

## P.1 Graphs and Models

### Graphing Linear Equations

Slope-Intercept Form:  $y = mx + b$

-- solve the equation for  $y$

--  $m = \text{slope}$

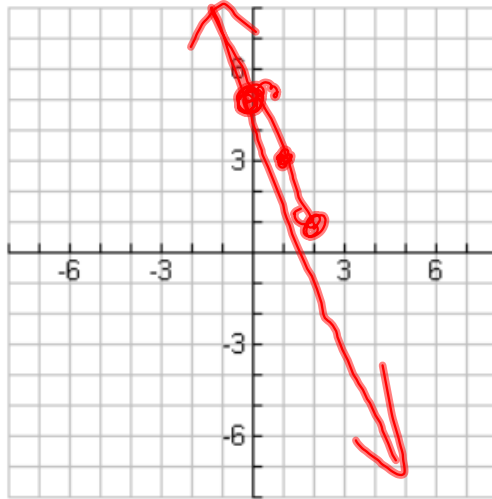
= rise over run

$$= \frac{\text{change in } y}{\text{change in } x} = \frac{\Delta y}{\Delta x} = \frac{dy}{dx}$$

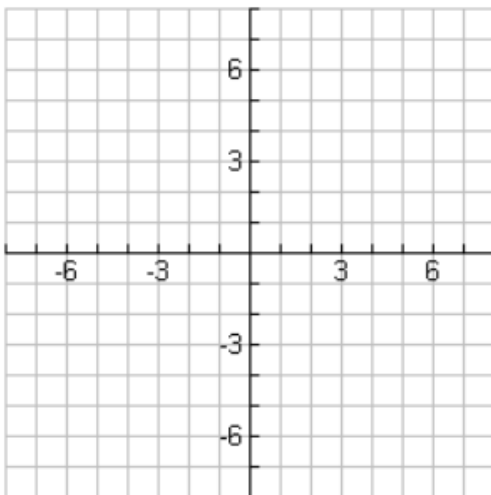
--  $b = \text{y-intercept}$

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

ex 1)  $2x + y = 5$



2)  $3y - 4x = -9$



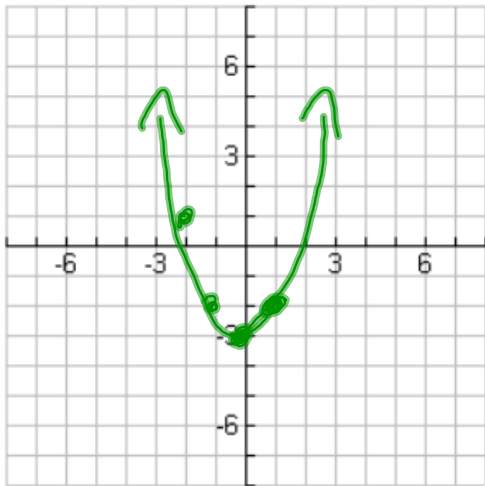
Graphs of higher order equations:

-- use a table of values to plot points.

ex 3)  $y + 3 = x^2$   
 $y = x^2 - 3$



solve for y.  
 make table of values.  
 (choose easiest points)

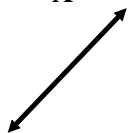


Graph a complete & smooth curve.

Basic curves:

Linear

$x$



Quadratic

$x^2$



Cubic

$x^3$



Quartic

$x^4$



Square Root

$\sqrt{x}$



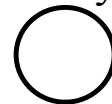
Absolute Value

$|x|$



Circle

$x^2 + y^2$



## Intercepts of a Graph



x-intercept -- where the graph intersects the x-axis

-- point  $(a, 0)$

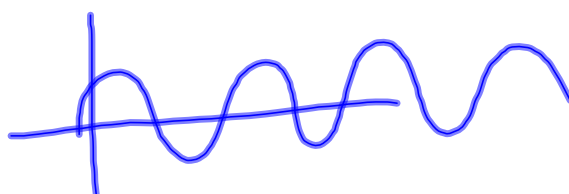
-- y-value always = 0

ex)  $y = x^2 - 16$

Let  $y = 0$  and solve for x

$$0 = x^2 - 16 \quad (4, 0) \quad (-4, 0)$$
$$x = \pm 4$$

\* How many x-int can a graph have?



y-intercept -- where the graph intersects the y-axis

-- point  $(0, b)$

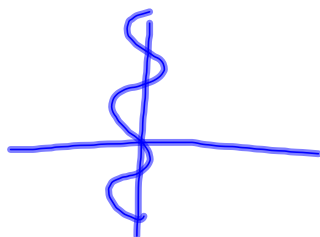
-- x-value always = 0

ex)  $y = x^2 - 16$

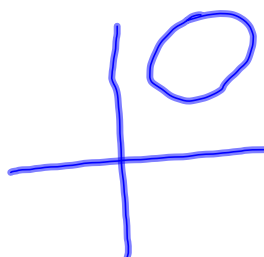
Let  $x = 0$  and solve for y

$$y = 0 - 16 \quad (0, -16)$$

\* How many y-intercepts can a graph have?



