

# Chapter 9

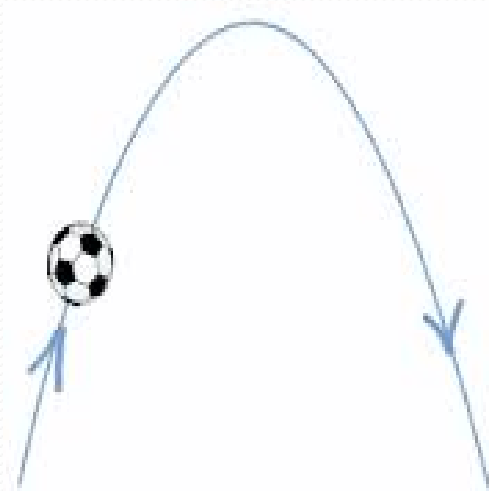
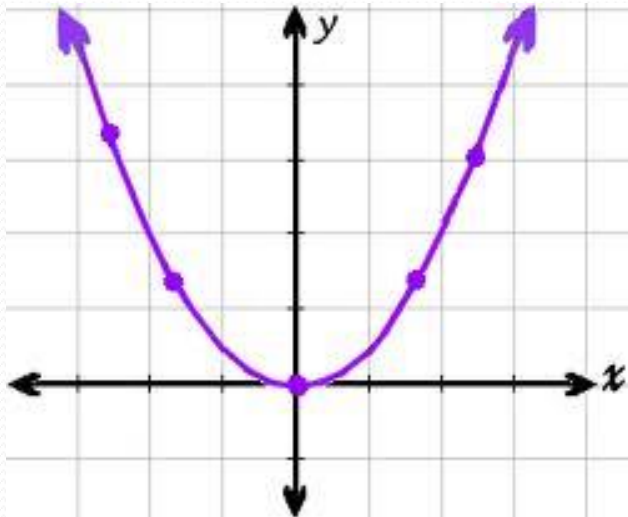
## Quadratic Equations and Functions

9.1

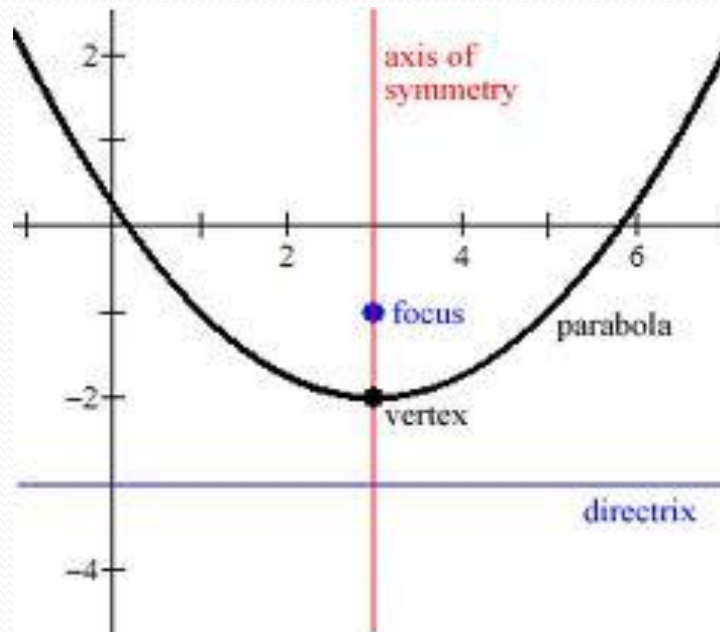
Graph  $y=ax^2 + c$

# Quadratic Functions

- Highest \_\_\_\_\_
- Standard Form: \_\_\_\_\_
- Parabola – the \_\_\_\_\_ of a quadratic function



- Vertex – the \_\_\_\_\_  
on a parabola
  - Axis of symmetry – the line passing through the \_\_\_\_\_  
\_\_\_\_\_ that divides the parabola into
- 



# Graph of a Quadratic Function

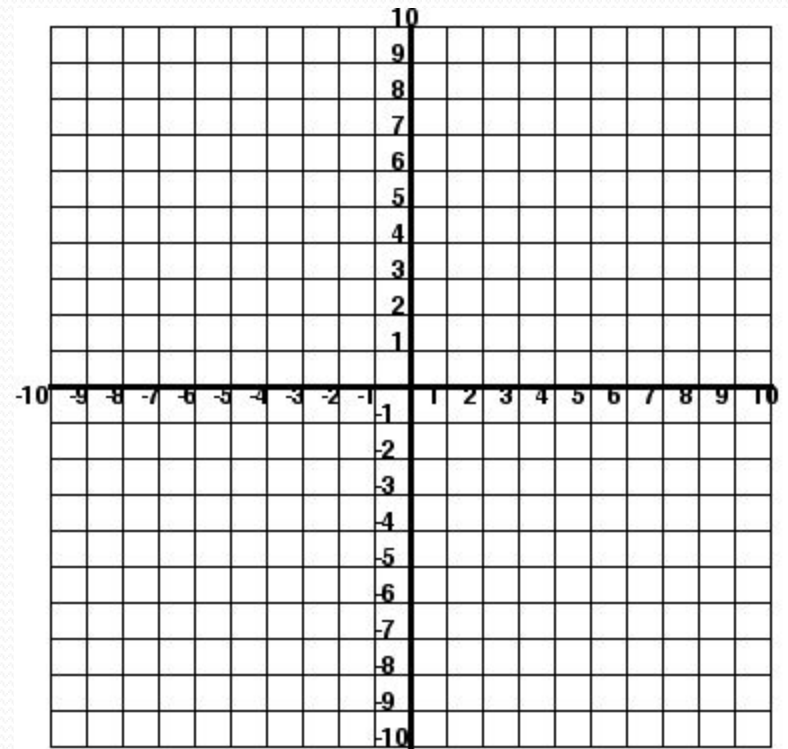
- $y = ax^2 + bx + c$
- Positive  $a$  – parabola opens \_\_\_\_\_
- Negative  $a$  – parabola opens \_\_\_\_\_
- To find the \_\_\_\_\_ of the vertex:  $X = \frac{-b}{2a}$

