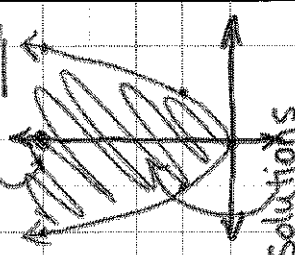


Quadratic Inequalities
 Determine whether the given ordered pair is a solution of each inequality. *evaluate*

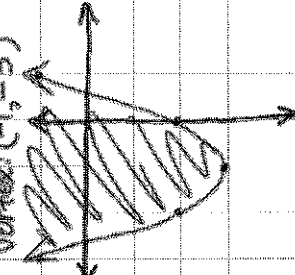
a. $y \geq x^2$
 (0, 4) Solution

 Solutions

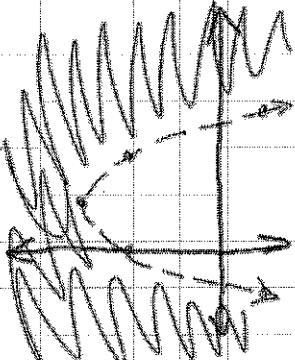
b. $y < -x^2 + 6x$
 (6, -5) Solution
 $-5 < -(6)^2 + 6(6)$
 $-5 < -36 + 36$
 $-5 < 0$ TRUE

c. $y \geq 2x^2 + 3x + 2$
 (-3, 4) Not a Solution
 $4 \geq 2(-3)^2 + 3(-3) + 2$
 $4 \geq 18 - 9 + 2$
 $4 \geq 11$ FALSE

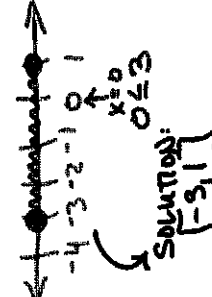
Graph each inequality.

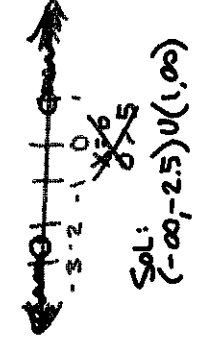
$x = \frac{-b}{2a}$ *dotted*

a. $y \geq x^2 + 2x - 2$
 $x = \frac{-2}{2} = -1$
 Vertex: (-1, -5)


b. $y > -x^2 + 2x + 2$
 $x = \frac{-2}{-2} = 1$
 Vertex: (1, 3)


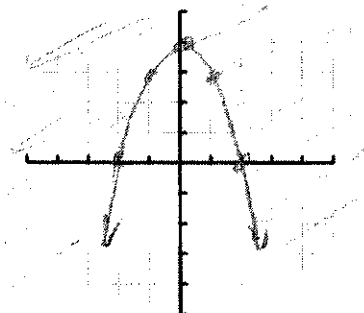
Solve each inequality algebraically. *open circles*

a. $x^2 + 2x \leq 3$
 $x^2 + 2x - 3 = 0$
 $(x+3)(x-1) = 0$
 $x = -3$ $x = 1$

 SOLUTION: $[-3, 1]$

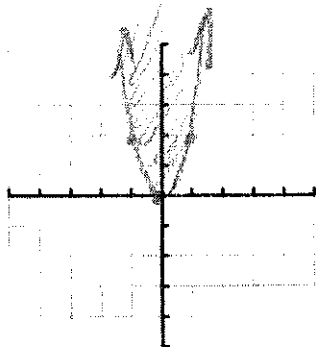
b. $2x^2 + 3x > 5$
 $2x^2 + 3x - 5 = 0$
 $(2x+5)(x-1) = 0$
 $x = -2.5$ $x = 1$

 Sol: $(-\infty, -2.5) \cup (1, \infty)$

Graph each quadratic inequality.

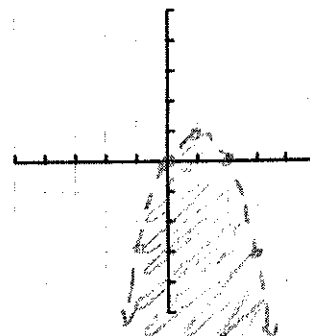
1. $y \geq -x^2 + 4$



2. $y \geq 2x^2$



3. $y < -x^2 + 2x$



$x = \frac{-2}{-2} = 1$

$(1, 1)$

Graph each quadratic inequality algebraically (using a number line). State the solution set in interval notation.

