

Quadratic Equation/Relation: a degree two equation

Degree 2: highest exponent is two

**Standard form of the quadratic equation:**  $y = ax^2 + bx + c$

examples:  $y = 3x^2 - 2x + 5$      $y = x^2$      $y = -2x^2 + x$      $y = 3x^2 - 5$

Vertex: the “turning” point of graph. It is the lowest(minimum) or the highest(maximum) point on the parabola

Finding vertex, if equation is in standard form:

1) calculate  $\frac{-b}{2a}$  (this is x-coordinate of vertex, ie  $x = \frac{-b}{2a}$ )

2) sub in calculated value for “x” and solve for y (this is the y coordinate of the vertex)

Axis of symmetry: the vertical line that passes through the vertex of a parabola that shows reflective symmetry (how the left and right side are mirror images in line of symmetry)

*eq. of axis of sym.*

$x = \text{avg. of } x \text{ co-ordinates of mirror points}$   
(and x co-ordinate of vertex)

Equation will be:  $x = \text{“x value of vertex”}$  or  $x = \frac{-b}{2a}$  (when in standard form  $y = ax^2 + bx + c$ )

How each coefficient (“a” and “b”) or constant (“c”) affects graph, when  $y = ax^2 + bx + c$

“a” - i) if  $a > 0$ , then graph opens up (vertex is a min.)    ii) if  $a < 0$ , then graph opens down (vertex is a max.)

“b” - if it is changed, then it affects the line of symmetry (and affects vertex)

“c” - if it is changed, then it affects the y-intercept [is the y intercept (0,c)] (and affects vertex)

Domain: x is an element of the real numbers  $D = \{x \mid x \in R\}$  ...set notation     $(-\infty, \infty)$ ... interval notation

Range: i)  $y \geq y\text{-value of the vertex}$ , if graph turns up (if  $a > 0$ )  $R = \{y \mid y \geq y_v, y \in R\}$  ..... OR  $[y_v, \infty)$

ii)  $y \leq y\text{-value of the vertex}$ , if graph turns down (if  $a < 0$ )  $R = \{y \mid y \leq y_v, y \in R\}$  .....OR  $(-\infty, y_v]$   
(Where “ $y_v$ ” is the y value of the vertex)

Zero Product Rule: If  $ab = 0$  then  $a = 0$  or  $b = 0$  (if a product is zero, then a factor must equal zero)

Mirror Points: two points that are equidistant from the axis of symmetry of a parabola (will have same y co-ordinates)

Partial Factors: Factoring the “x” parts of standard form to find the “mirror point” of the y-intercept (and y-intercept)

ex)  $y = x^2 + 4x - 2$

What makes the x (factored) parts = 0?

$y = (x^2 + 4x) - 2$  (Set this part equal to 0, and solve)

$y = x(x + 4) - 2$  So  $x = 0$  or  $x = -4$ , make the “x part” = 0

Graphing using standard form:

1) find y-int. (0, c)

2) partial factor the “x stuff” [factoring out a GCF of x is enough]

3) set partial factors = 0, and solve for “x” this gives “x co-ordinate of y-int(which we knew) and the x coordinate of mirror point. ... i.e. (0, c) and (other “x”, c)

4) average these x values....this gives axis of sym ( $x = \text{avg}$ ) AND the x-coordinate of vertex ( $\text{avg}$ , y)

5) sub in “x” of vertex and find y (write vertex point (x, y))

6) plot points (y-int, mirror of y-int, and vertex) and sketch parabola

In general:  $y = ax^2 + bx + c$

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

$y = x(ax + b) + c$

$$\begin{aligned} x(ax + b) &= 0 \\ x = 0 \text{ or } ax + b &= 0 \\ ax &= -b \\ x &= \frac{-b}{a} \end{aligned}$$

y-int (0, c), mirror point  $\left(\frac{-b}{a}, c\right)$

\*\*When equation is in standard form\*\*

Explanation of why the formulas for axis of symmetry and finding x-coordinate of vertex works (how derived or made)

Using this to find axis of symmetry:  $x = \text{average of the x-coordinates of any mirror points}$  .....use “0” and “ $\frac{-b}{a}$ ”

$$x = \text{avg.} = \frac{\text{sum}}{2} = \frac{0 + \frac{-b}{a}}{2} = \frac{\frac{-b}{a}}{2} = \frac{-b}{a} \div 2 = \frac{-b}{a} \times \frac{1}{2} = \frac{-b}{2a}$$

$$\begin{aligned} \text{equation of axis of sym.} \\ x &= \frac{-b}{2a} \\ (\text{and x coordinate of vertex}) \end{aligned}$$

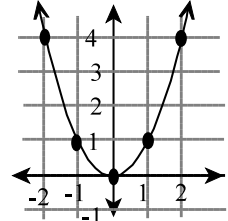
\*\*sub in x and find y of vertex....  $f\left(\frac{-b}{2a}\right)$