# To Graph a Quadratic Equation

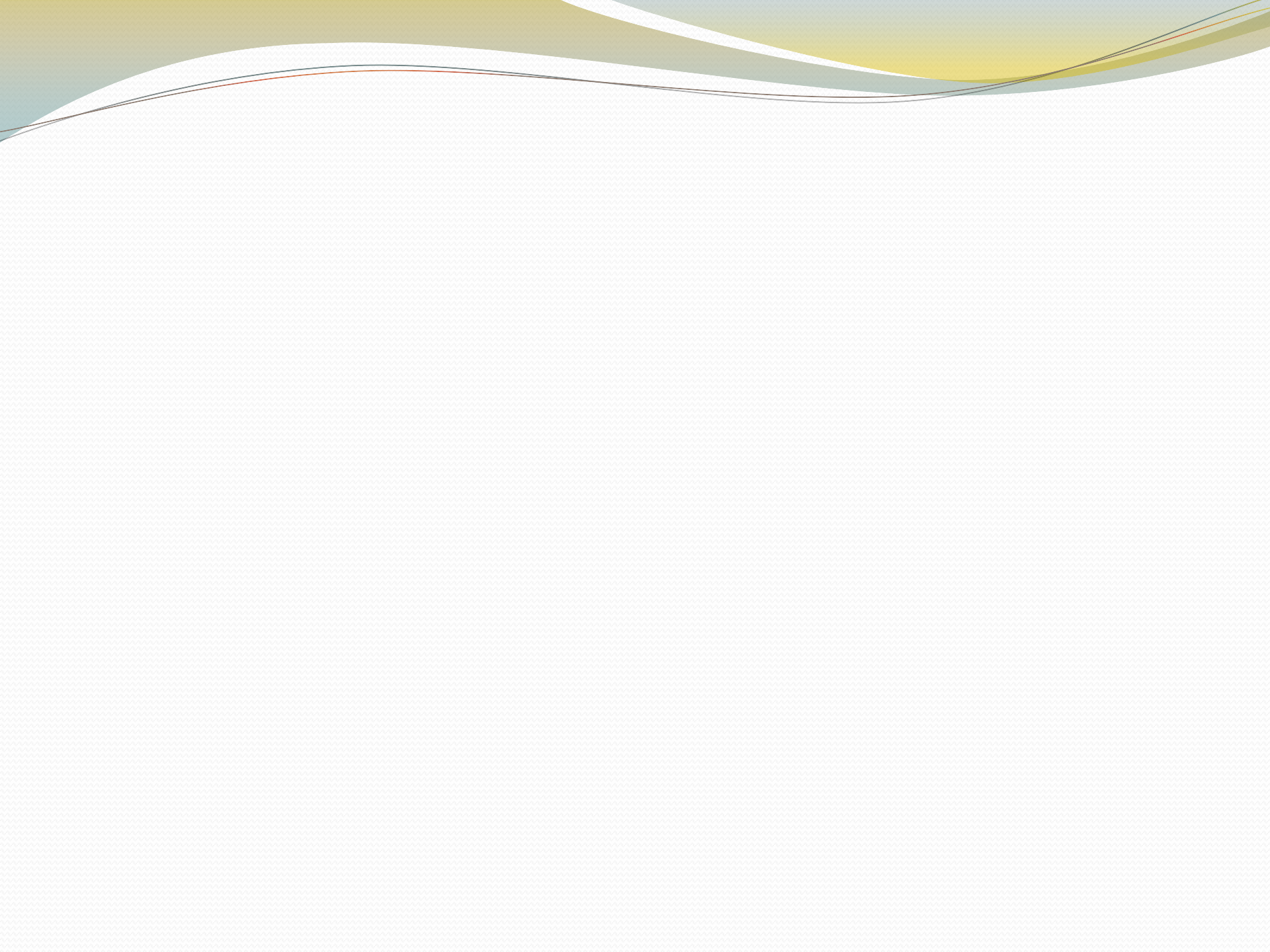
- 1) Find the \_\_\_\_\_ of the vertex
  
  
  
  
  
  
  
  
  
  
- 2) Find the \_\_\_\_\_ of the vertex by  
\_\_\_\_\_ from Step 1.

- 3) Make a \_\_\_\_\_ of values.
  - Pick two values \_\_\_\_\_ and two values \_\_\_\_\_ the x-coordinate of the vertex.
  - Use these \_\_\_\_\_.
  
- 4) Plot the points and connect them with a \_\_\_\_\_ to form a \_\_\_\_\_  
\_\_\_\_\_