4. $3x^2 + 2x - 1 \geq 0$

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

$x = \frac{1}{3} \quad x = -1$



$(-\infty, -1] \cup [\frac{1}{3}, \infty)$

5. $0 \geq 2x^2 + x - 3$

$(2x+3)(x-1) = 0$

$x = -\frac{3}{2} \quad x = 1$



$[-\frac{3}{2}, 1]$

6. $0 \leq -x^2 + 2x + 8$

$x^2 - 2x - 8 = 0$

$(x-4)(x+2) = 0$

$x = 4 \quad x = -2$



$[-2, 4]$

7. $x^2 < 3x + 10$

$x^2 - 3x - 10 = 0$

$(x-5)(x+2) = 0$

$x = 5 \quad x = -2$



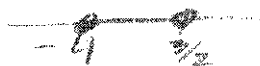
$(-2, 5)$

8. $2x^2 + 5x \leq 12$

$2x^2 + 5x - 12 = 0$

$(2x-3)(x+4) = 0$

$x = \frac{3}{2} \quad x = -4$



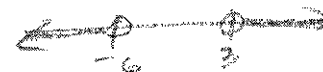
$[-4, \frac{3}{2}]$

9. $x^2 + 3x > 18$

$x^2 + 3x - 18 = 0$

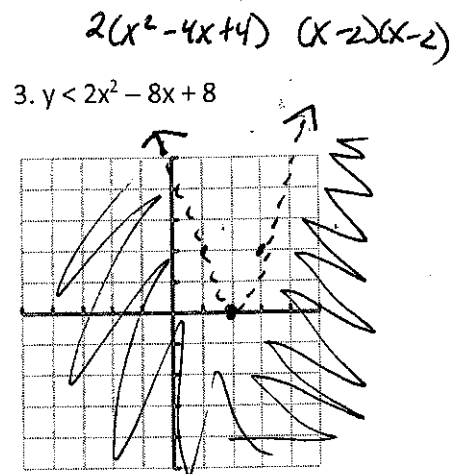
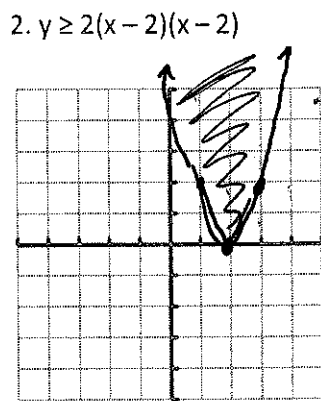
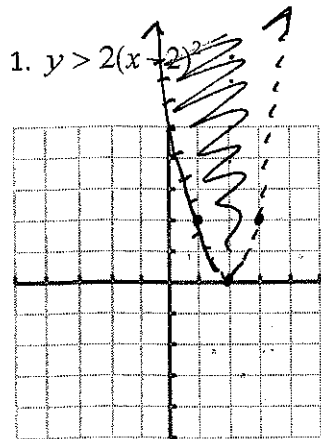
$(x+6)(x-3) = 0$

$x = -6 \quad x = 3$



$(-\infty, -6) \cup (3, \infty)$

Graph each quadratic inequality.



4. What do graphs #1-3 have in common? all quadratics, all have same vertex / x-intercept

Solve each quadratic inequality algebraically (using a number line). State the solution set in interval notation.

