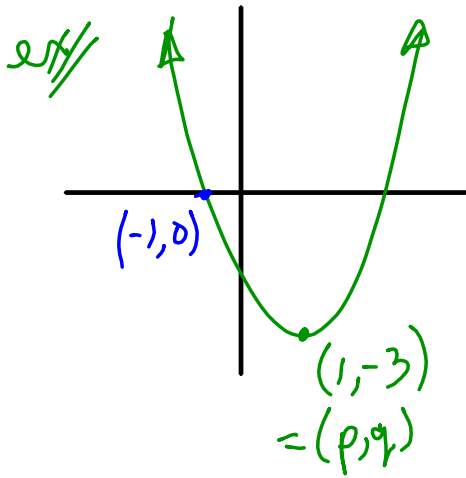


$$y = a(x-p)^2 + q \Rightarrow v(p, q)$$



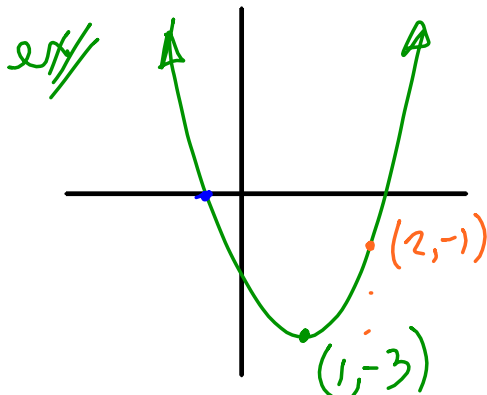
$$y = a(x-1)^2 + (-3)$$

$$y = a(x-1)^2 - 3$$

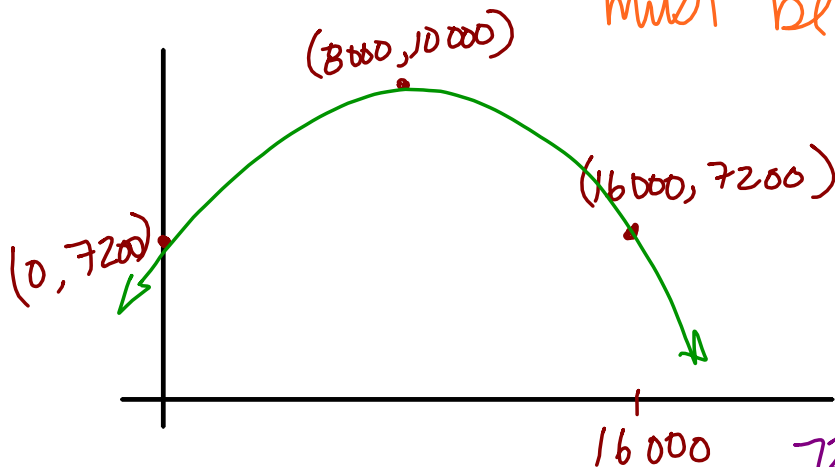
$$0 = a(-1-1)^2 - 3$$

$$0 = 4a - 3$$

$$\frac{3}{4} = \frac{4a}{4} \Rightarrow y = \frac{3}{4}(x-1)^2 - 3$$



in this case, I see that
from the vertex I move
right one and up 2
so the "a" value
must be (2)



$$y = a(x-8000)^2 + 10000$$

sub in $(0, 7200)$

$$7200 = a(0-8000)^2 + 10000$$

solve for a

3.2 Quadratic Functions in General Form

* A quadratic function is in general form when it looks like this:

$$f(x) = ax^2 + bx + c, \quad (a \neq 0)$$

compare... $f(x) = a(x-p)^2 + q$ (vertex form)

* When a quadratic function is in general form we can identify the following properties.

- direction of opening given by "a" (same as
- y-intercept: $f(0) = c$ (the constant term) vertex form
- axis of symmetry: $x = -\frac{b}{2a}$ also... $b = \text{slope of tangent @ y-int.}$
- vertex coordinates (x_v, y_v) with $x_v = -\frac{b}{2a}$ find $f(x_v) = y_v$

ex. $y = 2x^2 - 12x + 25$

$a = 2$: (opens up)

