$</p>
Maximum	<p>Vertex when $a < 0$</p> <p>$y \leq 0$</p> <p>$y = ax^2$</p>
Transformations	<p>stretch-- $a > 1$</p> <p>compression-- $0 < a < 1$</p>
Domain & Range	<p>Domain \mathbb{R} Range is limited by max/min</p>
How to find equation	<p>plug point in to equation $y = ax^2$ and solve for a</p> <p>$(-2, -8)$</p> <p>$x \downarrow$ $y \downarrow$</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> $y = -2x^2$ </div> <p>$y = ax^2$</p> <p>$-8 = a(-2)^2$</p> <p>$-8 = \frac{a(4)}{4}$</p> <p>$-2 = a$</p>

What information can you obtain from the vertex form of a quadratic function?

How to graph:

ex: $f(x) = 2x^2$

Vertex Form

"parameters"

Vertex

Axis of Symmetry

Max/Min

Graphing

ex:

$f(x) = -(x-2)^2 + 3$

1) up or down?

2) find vertex
(h, k)
(min/max)

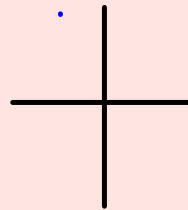
3) Make table w/ vertex in middle

4) Graph!

find vertex

Make a table of values, plot a few points, draw curve!

X	x^2	\rightarrow	$2x^2$
-2	4	\rightarrow	8
-1	1	\rightarrow	2
0	0	\rightarrow	0
1	1	\rightarrow	2
2	4	\rightarrow	8



$f(x) = a(x-h)^2 + k$

a, h, k
(h, k)

$x = h$

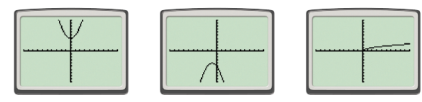
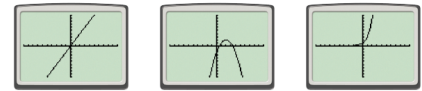
$y \leq k$ or $y \geq k$

horizontal translation
right / left
opposite!
K

vertical translation \rightarrow up/down

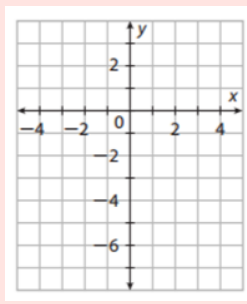
vertical reflection
stretch / compress
 $a < 0$
 $-x^2$
 $|a| > 1$
 $2x^2$
 $|a| < 1$
 $\frac{1}{2}x^2$

CHECK IN:



Blank input boxes for identifying the graphs above.

- $y = -x^2 + 4x - 2$
- $y = 2x$
- $y = \sqrt{0.5x}$
- $y = -(x+1)^2 - 4$
- $y = 3^x$
- $y = x^2 + 4$



How do you convert a function from vertex form to standard form?

Vertex
(from standard form)

vertex--> standard

How to write equation when vertex is NOT at origin

$f(x) = ax^2 + bx + c$ *• y int? • vertex?*
 $y = a(x-h)^2 + k$

$f(x) = x^2 + 4x - 17,$

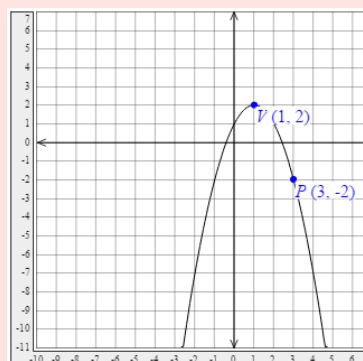
$x = \frac{-b}{2a}$ (plug in to find f(x))

f(x) = plug in!

simplify! $y = 3(x - 5)^2 + 4$

- 1) find vertex and one other point
- 2) plug in to vertex form and solve for a!
- 3) rewrite!

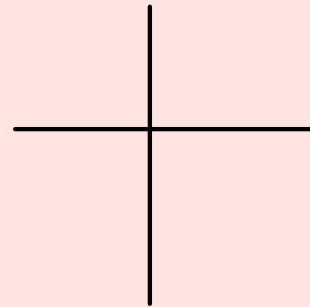
x	y
-1	61
1	13
2	7
3	13
5	61



How are zeros, intercepts, and factors connected?

Graphing Quadratic functions

- 1) Rewrite in standard form (or vertex)
 - 2) Find/ Identify the vertex
 - 3) Find the y intercept
 - 4) Find a couple more points (use a table)
- $$y+5 = x^2 - 4x$$



Solving quadratic functions

when function (y) = 0

Factored form

$$y = (x-a) (x-b)$$

factors are x-a AND x-b

zeros are **a** and **b**

the "zeros" are when the function (y) = 0

Zero product Property

$$(x - a) (x - b) = 0$$

simplify!