5. $x^2 + 2x - 3 \geq 0$

$$(x+3)(x-1) \geq 0$$

$$x = -3 \quad x = 1$$

$(-\infty, -3] \cup [1, \infty)$

6. $9x^2 - 2 \leq -3x$

$$9x^2 + 3x - 2 \leq 0$$

$$(3x+2)(3x-1) \leq 0$$

$$x = -\frac{2}{3} \quad x = \frac{1}{3}$$

$[-\frac{2}{3}, \frac{1}{3}]$

7. $2x^2 - 8x > -6$

$$2x^2 - 8x + 6 > 0$$

$$2(x^2 - 4x + 3) > 0$$

$$2(x-3)(x-1) > 0$$

$$x = 3 \quad x = 1$$

$(1, 3)$

8. $\frac{1}{2}x^2 + 3x \leq -6$

$$\frac{1}{2}x^2 + 3x + 6 \leq 0$$

no x-intercepts

9. $-2x^2 - 50 \geq -20x$

$$0 \geq 2x^2 - 20x + 50$$

$$0 \geq 2(x^2 - 10x + 25)$$

$$0 \geq 2(x-5)(x-5)$$

$$x = 5$$

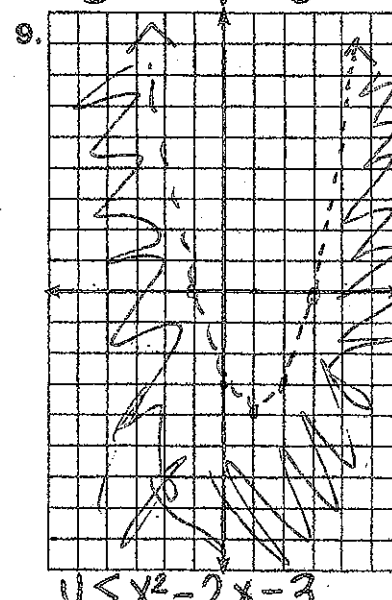
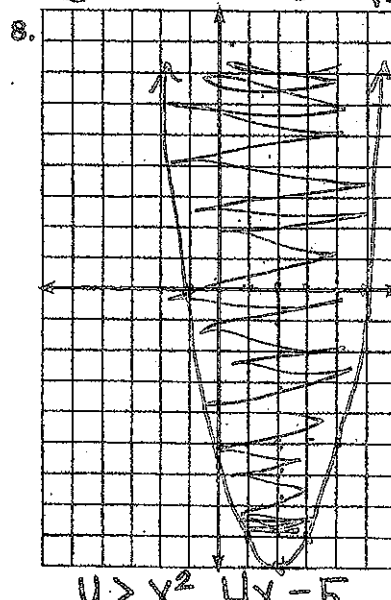
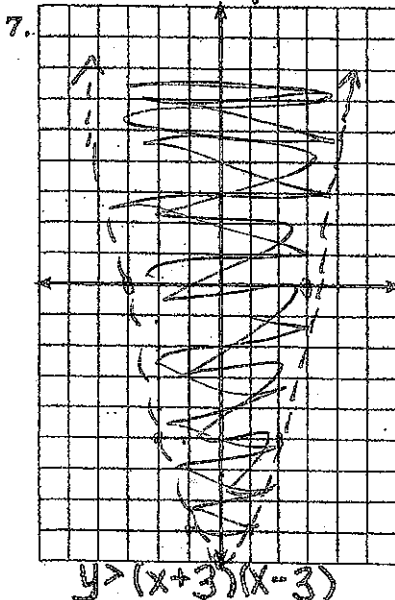
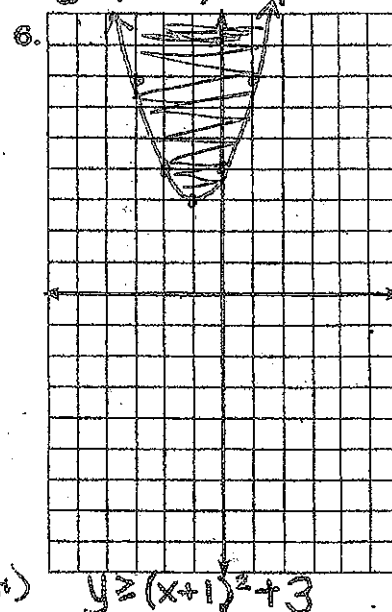
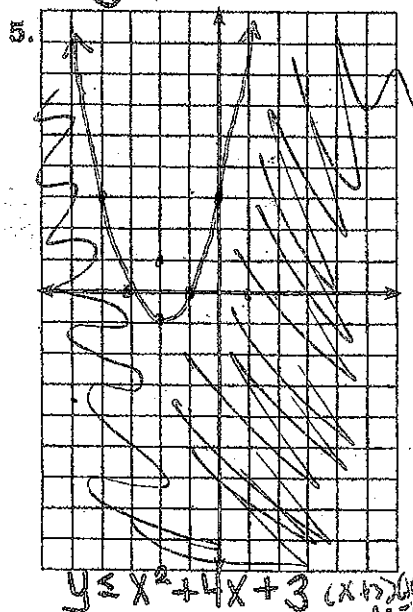
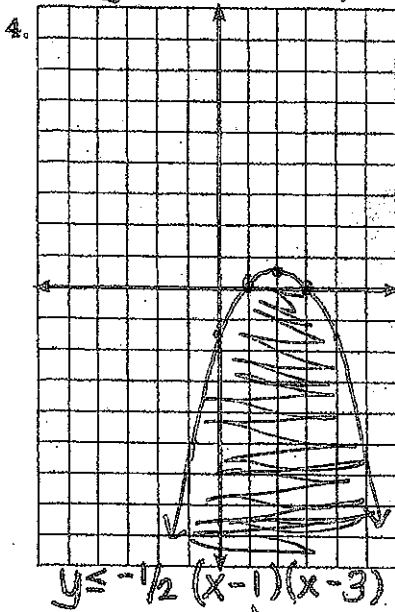
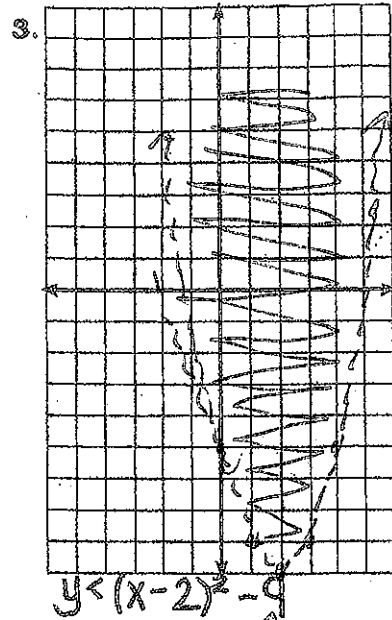
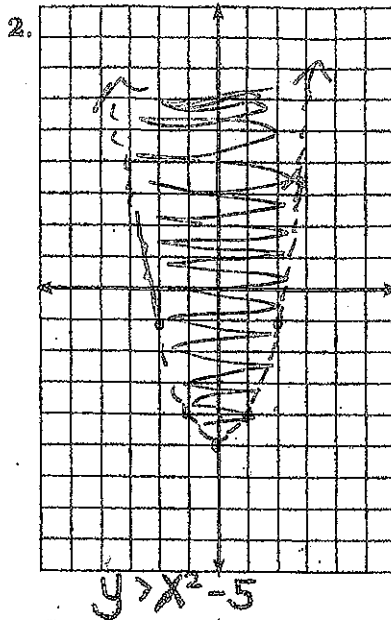
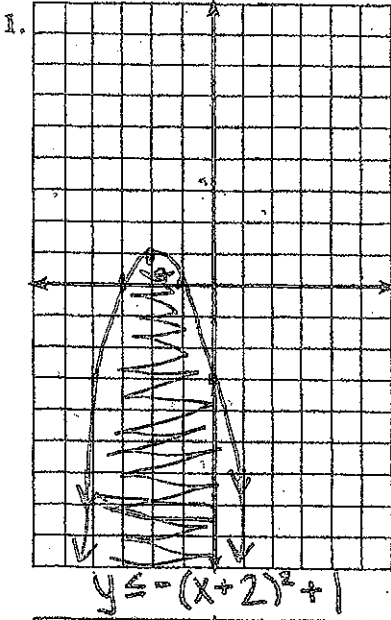
$[5, \infty)$