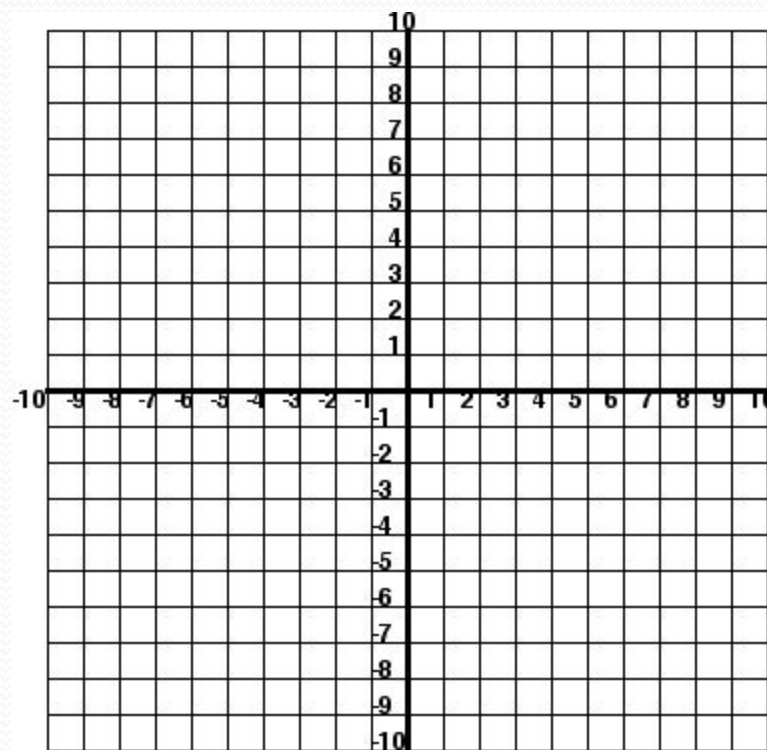
- Graph:  $y = x^2$

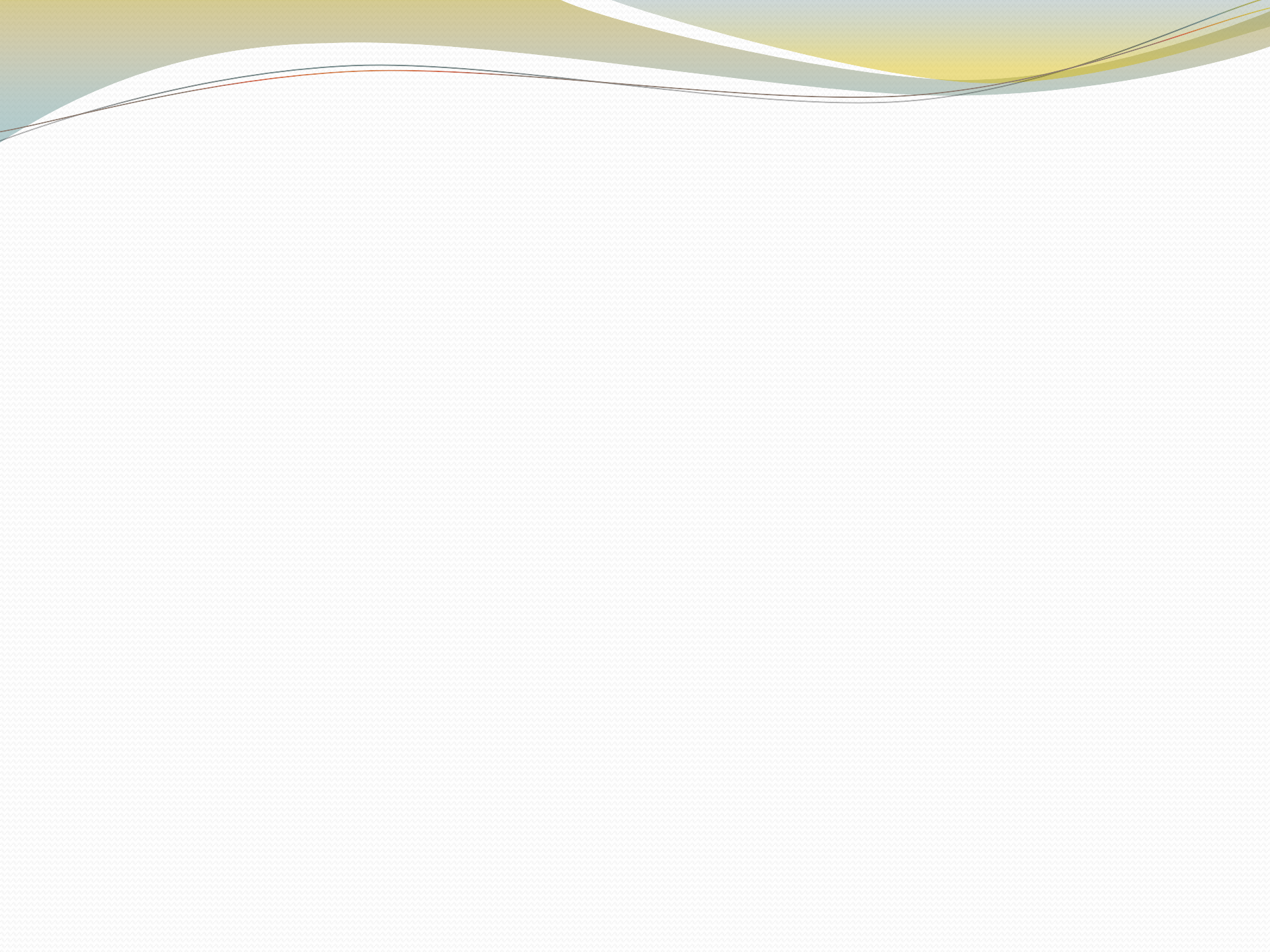




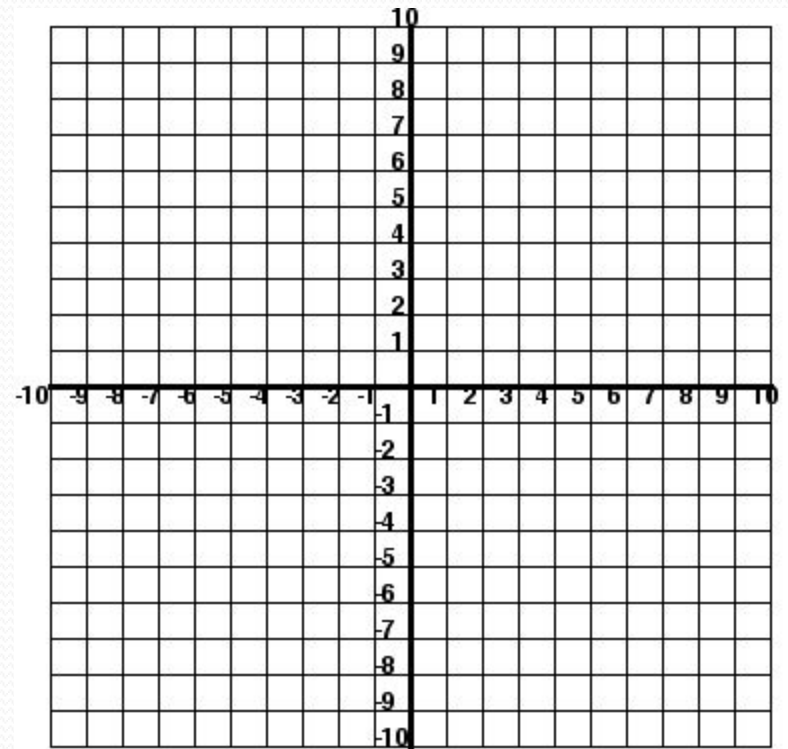


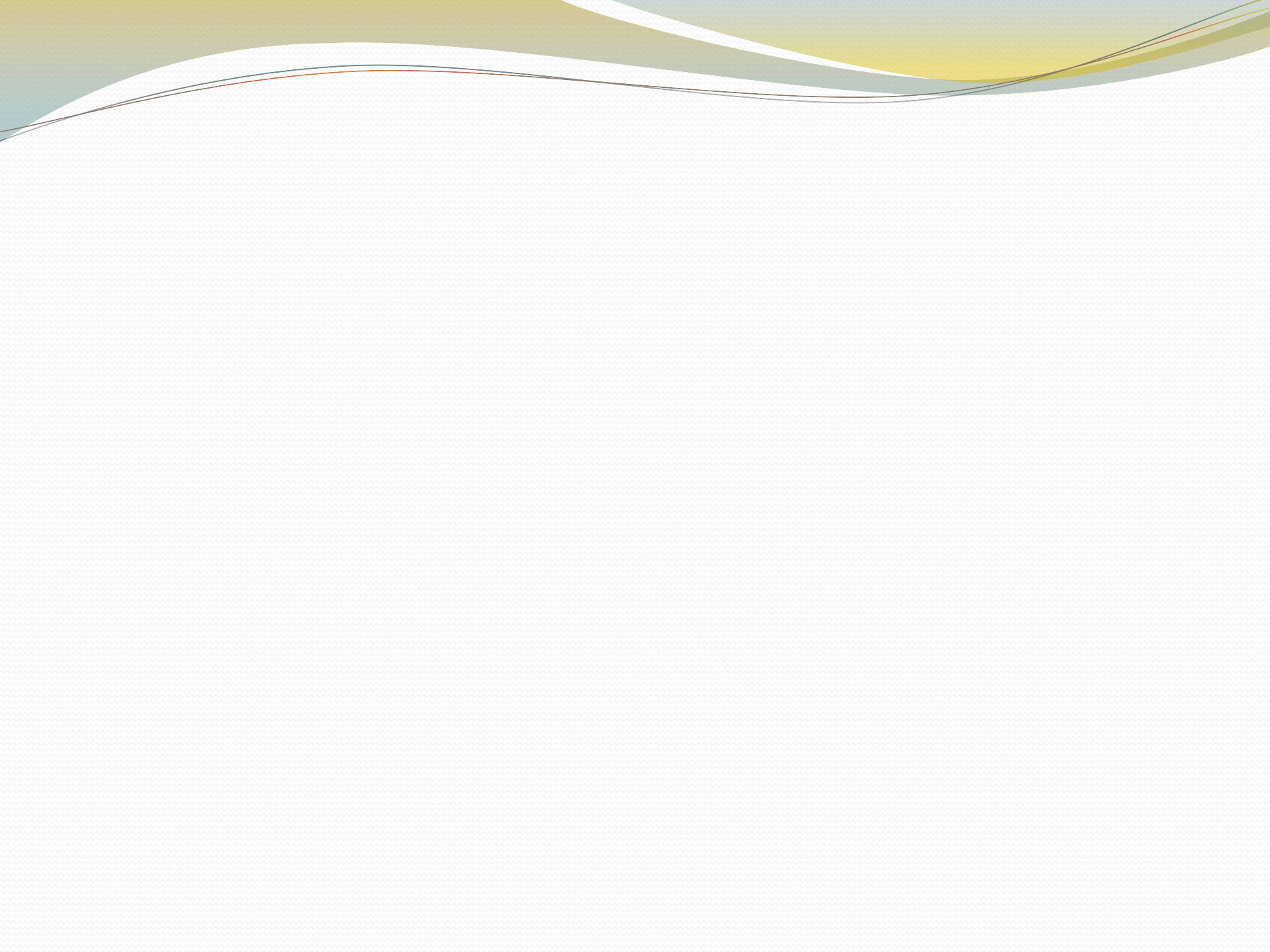
- Graph:  $y = -2x^2$



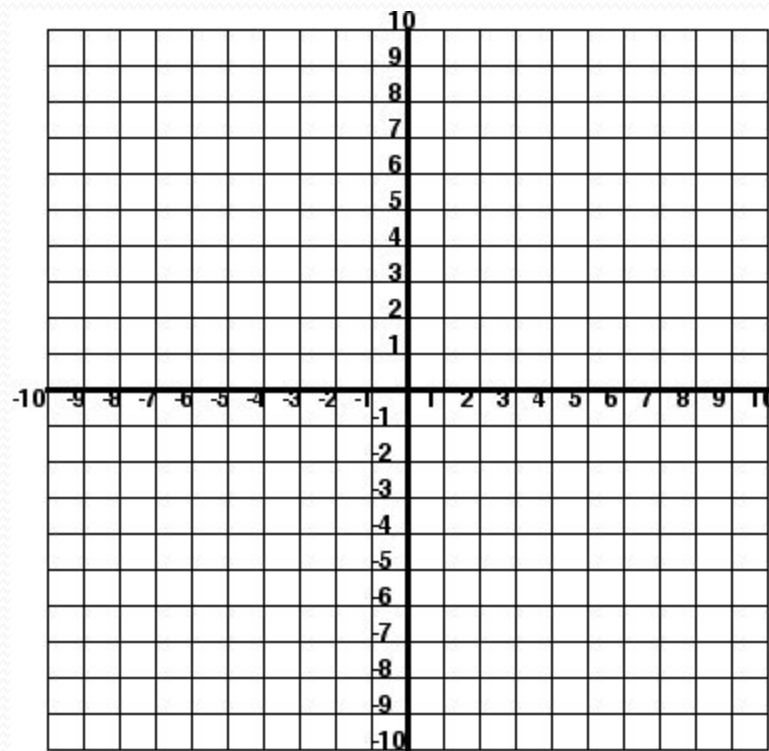


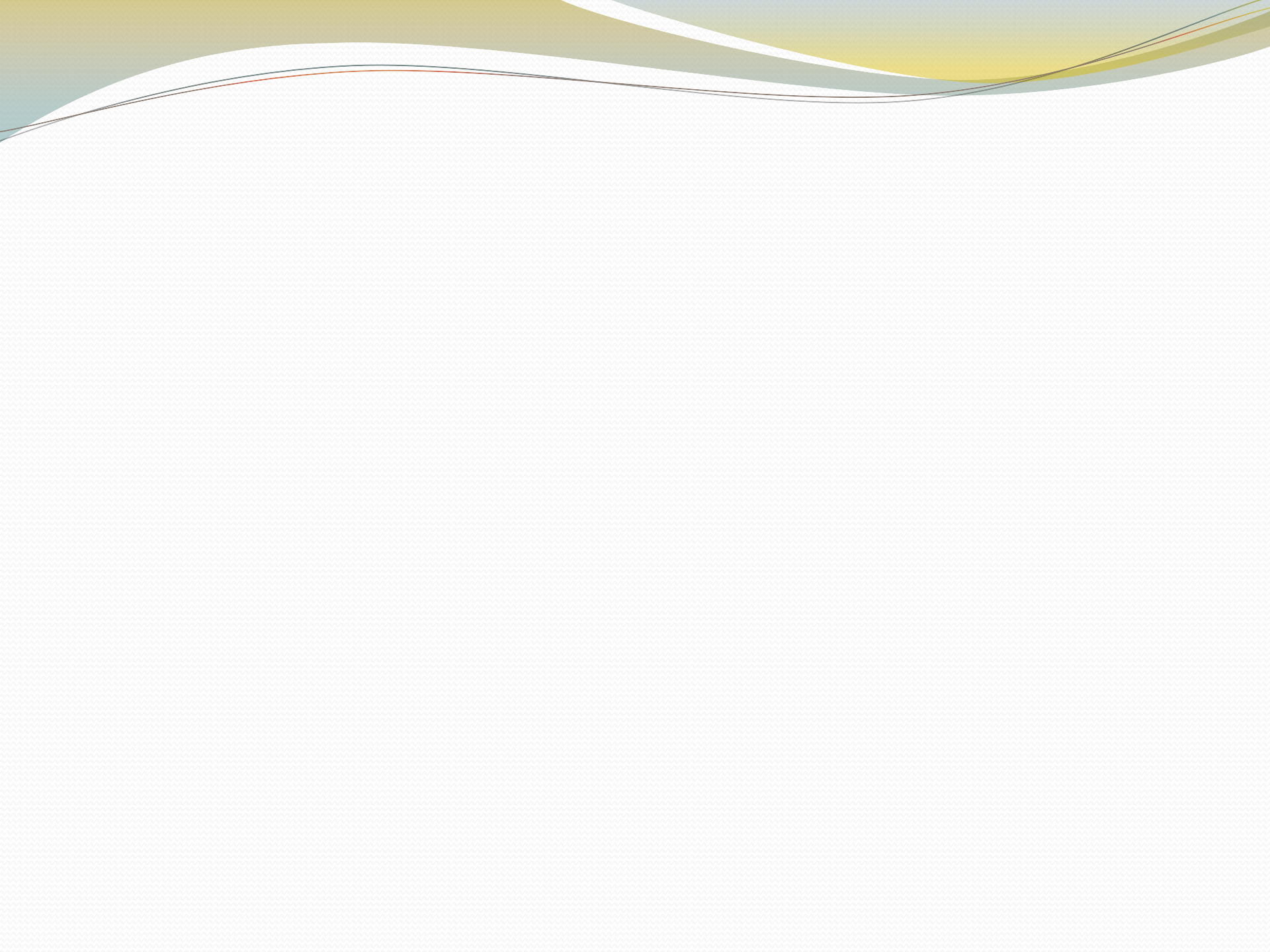
- Graph:  $y = x^2 - 4$





- Graph:  $y = -2x^2 - 1$





