## 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
$\checkmark$ Practical application in graphing a parabola to indicate number of x-intercpets
- Methods of Solving Quadratics (remember this finds x-intercepts)
$\checkmark$ Zero Product (Factor) Property
$\checkmark$ Quadratic Formula
$\checkmark$ Square Root Property
$\checkmark$ Completing the Square
Graphing Parabolas
- Finding vertex
$\checkmark$ vertex form
$\checkmark\left(-\frac{\mathrm{b}}{2 \mathrm{a}}, \mathrm{f}\left(-{ }^{\mathrm{b}} / 2 \mathrm{a}\right)\right)$
$\checkmark$ using symmetry
- Finding y-intercept
$\checkmark$ constant in std form $-a^{2}+b x+c$
$\checkmark$ let $x=0$ and find value in vertex form
- Finding $x$-intercept
$\checkmark$ Let $\mathrm{y}=0$ and solve for x
$\checkmark$ standard form factor or use quadratic formula
$\checkmark$ vertex form use square root property
- Finding symmetric points
$\checkmark$ symmetry from vertex's $x$-value (axis of symmetry)
Using Parabola's Equation to Find
- Maximum/Minimum Value of a Function
$\checkmark$ Vertex $y$-value is maximum if negative " a " \& minimum if positive " a "
$\checkmark$ The x -value is the dependent value that yields the $\mathrm{max} / \mathrm{min}$ (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
$\checkmark$ 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 $\mathrm{a}, \mathrm{b}$ \& c in standard form
- Real World Data
$\checkmark$ Use symmetry to determine a vertex
$\checkmark$ 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
$\checkmark$ Alternately: Use Quadratic Regression
- Linear Models Have Constant Rate of Change \& Quadratic Models won't

Solving Systems of Equations

- $2^{\text {nd }}$ Order by Elimination from Ch. 5
- $3^{\text {rd }}$ Order by Elimination from Ch. 9