AKA the x intercepts

**to find the zeros, it's "opposite constant OVER coefficient"*

Factored --> Standard

$$y = -2(x - 3)(x + 2)$$

To graph:

- 1) plot zeros (x int)
- 2) Write in standard form
- 3) plot y int
- 4) Find (& plot) vertex! $x = \frac{-b}{2a}$ (plug in to find f(x))

Factoring by grouping

$$x(x-5) + 3(x-5) = 0$$

$$2x(x-1) + 4x - 4 = 0$$

GRAPHING: Key Features

Vertex (axis of symmetry, max/min)

When all else fails, make a table w/ vertex in mid
 Domain & Range

Intercepts-- x & y

↓
 \mathbb{R}
 $(-\infty, \infty)$
 ↓ limited by min, m

1) Standard

2) Vertex

3) Factored

$$y = ax^2 + bx + c$$

$$y = a(x-h)^2 + k$$

$$y = (x-a)(x-b)$$

• Vertex $\Rightarrow x = -\frac{b}{2a}$
 plug in for y

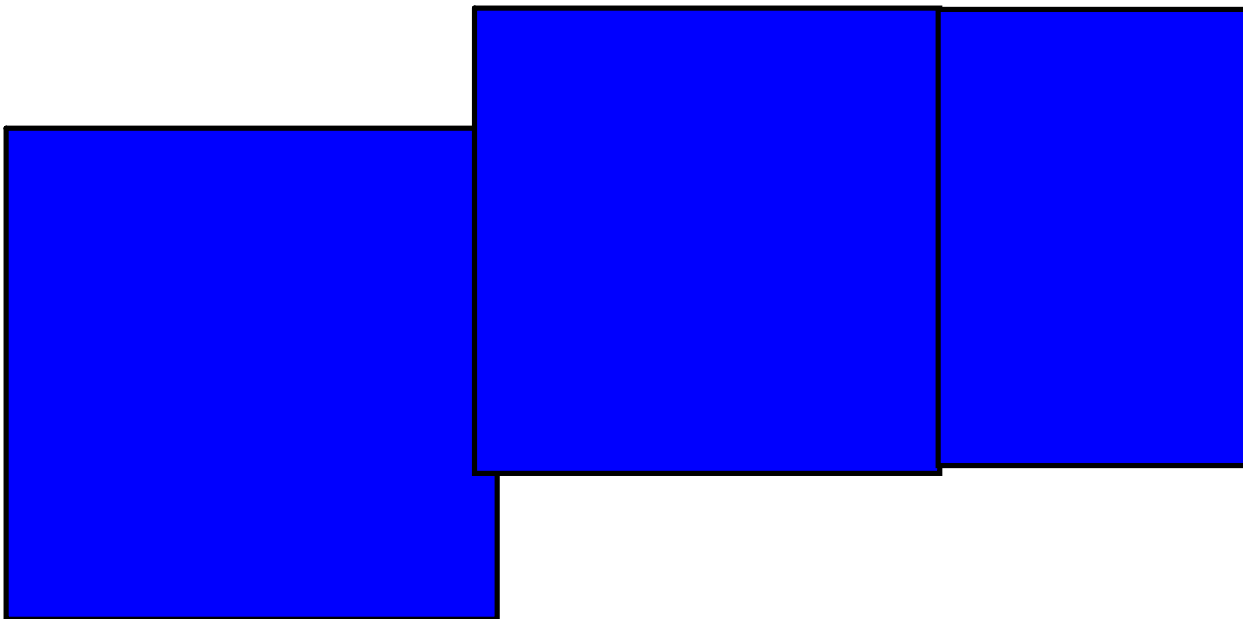
• Vertex $\Rightarrow (h, k)$

• Vertex \Rightarrow convert to standard

• Intercepts $\Rightarrow y = c$ (0, c)
 $x \rightarrow$ "Solve" (y=0)
 Factor!

• Intercepts \Rightarrow
 $y \rightarrow$ convert to standard f
 $x \rightarrow$ Factor!

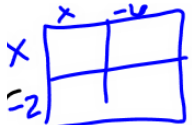
• Intercepts \Rightarrow
 $x = a$ (a, 0)
 b (b, 0)



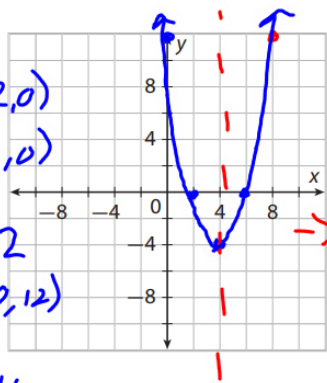
Page 957--graphing from factored form

Identify the x-intercepts and the axis of symmetry of each parabola.