9.3

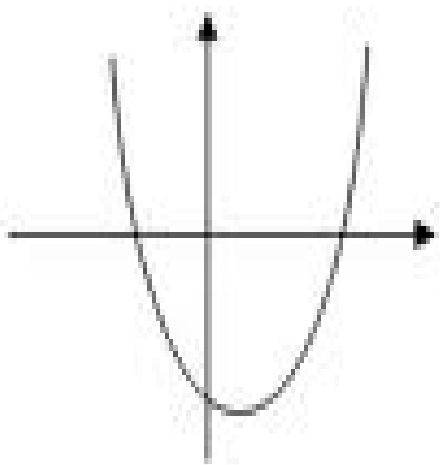
# Solve Quadratic Equations by Graphing



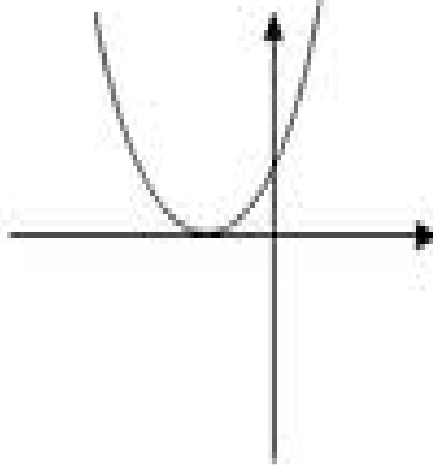
# To solve by graphing:

- 1) Get the equation in \_\_\_\_\_  
set equal to \_\_\_\_\_.
- 2) \_\_\_\_\_ the corresponding function.
- 3) The \_\_\_\_\_ on the graph are the  
\_\_\_\_\_ to the equation.

