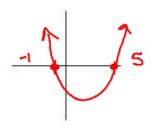
1. Solve the equation by factoring

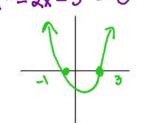
Sketch the graphs of the examples above Label the x-intercepts on each graph



2. Write the quadratic equation with the given the solutions

$$x=3$$
 and $x=-1$
 $(X-3)(X+1)=0$
 $(X-3)(X+1)=0$
 $(X-3)(X+1)=0$

Solutions x-intercept zeros roots



f(x) =

g(x) =

3. Given the graph of f(x)

a) State the y-intercept
$$(0,5)$$

b) State the x-intercepts
$$([,0)$$
 and $(5,0)$

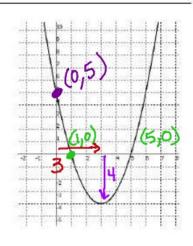
c) Write the equation of the function

$$f(x) = \left(\frac{x-3}{2}\right)^{2} + \text{in vertex form}$$

$$f(x) = \left(\frac{x-1}{2}\right)^{2} + \text{in factored form}$$

$$f(x) = \left(\frac{x-1}{2}\right)^{2} + \text{in standard form}$$

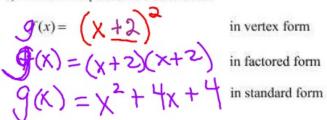
$$f(x) = x^{2} - 6x + 5$$

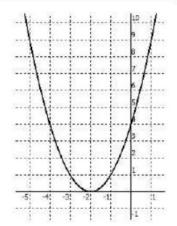


4. Given the graph of g(x)

b) State the x-intercept
$$(-2, 0)$$

c) Write the equation of the function





Graphing using a calculator

1. Graph $f(x) = x^2 - x - 12$

Press the Y = key on the top of the calculator.

Press CLEAR in Y1.

2. Type in the following equation: $Y_1 = x^2 - x - 12$.

Use the blue - subtract button on the side (not the gray (-) negative button at the bottom)

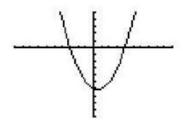
Press the WINDOW button.

Type in the following values

x-min: -10 x-max: 10 x-scl: 1

y-min: -20 y-max: 10 y-scl: 2

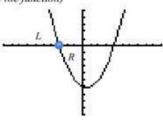
Press GRAPH .



To find the x-intercepts (otherwise called the <u>Zeros</u> of the function or <u>Root</u> of the function)

Press the 2nd TRACE button.

Press the down arrow to go to 2: zero then press ENTER



At the bottom of the screen you should see: Left Bound?

Press the left arrow button to the left side of the left x-intercept and press ENTER

At the bottom of the screen you should see: Right Bound?

Press the right arrow button to the right side of the same root and press ENTER

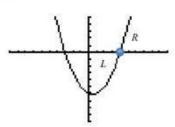
At the bottom of the screen you should see: Guess? press ENTER

At the bottom of the screen you should see: Zero X = -3 Y = 0



Press the 2nd TRACE button.

Press the down arrow to go to 2: zero then press ENTER



At the bottom of the screen you should see: Left Bound?

Press the right arrow button to the left side of the right x-intercept and press ENTER

At the bottom of the screen you should see: Right Bound?

Press the right arrow button to the right side of the same root and press ENTER

At the bottom of the screen you should see: Guess? press ENTER

At the bottom of the screen you should see: Zero X = 4 Y = 0

5.
$$h(x) = x^2 + 6x + 5$$

5.
$$h(x) = x^2 + 6x + 5$$
 $h(0) = (0)^2 + ((0) + 5)$ 6. $f(x) = -x^2 + 2x + 8$
y-intercept: $(0, 5)$ y-intercept: $(0, 5)$

y-intercept:
$$(0,5)$$

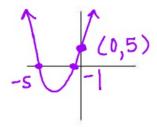
$$x$$
-intercept(s): (-5, 0) (-1, 0)

$$h(x) = (X+5)(X+1)$$
 in factored form

6.
$$f(x) = -x^2 + 2x + 8$$

$$x$$
-intercept(s): (,) (,)

$$f(x) =$$
 in factored form





Name:	
period:	

Quadratic equations and their graphs

1. Given the graph of f(x)

f(x) =

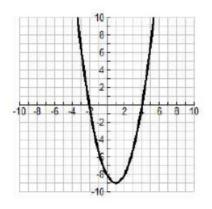
- a) State the y-intercept (,)
- b) State the x-intercepts (,) and (,)
- c) Using the x-intercepts, write the equation of the function

$$f(x) =$$

in vertex form

in factored form

in standard form



2. Given the graph of g(x)

g(x) =

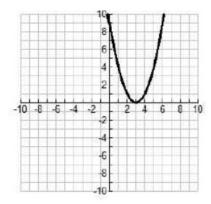
- a) State the y-intercept (,)
- b) State the x-intercepts (,) and (,)
- c) Using the x-intercepts, write the equation of the function

$$g(x) =$$

in vertex form

in factored form

in standard form



3. Given the graph of h(x)

h(x) =

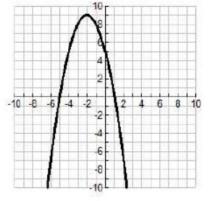
- a) State the y-intercept (,)
- b) State the x-intercepts (,) and (,)
- c) Using the x-intercepts, write the equation of the function

$$h(x) =$$

in vertex form

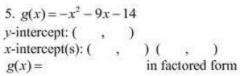
in factored form

in standard form

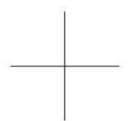


Graph each function using calculator.	Fill in the appropriate information for each graph.
Label the graph with intercept points :	and vertex.

4. $f(x) = x^2 - x$	-6				
y-intercept: (,)			
x-intercept(s): (,) (,)
f(x) =			in fa	ctore	d form

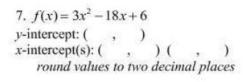




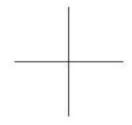


6.
$$h(x) = x^2 - 6x - 7$$

y-intercept: (,)
x-intercept(s): (,) (,)
 $h(x) =$ in factored form







```
8. g(x) = 3x^2 - x - 2

y-intercept: ( , )

x-intercept(s): ( , ) ( , )

round values to two decimal places
```

9.
$$h(x) = -x^2 + 6x - 4$$

y-intercept; (,)
x-intercept(s): (,) (,)
round values to two decimal places

