# Study Guide Test #2 M120 Sp 15 (Ch. 9 & 5.3)

## Skills & Details of Quadratics

- Meaning of Discriminant
  - $\checkmark$  Indicates number and type of solutions to a quadratic
  - ✓ Practical application in graphing a parabola to indicate number of x-intercpets
  - Methods of Solving Quadratics (remember this finds x-intercepts)
    - ✓ Zero Product (Factor) Property
    - ✓ Quadratic Formula
    - ✓ Square Root Property
    - $\checkmark$  Completing the Square

#### **Graphing Parabolas**

- Finding vertex
  - $\checkmark$  vertex form
  - ✓  $(-^{b}/_{2a}, f(-^{b}/_{2a}))$
  - ✓ using symmetry
- Finding y-intercept
  - ✓ constant in std form  $ax^2 + bx + c$
  - $\checkmark$  let x = 0 and find value in vertex form
- Finding x-intercept
  - $\checkmark \quad \text{Let } y = 0 \text{ and solve for } x$
  - $\checkmark$  standard form factor or use quadratic formula
  - $\checkmark$  vertex form use square root property
- Finding symmetric points
  - ✓ symmetry from vertex's x-value (axis of symmetry)

## Using Parabola's Equation to Find

- Maximum/Minimum Value of a Function
  - ✓ Vertex y-value is maximum if negative "a" & minimum if positive "a"
  - $\checkmark$  The x-value is the dependent value that yields the max/min (many times it is a time)
- Time for a projectile to hit the ground
  - $\checkmark$  The x-intercept (remember that many times one solution is extraneous)
- Time for a projectile to reach any given height
  - ✓ Set function equal to height and solve as you would x-intercept

## Modeling Parabolas & Differentiating from Linear Models

- Vertex is known (or can be determined to be known due to symmetry)
  - $\checkmark$  Use vertex form & substitute in one other point to solve for "a"
- Vertex is unknown
  - $\checkmark$  Use 3 ordered pairs to create a third order system to solve for a, b & c in standard form
- Real World Data
  - $\checkmark$  Use symmetry to determine a vertex
  - ✓ From a scatterplot, determine a value that seems to lie on your sketch of a parabola that comes close or hits as many points as possible
  - $\checkmark$  Use vertex and point to create equation using vertex form
  - ✓ Alternately: Use Quadratic Regression
- Linear Models Have Constant Rate of Change & Quadratic Models won't

#### Solving Systems of Equations

- 2<sup>nd</sup> Order by Elimination from Ch. 5
- 3<sup>rd</sup> Order by Elimination from Ch. 9