10. $7x^2 - 8x > 0$

$$x(7x-8) > 0$$

$$x = 0 \quad x = \frac{8}{7}$$

$(-\infty, 0) \cup (\frac{8}{7}, \infty)$



Enrichment and Extras:
 Coordinate Grids (9)

PUNCHLINE • Algebra • Book B
 ©2006 Marcy Mathworks

Name: _____ Date: _____

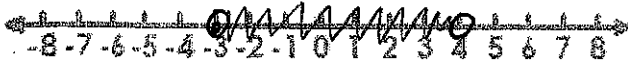
Solving Quadratic Inequalities

Find the solution set for each inequality:

1. $x^2 - x - 12 < 0$

$(x-4)(x+3)$

$x=4 \quad x=-3$



$(-3, 4)$

2. $3x^2 + 2x > 1$

$3x^2 + 2x - 1 > 0$

$(3x-1)(x+1) > 0$

$x = \frac{1}{3} \quad x = -1$

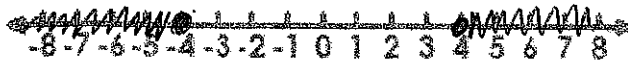


$(-\infty, -1) \cup (\frac{1}{3}, \infty)$

3. $x^2 - 16 \geq 0$

$(x-4)(x+4) \geq 0$

$x=4 \quad x=-4$



$(-\infty, -4] \cup [4, \infty)$

4. $5x^2 - 4x - 1 > 0$

$(5x+1)(x-1) > 0$

$x = -\frac{1}{5} \quad x = 1$



$(-\infty, -\frac{1}{5}) \cup (1, \infty)$

5. $x^2 - 2x - 35 \geq 0$

$(x-7)(x+5)$

$x=7 \quad x=-5$

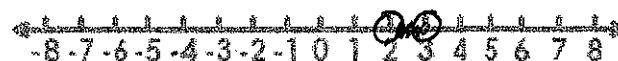


$(-\infty, -5] \cup [7, \infty)$

6. $x^2 - 5x + 6 < 0$

$(x-3)(x-2) < 0$

$x=3 \quad x=2$



$(2, 3)$

7. $2x^2 + 5x \geq 3$

$2x^2 + 5x - 3 \geq 0$

$(2x - 1)(x + 3)$

$x = \frac{1}{2} \quad x = -3$



$(-\infty, -3] \cup [\frac{1}{2}, \infty)$

8. $3x^2 > -14x + 5$

$3x^2 + 14x - 5 > 0$

$(3x - 1)(x + 5)$

$x = \frac{1}{3} \quad x = -5$



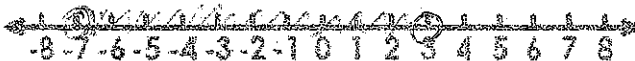
$(-\infty, -5) \cup [\frac{1}{3}, \infty)$

9. $x^2 < -4x + 21$

$x^2 + 4x - 21 < 0$

$(x + 7)(x - 3)$

$x = -7 \quad x = 3$



$(-7, 3)$

10. $6x^2 < -5x + 1$

$6x^2 + 5x - 1 < 0$

$(6x - 1)(x + 1)$

$x = \frac{1}{6} \quad x = -1$

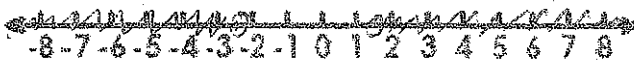


$(-1, \frac{1}{6})$

11. $2x^2 > -x + 15$

$2x^2 + x - 15 > 0$

$x = \frac{-1 \pm \sqrt{1 - 4(2)(-15)}}{2(2)} = \frac{-1 \pm \sqrt{61}}{4}$
 $= 1.7 \neq -2.2$



