

Ways to represent a relation or function

Table or List of ordered pairs

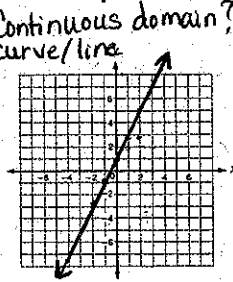
EX.

x	y
0	1
1	3
2	5
3	7

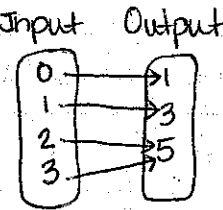
Equation or Rule

- EX. ① Linear function
 $y = 2x + 1$
- ② Non-linear
 $y = x^2$
- ③ Not a function
 $x^2 + y^2 = 16$

Graph
Discrete domain?
See points
Continuous domain?
curve/line



Mapping diagram



Function: a relation where each input has exactly one output.

Function Notation

$$y = f(x) \leftarrow \begin{matrix} \text{another} \\ \text{output name} \end{matrix}$$

Domain: the set of all inputs (x's), independent variable

Range: the set of all outputs (y's), dependent variable

Vertical Line Test (use on graph)
- if any vertical line passes through more than 1 point at the same time \Rightarrow NOT a function.

$$f(x) = -2x + 1$$

Find $f(-2)$ means find output when $x = -2$.

$$f(-2) = -2(-2) + 1 = 4 + 1 = 5 \quad (-2, 5)$$

Find x when $f(x) = -9$ means

find input when $y = -9$.

$$-9 = -2x + 1$$

$$-10 = -2x$$

$$5 = x \quad (5, -9)$$

Graphing Lines:

Horizontal line

O = slope

Y = #

Vertical line

Undefined slope

X = #

\rightarrow solve for y
Slope-Intercept Form

$$y = mx + b$$

"y is a function of x"

1. Plot (0, b) y-intercept
2. Use slope \rightarrow count rise and then run to plot 2 additional points.
3. Connect points with line - remember arrows.

Standard Form

$$Ax + By = C$$

(0, y) (x, 0)

1. Find x-int, let $y = 0$ and solve for x.
2. Find y-int, let $x = 0$ and solve for y.
3. Connect points with a line, remember arrows. Use when $C \div$ by $A \& B$.

Point-Slope Form

$$y - y_1 = m(x - x_1)$$

1. Plot the point (x_1, y_1)
2. Use slope \rightarrow count rise and then run to plot 2 additional points.
3. Connect points with line - remember arrows.

Numerical TABLE

(when other methods don't work)

1. Create x-y table
2. Look at domain. Restricted?
3. Choose 3 easy x's (one +, one -, one zero - if in domain)
4. Plot points and connect if necessary.

Slope = m

Rise rhymes with y's!

$$m = \frac{\text{rise}}{\text{run}} = \frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_2 - x_1}$$

slope = constant rate of change

Classify lines using slope:

negative slope \rightarrow falling line

positive slope \rightarrow rising line

Parallel and Perpendicular Slopes

Parallel Slopes - \parallel lines have the same slope

Perpendicular Slopes - \perp lines have slopes that are opposite reciprocals

$$\sim \text{product of slopes} = -1$$

Solving Linear Systems

Solution: an ordered pair (x, y) that makes all equations true.

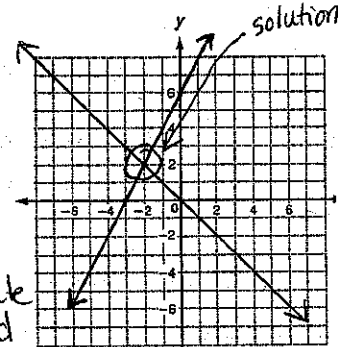
Always check !!

Methods:

Graphing- Graph both lines and find intersection point.

Substitution- Solve for 1 variable, substitute expression into other equation and solve for remaining variable. Use when $-1/1$ is coefficient.

Elimination- Multiply so that one variable has opposite coefficients, Add to eliminate variable and solve for remaining variable. Use in standard form.



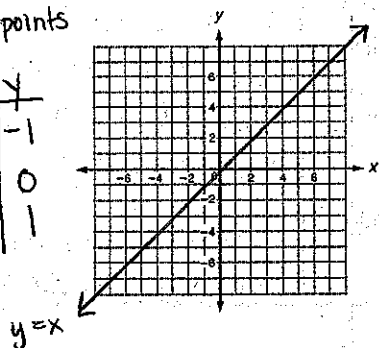
Linear Functions and Absolute Value Functions Review

Name: 2018-2019 Key

Transformations			Transformation	Key points
Reflections	Vertical	$-f(x)$	Reflection over the x-axis. Take the opposite of the y's	
	Horizontal	$f(-x)$	Reflection over the y-axis. Take the opposite of the x's.	
Stretches/Compressions	Vertical	$af(x)$	$ a > 1$ vertical stretch $0 < a < 1$ vertical compression.	} Multiply y by a
	Horizontal	$f(ax)$	$ a > 1$ horizontal compression $0 < a < 1$ horizontal stretch	} Divide x by a
Shifts	Vertical	$f(x)+k$	$k > 0$, see +, shift up $k < 0$, see -, shift down	} Add to y
	Horizontal	$f(x-h)$	$h > 0$, see -, shift right $h < 0$, see +, shift left	} Subtract from x

Key points

x	y
-1	-1
0	0
1	1



Linear Functions Parent:

$$y = mx + b$$

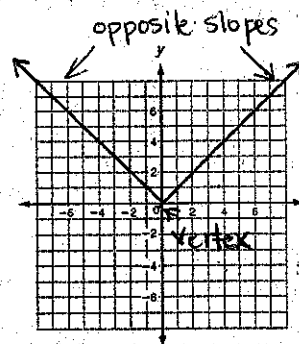
- If $m > 0$, rising line.
- If $m < 0$, falling line, reflection
- If $|m| > 1$: vertical stretch: steeper line
- If $|m| < 1$: vertical compression: flatter line.

If $b > 0$, shift up. If $b < 0$, shift down.

Remember: subtraction = adding the opposite
division = multiply by the reciprocal

$$y = x$$

$$f(x) = x$$



Absolute Value Functions Parent:

$$y = a|x-h|+k$$

Key points

x	y
-1	1
0	0 vertex
1	1

- $(h,k) \rightarrow$ vertex
- If $a > 0$, opens up.
- If $a < 0$, opens down, reflection over the x-axis.

- If $|a| > 1$, narrower V, vertical stretch.
- If $|a| < 1$, wider V, vertical compression.
- If $h > 0$, see -, shift right.
- If $h < 0$, see +, shift left.
- $k > 0$, see +, shift up
- $k < 0$, see -, shift down

When solving inequality with absolute value?

$<, \leq \rightarrow$ split to "and"

$>, \geq \rightarrow$ split to "or"

Solving Equations and Inequalities

Always simplify before you solve

1. Distribute to get rid of parentheses.

2. Combine like terms

Simplify then

Solve

3. Move variables to one side
4. Use properties of equality/inequality to get variable alone.

- (a) Undo + / - first
- (b) Undo \cdot / \div second