y-int.: $(0, 25)$

ADS: $x = \frac{-(-12)}{2(2)}$

$x = 3$

* sub $x_v = 3$ into eqnⁿ

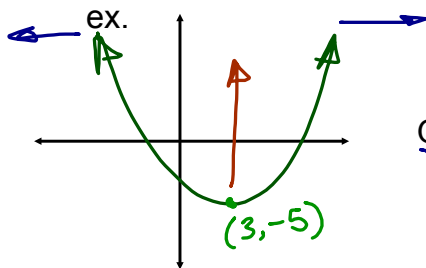
$$y = 2(3)^2 - 12(3) + 25$$

$$y = 18 - 36 + 25$$

$$y = 7 \Rightarrow \text{vertex } (3, 7)$$

* the **domain** of a function is the set of all possible x values

* the **range** of a function is the set of all possible y values



$$\text{range} = \{y \in \mathbb{R}, y \geq -5\}$$

Generally, the domain of a quadratic function is:

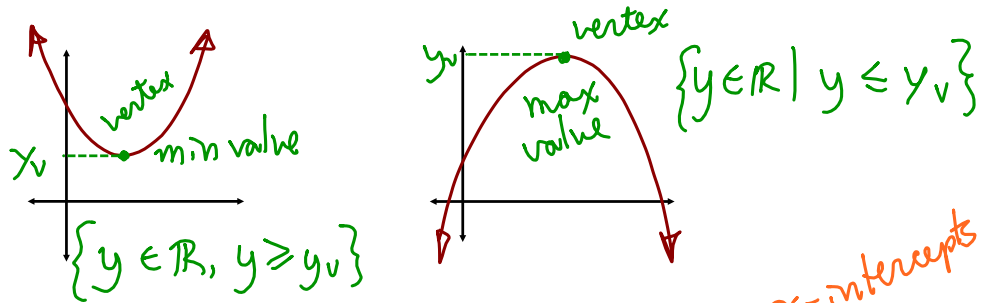
$$\{x \in \mathbb{R}\} \text{ " } x \text{ is an element of the real number set"}$$

However, in "real-world" models, we often have to **restrict** the domain to suite the problem.

ex. Since we can't produce negative items maybe $\{x \in \mathbb{N}, x \geq 0\}$

↑
whole numbers

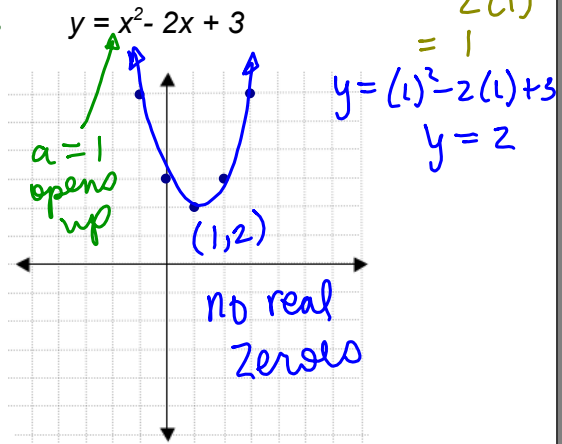
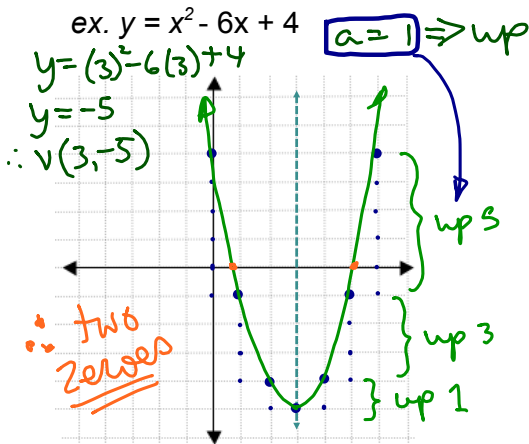
* The range of a function depends on its **direction of opening**.



* As with quadratic functions in ANY form, the number of **zeroes** depends on the **direction of open** and the **position** of its vertex.

AoS: $x = \frac{-b}{2a} = \frac{-(-6)}{2(1)} = 3$

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



* With a graphing calculator, we can graph any function...

① $y = 2x^2 - 3x + 4$ x, T, θ, n

② graph

③ window \rightarrow (set domain and range)

Homefun: pg. 174 #1-5, 7-10, 12, 15, 18, 20, 23

\rightarrow hint: ZOOM \rightarrow 6: standard
 gives $-10 \leq x \leq 10$
 $-10 \leq y \leq 10$

x	y
0	0 > 1
1	1 > 3
2	4 > 5
3	9 > 6

$y = x^2$