$(-\infty, \frac{-1 - \sqrt{61}}{4}) \cup (\frac{-1 + \sqrt{61}}{4}, \infty)$

12. $2x^2 + 11x + 5 < 0$

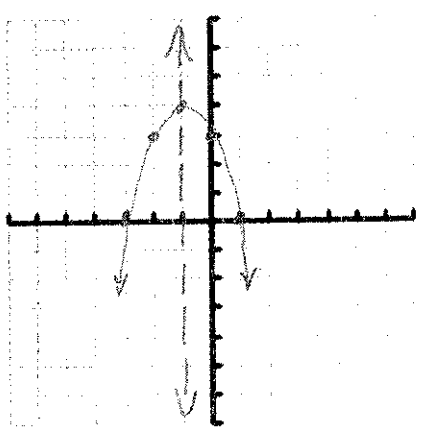
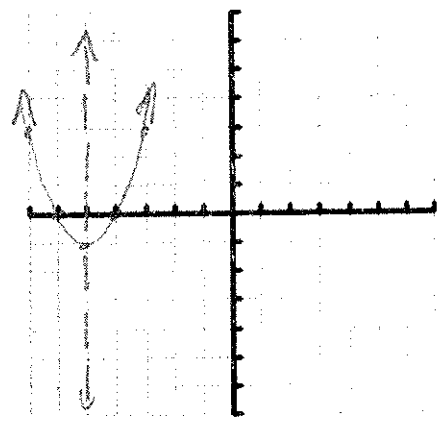
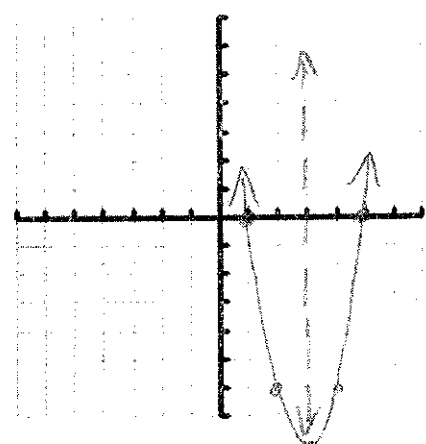
$(2x + 1)(x + 5) < 0$

$x = -\frac{1}{2} \quad x = -5$



$(-5, -\frac{1}{2})$

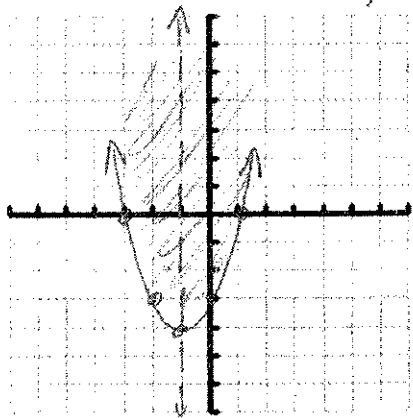
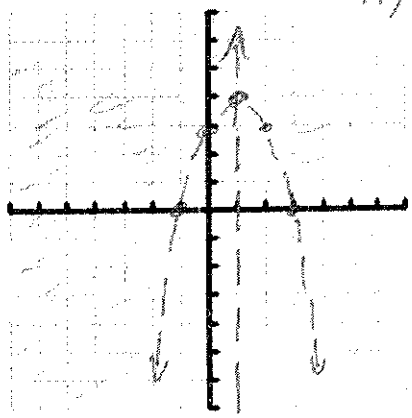


Graphing Quadratics with Characteristics

<p style="text-align: center;"><u>Vertex Form</u></p> <p>Steps:</p> <ol style="list-style-type: none"> 1. Vertex: ordered pair: (opposite, same) 2. Axis of Symmetry: equation: $x = x\text{-coordinate of the VERTEX}$ 3. x-intercepts: <ul style="list-style-type: none"> • x-intercept will either be your vertex • or graph your pattern from the vertex to find the x-intercepts • or there may not be any x-intercepts • or foil it out, add the constant and factor to solve 4. y-intercept: ordered pair: find $f(0)$ 	<p style="text-align: center;">$f(x) = -(x + 1)^2 + 4$</p> <p>Domain: $(-\infty, \infty)$</p> <p>Range: $(-\infty, 4]$</p> <p>Vertex: $(-1, 4)$</p> <p>Max or Min? max</p> <p>Axis: $x = -1$</p> <p>Zero(s): $x = -3 \quad x = 1$</p> <p>x-intercept(s): $(-3, 0) (1, 0)$</p> <p>y-intercept: $(0, 3)$</p> <p>End Behavior: as $x \rightarrow \pm\infty, f(x) \rightarrow -\infty$</p> <p>Int. of Increase: $(-\infty, -1)$</p> <p>Int. of Decrease: $(-1, \infty)$</p>	<p style="text-align: center;">Graph</p> 
<p style="text-align: center;"><u>Standard Form</u></p> <p>Steps:</p> <ol style="list-style-type: none"> 1. Axis of Symmetry: $x = \frac{-b}{2a}$ 2. Vertex: evaluate the function at the axis (plug in your x-value from the axis) 3. x-intercepts: <ul style="list-style-type: none"> • graph your pattern to see the x-intercepts • or factor (if you can) and solve for x to get the x-intercepts 4. y-intercept: find $f(0)$ 	<p style="text-align: center;">$y = x^2 + 10x + 24$</p> <p>Domain: $(-\infty, \infty)$</p> <p>Range: $[-1, \infty)$</p> <p>Vertex: $(-5, -1)$</p> <p>Max or Min? min</p> <p>Axis: $x = -5$</p> <p>Zero(s): $x = -4, x = -6$</p> <p>x-intercept(s): $(-4, 0) (-6, 0)$</p> <p>y-intercept: $(0, 24)$</p> <p>End Behavior: as $x \rightarrow \pm\infty, f(x) \rightarrow \infty$</p> <p>Int. of Increase: $(-5, \infty)$</p> <p>Int. of Decrease: $(-\infty, -5)$</p>	<p style="text-align: center;">Graph</p> 
<p style="text-align: center;"><u>Intercept Form</u></p> <p>Steps:</p> <ol style="list-style-type: none"> 1. x-intercepts: set each factor equal to zero and solve for x 2. Axis of Symmetry: find the midpoint between the x-intercepts and draw a vertical line 3. Vertex: evaluate the function at the axis (plug in your x-value from the axis) 4. y-intercept: find $f(0)$ 	<p style="text-align: center;">$y = 2(x - 5)(x - 1)$</p> <p>Domain: $(-\infty, \infty)$</p> <p>Range: $[-8, \infty)$</p> <p>Vertex: $(3, -8)$</p> <p>Max or Min? min</p> <p>Axis: $x = 3$</p> <p>Zero(s): $x = 5 \quad x = 1$</p> <p>x-intercept(s): $(5, 0) (1, 0)$</p> <p>y-intercept: $(0, 10)$</p> <p>End Behavior: as $x \rightarrow \pm\infty, f(x) \rightarrow \infty$</p> <p>Int. of Increase: $(3, \infty)$</p> <p>Int. of Decrease: $(-\infty, 3)$</p>	<p style="text-align: center;">Graph</p> 