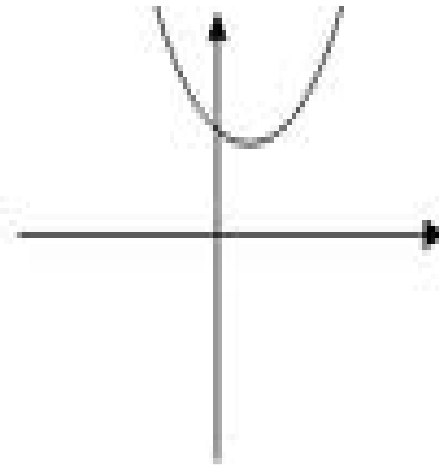
# Number of Solutions:



**two roots**



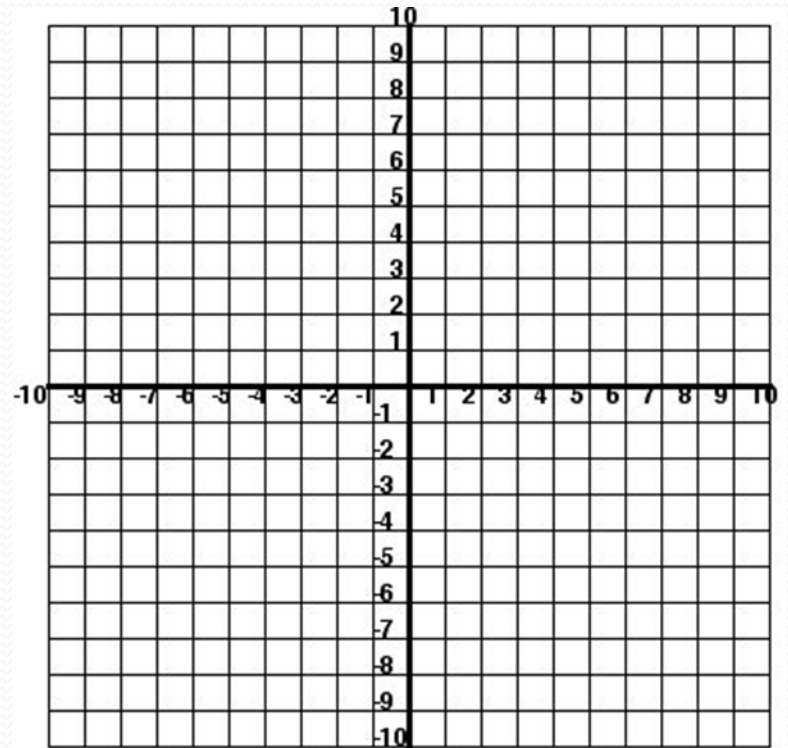
**one root**

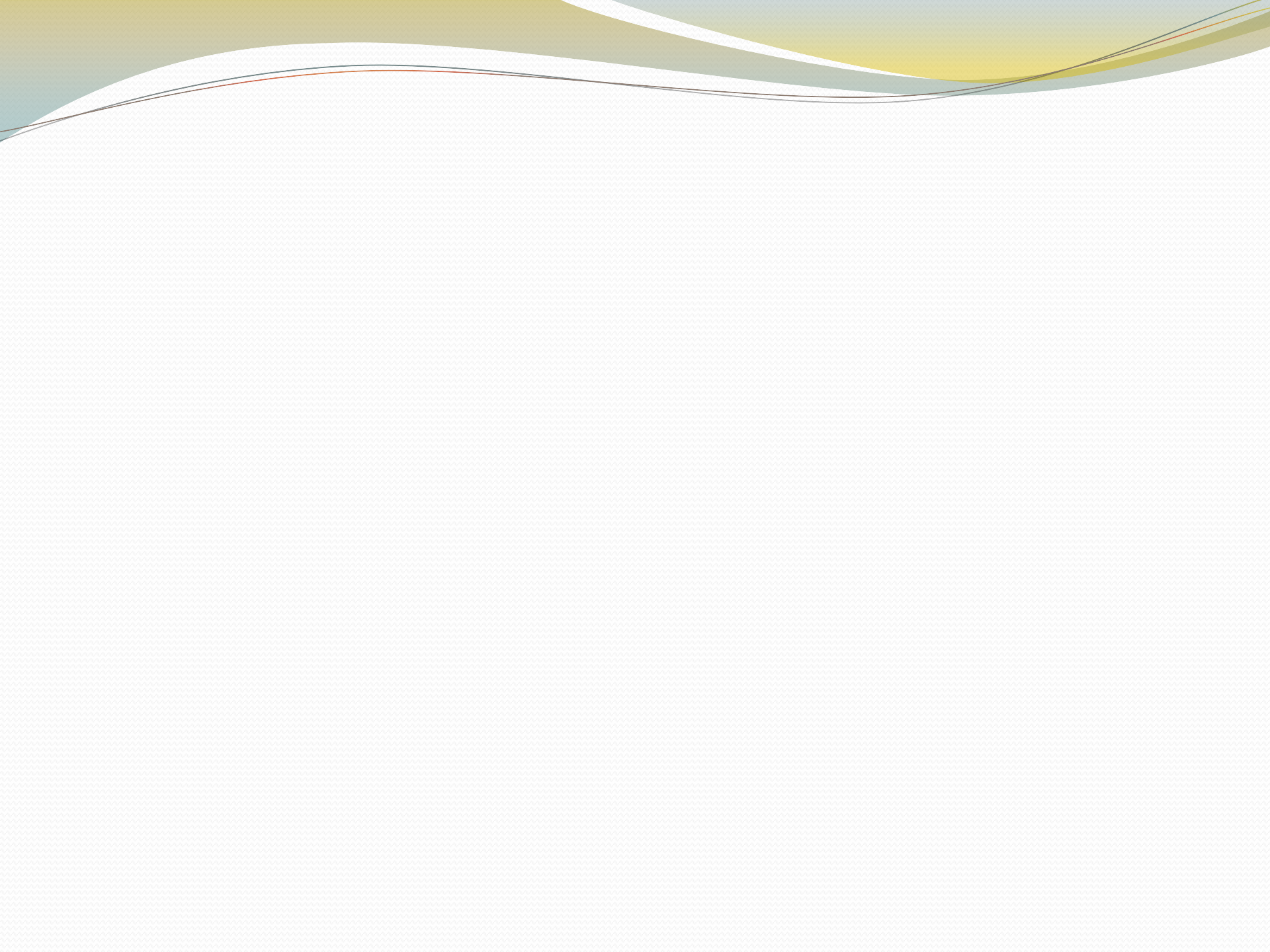


**no roots**

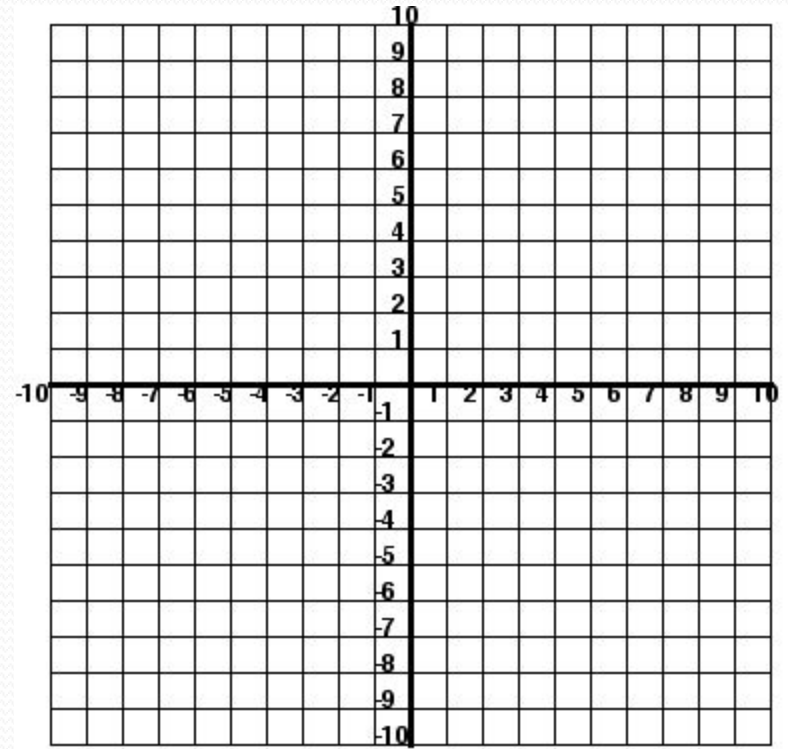
# EX: Solve the equation by graphing.

