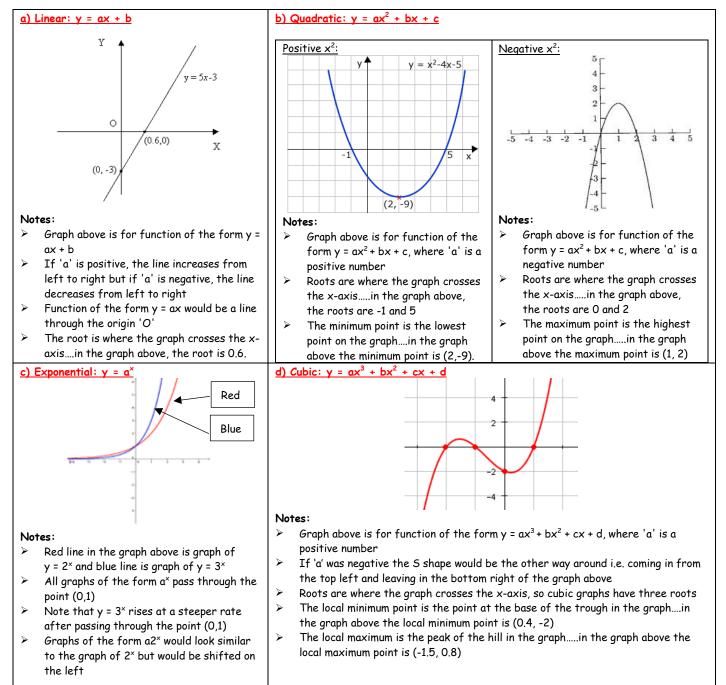
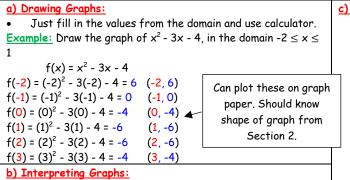
#### <u>Topic 5: Functions/Graphs</u> <u>1) The Basics:</u>

<u>a) Terminology:</u>	c) Evaluating Functions:
• <b>Domain</b> = the values that are put into a function.	<b>Example:</b> If $f(x) = 2x^2 + 3$ , find $f(3)$ and $f(-1)$ .
<ul> <li>Range = the values that come out of a function.</li> </ul>	$f(3) = 2(3)^2 + 3 = 21$
• Codomain = the values that could come out of a function.	$f(-1) = 2(-1)^2 + 3 = 5$
b) Notation:	d) Finding Inputs of Functions:
The different ways functions are written are:	<b>Example:</b> If $f(x) = 5x - 3$ , find the value of x for which $f(x) = 12$ .
• $f(x) = x^2 + 3x$	f(x) = 12
• $f:x \rightarrow x^2 + 3x$	=> 5x - 3 = 12
• $y = x^2 + 3x$	=> 5x = 15
	=> x = 3

## 2) Types of Graphs:



### 3) Drawing/Interpreting Graphs:



#### Tip:

Use ruler and dotted lines when working out values from a graph

- To find f(2) or f(-1) from graph, for example: come up from x = 2 or x = -1 until you hit the graph and then go across to y value
- To find f(x) = 3 or f(x) = -2 from graph: draw a line through y = 3 or y = -2, and then come up/down to x-axis from the point(s) where the line crosses the graph
- Roots are where graph crosses x-axis i.e. f(x) = 0
- Axis of symmetry is the line that cuts the graph into 2. Only arises in U or ∩ shape.

#### 4) Graph Transformations:

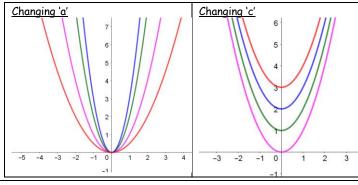
# <u>a) Linear Graphs (y = ax + b):</u>

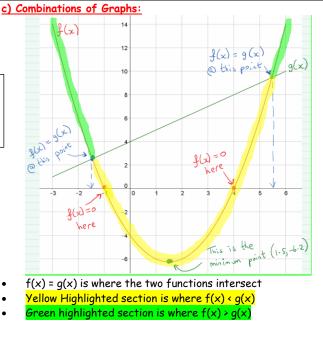
- Notes:
  Changing the 'b' changes the y-intercept to whatever the value of b is.
- Changing the 'a' changes the slope of the graph to whatever the value of a is.



#### <u>c) Quadratic Graphs (y = ax<sup>2</sup> + bx + c):</u> Notes:

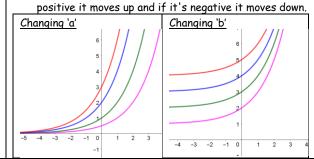
- Changing the 'a' narrows the U shape. The bigger the value of a the narrower it gets.
- Changing the 'c' shifts the whole graph up or down depending on the value of c. If c is positive it moves up and if it's negative it moves down.





#### <u>b) Exponential Graphs (y = ak<sup>x</sup> + b):</u> Notes:

- Changing the 'a' in y = ak<sup>x</sup> changes the y-intercept. In a graph of the form y = ak<sup>x</sup>, the graph crosses the yaxis at (0, a).
- Changing the 'b' in y = ak<sup>x</sup> + b shifts the whole graph up or down crosses the y-axis at (0, b + 1). If b is



#### <u>d) Cubic Graphs (y = ax<sup>3</sup> + bx<sup>2</sup> + cx + d):</u> Notes:

- Changing the 'd' shifts the whole graph up or down depending on the value of d. If d is positive it moves up and if it's negative it moves down.
- If we multiply the entire function by a constant (e.g.
  2) then the max and min points will be twice as high and low.