3 quick points if in  $y = ax^2 + bx + c$  form: y-int and mirror are (0, c) and  $\left(\frac{-b}{a}, c\right)$ , vertex  $\left(\frac{-b}{2a}, f\left(\frac{-b}{2a}\right)\right)$

Graph of quadratic equation:  
Shape is called a PARABOLA

Ex:  $y = x^2$

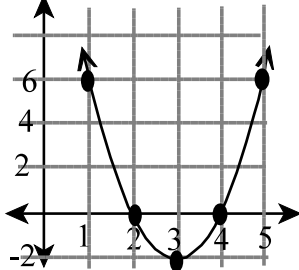
x	y
-2	4
-1	1
0	0
1	1
2	4



## Factored Form of the Quadratic Function: $y = a(x-r)(x-s)$ or $f(x) = a(x-r)(x-s)$

ex)  $y = 2(x-2)(x-4)$  x-intercepts (2, 0) and (4, 0) or x-int = 2 and 4 (assumption is  $y = 0$ )

x	y
1	6
2	0
3	-2
4	0
5	6



Notice: 2 and 4 are the values subtracted in the equation

\*\*So, in the factored form “r” and “s” are the x-intercepts\*\*

Finding line of symmetry:  $x = \text{avg. of x-intercepts} = \frac{r+s}{2}$

Finding the x- intercepts using factored form

- 1) sub in  $y = 0$
- 2) apply the zero product rule to find
- 3) write x-intercepts as points ( r , 0) and ( s , 0)

Finding vertex:

- 1) find x-intercepts
- 2) average the x-intercepts  $\frac{r+s}{2}$
- 3) sub in x and find y

vertex

$$\left( \frac{r+s}{2}, f\left(\frac{r+s}{2}\right) \right)$$

Graphing using factored form:

- 1) find x intercepts (see steps above)
- 2) find vertex (see steps above)
- 3) plot x intercepts and vertex and sketch graph

“ZEROS” = what x values make the function = “0”.....the “x-intercepts” ( sub  $y = 0$  and solve for x)

Finding equation in factored form if given graph:

[need: two x-intercepts and one other point]

- 1) write  $y = a(x-r)(x-s)$
- 2) sub in x-intercepts and simplify each bracket
- 3) sub in any other point and calculate “a”
- 4) make sure you write the final version of the equation (only variables should be x and y)

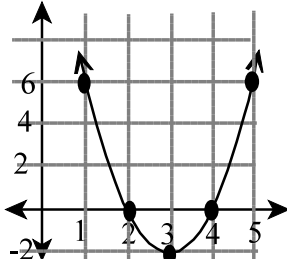
for graph above: x-int(2,0)(4,0) and pt.(5,6)

- 1...  $y = a(x-r)(x-s)$
- 2...  $y = a(x-2)(x-4)$
- 3...  $6 = a(5-2)(5-4)$ ...subbed(5,6)
- $2 = a$
- 4...  $y = 2(x-2)(x-4)$

## Vertex Form of the Quadratic Function: $y = a(x-h)^2 + k$ or $f(x) = a(x-h)^2 + k$

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

x	y
1	6
2	0
3	-2
4	0
5	6



Vertex is ( 3 , -2)

- 3...what makes bracket (partial factor) zero...the “h”
- 2... the constant added to bracket in this form...the “k”

Graphing using Vertex form(some quick methods): (don't forget you can always sub in x's and find y's, to always graph )

Method 1

- 1) note vertex (h , k)
- 2) sub in an “x” left and right of vertex to find two more points
- 3) plot points and sketch graph

Method 2

- 1) note vertex (h , k)
- 2) Use “a” like a slope and plot mirror points one unit left and right of vertex
- 3) sketch graph

x	y
h-1	k+a
h	k
h+1	k+a

Method 3

- 1) note vertex (h , k)
- 2) find y-int (sub  $x = 0$ )
- 3) note mirror point of y-int.
- 4) sketch graph

Finding equation in vertex form if given graph:

[need: vertex and one other point]

- 1) write  $y = a(x-h)^2 + k$
- 2) sub in “h” and “k” of vertex (and simplify if necessary)
- 3) sub in any other point and calculate “a”
- 4) make sure you write the final version of the equation (only variables should be x and y)

for graph above: V:(3,-2) and pt.(5,6)

- 1...  $y = a(x-h)^2 + k$
- 2...  $y = a(x-3)^2 - 2$
- $y = a(x-3)^2 - 2$
- 3...  $6 = a(5-3)^2 - 2$ ...subbed(5,6)
- $2 = a$
- 4...  $y = 2(x-3)^2 - 2$

Word Problems:

- 1) set up an equation in standard , factored or vertex form ...READ CAREFULLY...sketching situation may help  
\*\*based on using previous/application of knowledge; area , volume , cost, etc...too many possibilities to list all\*\*
- 2) max/min problems need a vertex to be found...see notes on finding vertex
- 3) when done, re-read question to see if you answered it.