\* Does a graph have to have any intercepts?



ex: Find all intercepts for:  
 $x^2 + 3x = y^2 + 4$

$$x^2 + 3x = 0 + 4$$

$$x^2 + 3x - 4 = 0$$

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

$$(-4, 0)(1, 0)$$

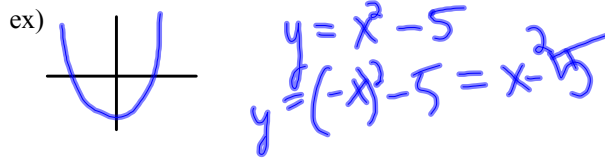
$$0 = y^2 + 4$$

$$\sqrt{y^2 + 4}$$

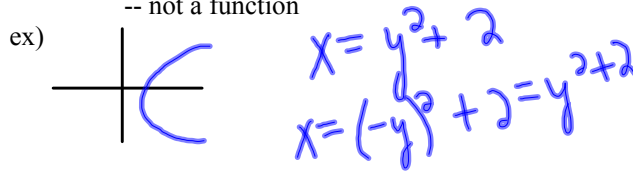
Symmetry

3 Basic Symmetries:

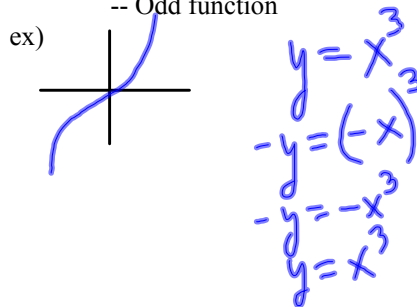
- 1) y-axis sym -- reflect across y-axis  
 -- if point (x,y) is on the graph, then (-x,y) is also on the graph  
 -- replacing x with -x results in the same eqn.  
 -- Even function



- 2) x-axis sym -- reflect across x-axis  
 -- if point (x,y) is on the graph, then (x,-y) is also on the graph  
 -- replacing y with -y results in the same eqn.  
 -- not a function

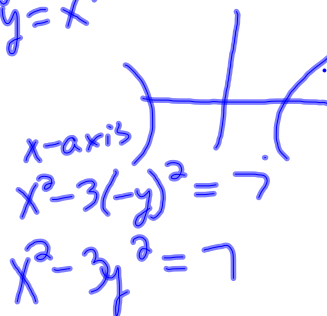


- 3) origin sym -- reflect through the origin (0,0)  
 -- if point (x,y) is on the graph, then (-x,-y) is also on the graph  
 -- replacing x with -x, and y with -y results in the same equation.  
 -- Odd function



ex1:  $x^2 - 3y^2 = 7$

y-axis  
 $(-x)^2 - 3y^2 = 7$   
 $x^2 - 3y^2 = 7$



origin  
 $(-x)^2 - 3(-y)^2 = 7$   
 $x^2 - 3y^2 = 7$

$y = 5x^3$

ex2)  $x = 5y^3$

## Points of Intersection

2 Methods:

- 1) solve each eqn for the same variable, then set them equal to each other.
- 2) solve one eqn for a single variable, then substitute into the other eqn.

ex 1)  $x^2 - y = 3$  and  $x - y = 1 \rightarrow x = 1 + y$

$$(1+y)^2 - y = 3$$
$$y^2 + 2y + 1 - y = 3$$
$$y^2 + y - 2 = 0$$
$$(y+2)(y-1) = 0$$
$$y = -2, 1$$

ex 2)  $x^2 + y^2 = 5$  and  $x - y = 1$

$$\begin{matrix} (-1, -2) \\ (2, 1) \end{matrix}$$

\* How many intersection points can 2 graphs have?

$$y = x^2 \sqrt{25 - x^2}$$
$$x^2 = 0 \quad \sqrt{25 - x^2} = 0$$

HW: p 8, # 1-4, 9, 12, 17, 19, 22, 23, 28-36e, 60-70e, 76