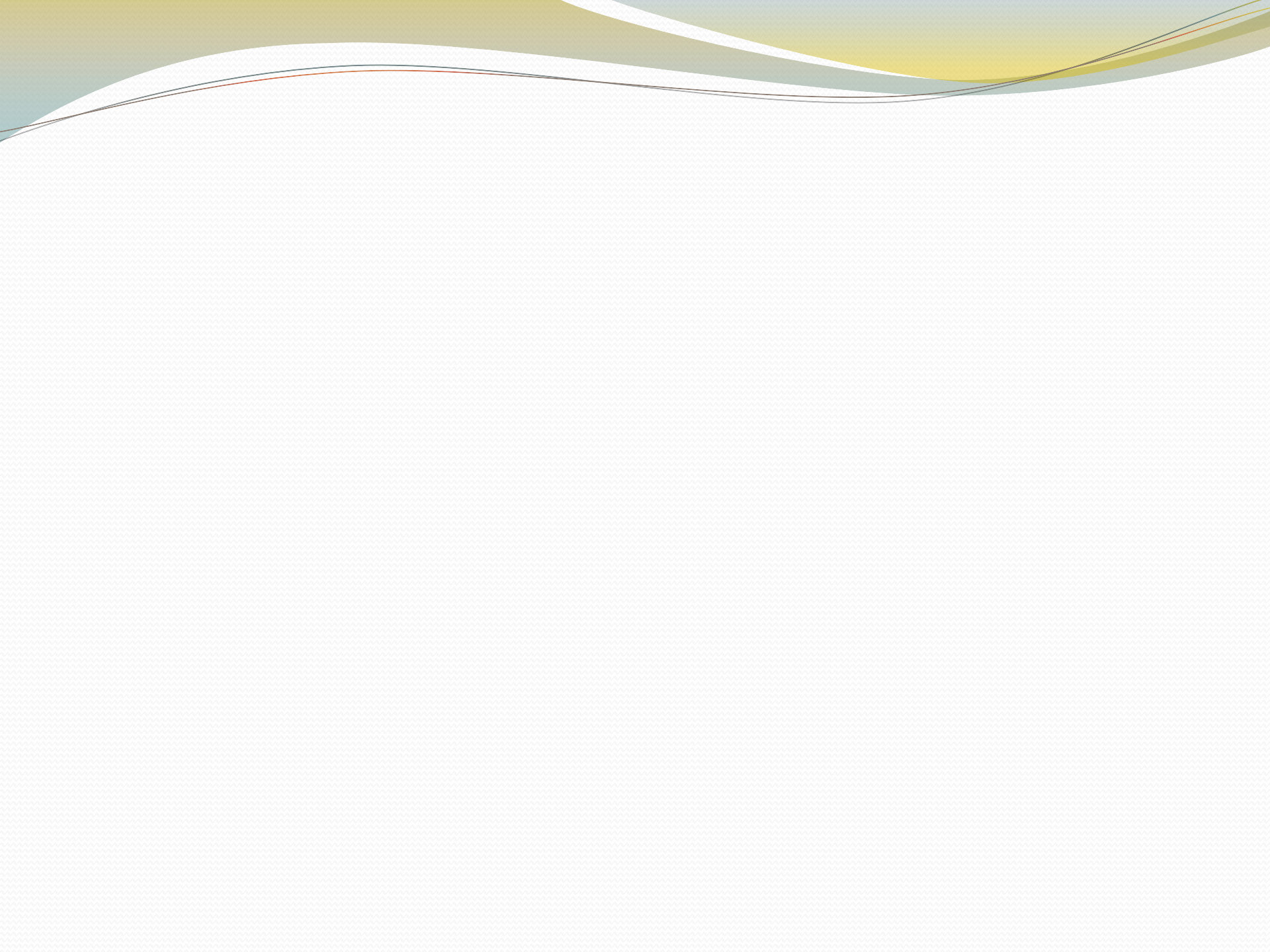
- $x^2 + x = -1$



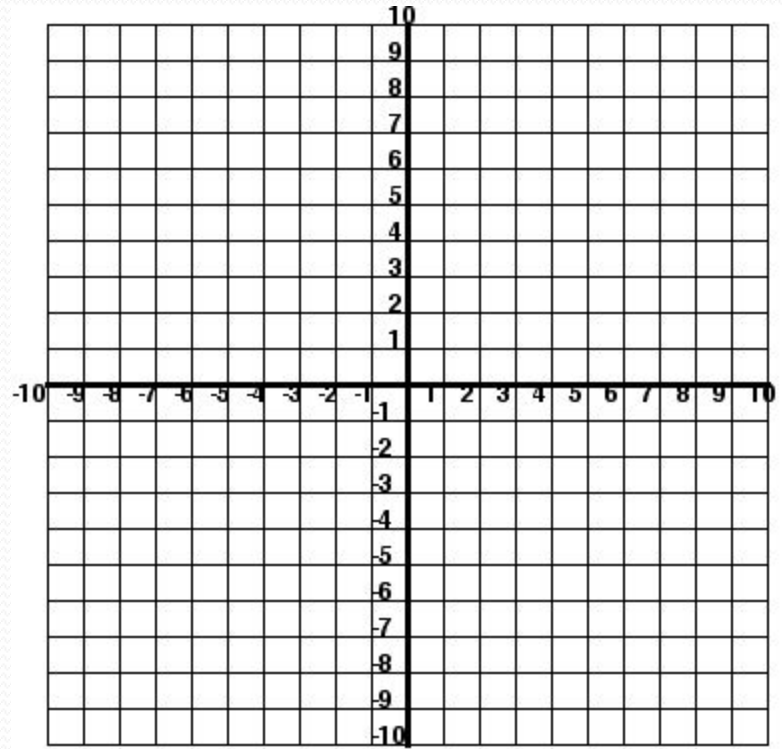


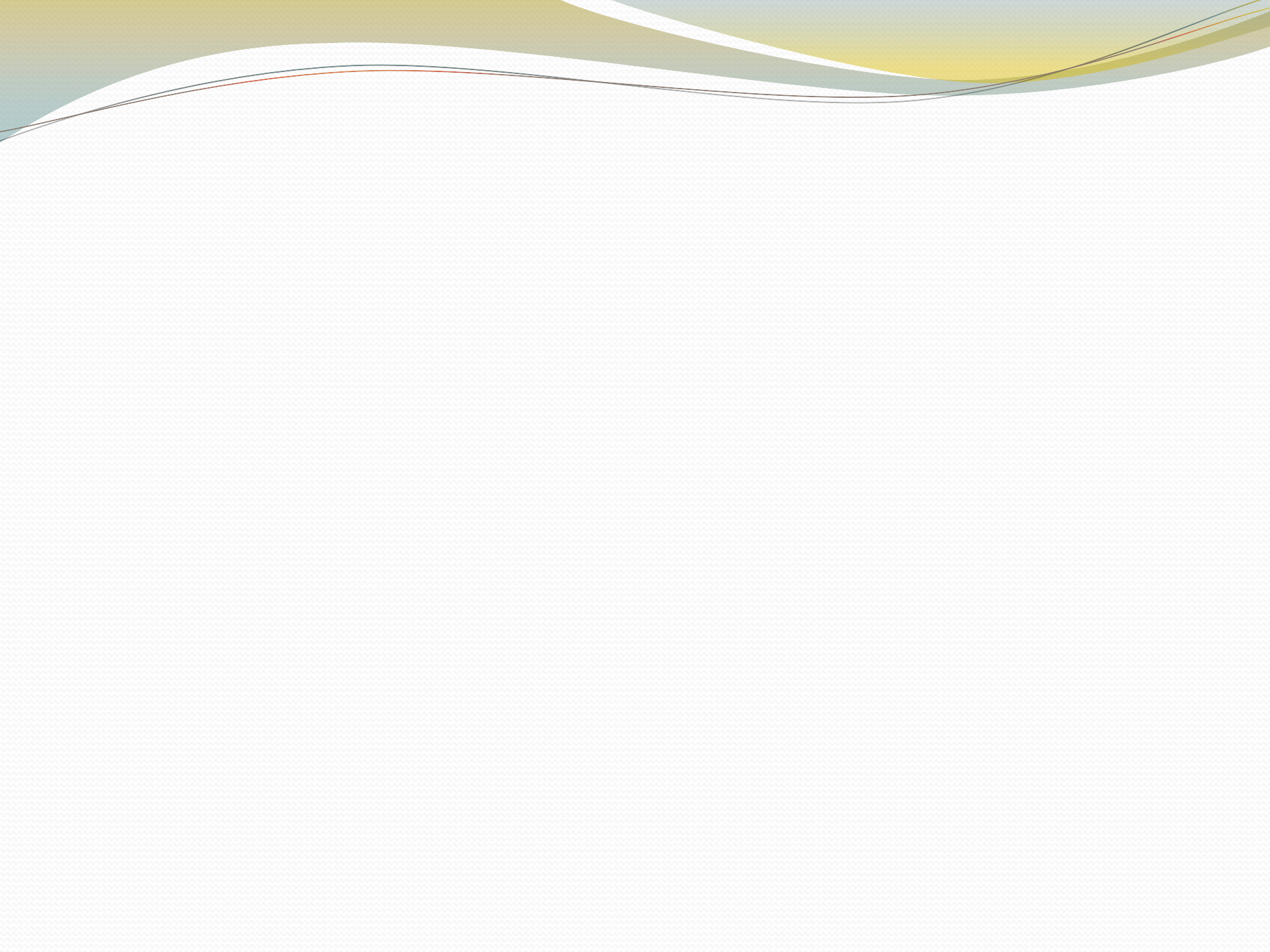
- $-x^2 + 6x = 9$





- $\frac{1}{2}x^2 + 2x = 6$



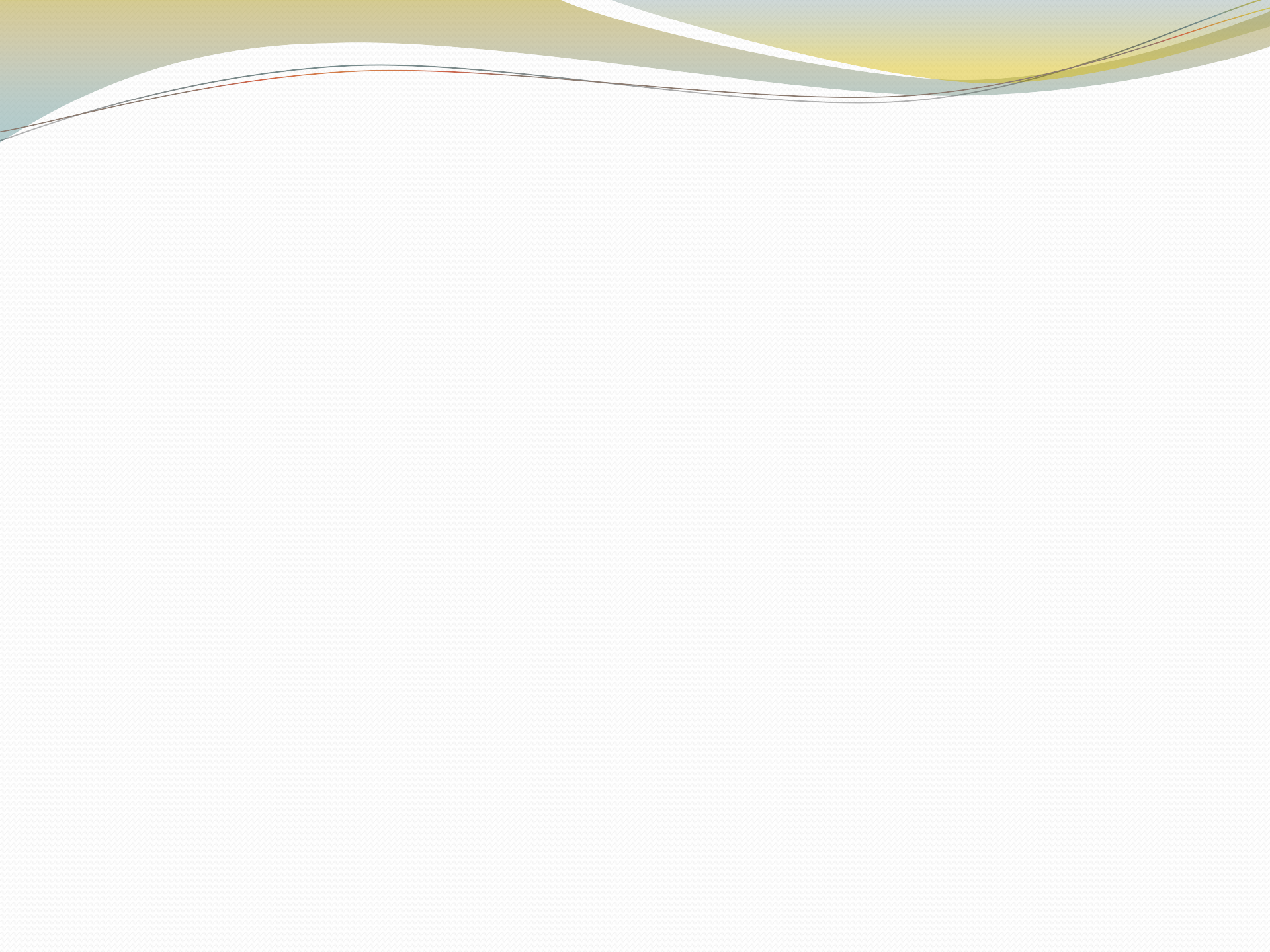




# EX:

- A baseball player throws a ball into the air with an initial vertical velocity of 32 feet per second. The ball is released at a height of 5 feet.
  - Write an equation that models the height  $h$  (in feet) of the ball as a function of the time  $t$  (in seconds) after it is thrown.
  - Use the equation to find the time that the ball is in the air if the player lets the ball drop to the ground.





9.4

# Use Square Roots to Solve Quadratic Equations

# Square Root Method

- NOTE: You can only use this method if the quadratic equation is in the form of \_\_\_\_\_