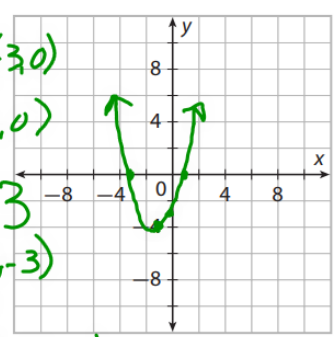
• Extra Practice



1. $y = (x - 2)(x - 6)$ $x = 4$



2. $y = (x + 3)(x - 1)$



1) $x = 2$ (2, 0)
 $x = 6$ (6, 0)

1) $x = -3$ (-3, 0)
 $x = 1$ (1, 0)

2) $x^2 - 8x + 12$
 $y = 12$ (0, 12)

2) $x^2 + 2x - 3$
 $y = -3$ (0, -3)

3) $x = \frac{-(-8)}{2(1)} = 4$

3) $x = \frac{-2}{2(1)} = -1$

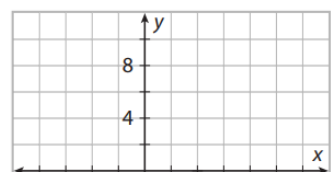
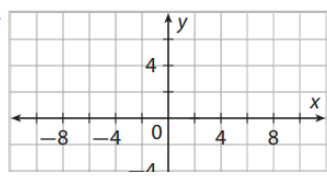
$(4)^2 - 8(4) + 12$

$(-1)^2 + 2(-1) - 3$ (-1, -4)

3. $y = (x - 5)(x + 2)$

$1 - 2 - 3$ $y = (x - 5)(x - 5)$

$y = -9$



$(6 - 3)^2 + 12$
 $y = -4$
 (4, -4)

- 1) x int (look)
- 2) y int
 Convert to standard form (look)
- 3) Vertex
 $x = \frac{-b}{2a}$
 Plug in to find y



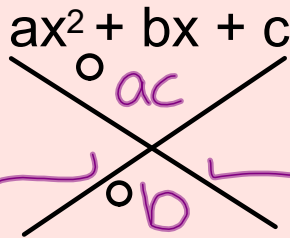
How do you factor (& solve) trinomials?

#1

To factor trinomials

ALWAYS CHECK FOR GCF FIRST!

What multiplies to ac & add/sub to b?



*if ac is ⊕, same sign (add)
if ac is ⊖, diff signs (sub)*

look @ b

- 1) multiply **a** & **c**
- 2) Figure out what adds/ subtracts to **b**
- 3) Write **b** as sum/ diff of those two factors
- 4) Factor by grouping!
- 5) Check by FOIL or BOX

$$x^2 + 10x + 24$$

$$3x^2 - 2x - 5$$

To solve:

21. Match the equation to its solutions.

- | | |
|------------------------|-----------------|
| a. $x^2 - 3x - 18 = 0$ | _____ 3 and 6 |
| b. $x^2 - 9x + 18 = 0$ | _____ -3 and -6 |
| c. $x^2 + 3x - 18 = 0$ | _____ 3 and -6 |
| d. $x^2 + 9x + 18 = 0$ | _____ -3 and 6 |

olve!

10. $x^2 - 18x = -56$

$$-12x^2 = 34x - 28$$

Projectile Motion Formula

$$y = -16t^2 + V + H$$

How can knowing special cases help you solve quadratic equations?

Difference of squares

$$a^2 - b^2 = (a - b)(a + b)$$

$$49x^2 - 36 = (7x - 6)(7x + 6)$$

$$(7x)^2 - (6)^2$$

Perfect square trinomials

$$a^2 + 2ab + b^2 = (a + b)^2$$

$$a^2 - 2ab + b^2 = (a - b)^2$$

$$49x^2 + 14x + 36 = (7x + 6)^2$$

$$(7x)^2 + 2(7x)(6) + (6)^2$$

When would you use each method of solving quadratic equations?

Quadratic Formula	<p data-bbox="432 658 751 837">8. $2x^2 = 8x - 7$</p> $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
Discriminant	$b^2 - 4ac$ <p data-bbox="469 1458 671 1491">if -, no solution</p> <p data-bbox="469 1514 695 1547">if 0, one solution</p> <p data-bbox="469 1570 679 1603">if +, 2 solutions</p>