  - No \_\_\_\_\_
- 1) \_\_\_\_\_ on \_\_\_\_\_ of the equation.
- 2) Take the \_\_\_\_\_ of \_\_\_\_\_ of the equation.
  - Positive number:
  - Zero:
  - Negative number:

# NOTEBOOK EXAMPLE #1

EX: Solve the equation.

- $c^2 - 25 = 0$
- $5x^2 + 12 = -8$
- $2x^2 + 11 = 11$
- $9m^2 = 100$

# NOTEBOOK EXAMPLE #2

EX: Solve the equation.

- Round the solutions to the nearest hundredth.
- $x^2 + 4 = 14$
- $2p^2 - 7 = 2$

# NOTEBOOK EXAMPLE #3

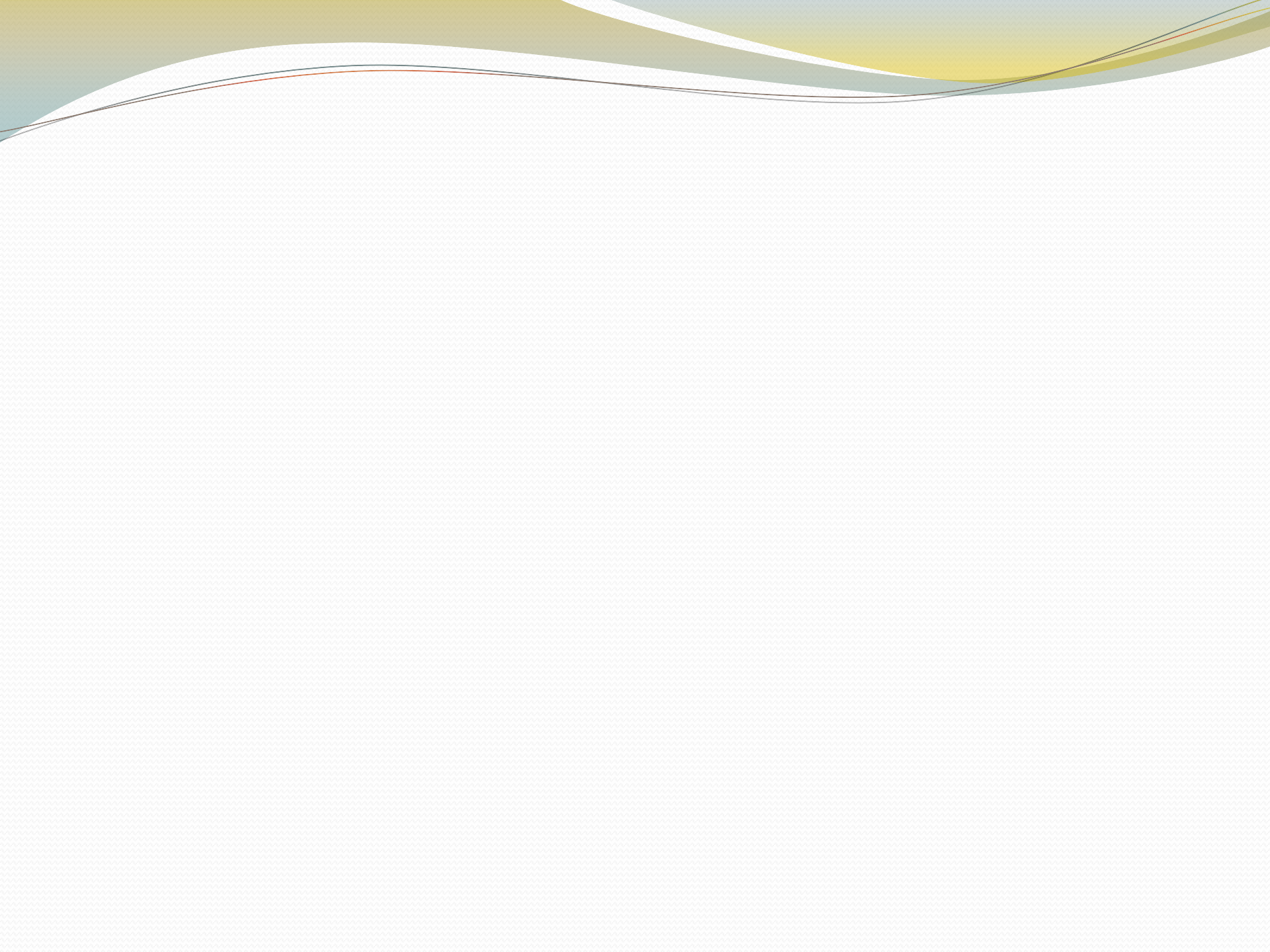
EX: Solve the equation.

- Round the solutions to the nearest hundredth if necessary.
- $2(x - 2)^2 = 18$
- $\frac{3}{2}(n + 1)^2 = 33$

EX:

- You drop a towel from a balcony 18 feet above your pool deck onto a table that is 3 feet above the ground. How long is the towel in the air? Round your answer to the nearest hundredth.





9.6

# Solve Quadratic Equations by the Quadratic Formula

# Quadratic Formula

- The solutions of the quadratic equation  $ax^2 + bx + c = 0$  can be found using the quadratic formula:
  
- NOTE: \_\_\_\_\_
- NOTE: The quadratic formula can be used to solve \_\_\_\_\_ quadratic equation.

# NOTEBOOK EXAMPLE #4

EX:

- Use the quadratic formula to solve the equation. Round your solutions to the nearest hundredth, if necessary.
- $4x^2 = 7x + 2$
- $7n + 5 = -3n^2 + 2$

# EX:

- For the period 1990 – 2003, the number of book titles published by a small publishing company can be modeled by the function  $y=0.5x^2 + 4x + 19$ , where  $x$  is the number of years since 1990. In what year did the company publish 80 books?