Converting Quadratics

<p style="text-align: center;">Vertex to Standard</p> <ol style="list-style-type: none"> 1. square the binomial 2. distribute 3. combine like terms 	$y = -(x + 1)^2 + 3$ $y = -(x^2 + 2x + 1) + 3$ $y = -x^2 - 2x - 1 + 3$ $y = -x^2 - 2x + 2$
<p style="text-align: center;">Intercept to Standard</p> <ol style="list-style-type: none"> 1. multiply the binomials first 2. distribute 	$y = 2(x - 1)(x - 5)$ $y = 2(x^2 - 6x + 5)$ $y = 2x^2 - 12x + 10$
<p style="text-align: center;">Standard to Intercept</p> <ol style="list-style-type: none"> 1. Factor out the GCF 2. Factor any other way 	$y = 2x^2 + 20x + 48$ $y = 2(x^2 + 10x + 24)$ $y = 2(x + 6)(x + 4)$
<p style="text-align: center;">Standard to Vertex</p> <ol style="list-style-type: none"> 1. group the x^2 and x terms in parentheses 2. factor out the leading coefficient (from x^2 and x) 3. complete the square: $\left(\frac{b}{2}\right)^2$ in the parenthesis + _____ 4. balance the equation: outside the parenthesis - _____ 5. Factor the trinomial, it should be ()² 6. combine like terms at the end 	<p>ex 1:</p> $y = x^2 + 10x + 24$ $y = (x^2 + 10x + 25) + 24 - 25$ $y = (x + 5)^2 - 1$ <p>ex 2:</p> $y = 3x^2 + 12x + 14$ $y = 3(x^2 + 4x + 4) + 14 - 12$ $y = 3(x + 2)^2 + 2$

Quadratic Inequalities

Graphing	1. $y \geq x^2 + 2x - 3$ $x = -1$ $(-1, -4)$	2. $y > -x^2 + 2x + 3$ $x = 1$ $(1, 4)$
<p><u>Steps:</u></p> <ol style="list-style-type: none"> 1. Graph the Quadratic 2. Solid or Dotted \geq or \leq Then the parabola is a SOLID curve (or) Then the parabola is a DASHED curve 3. Shade If you have a $>$ or \geq symbol, shade where y is getting larger If you have a $<$ or \leq symbol, shade where y is getting smaller 		
<p style="text-align: center;"><u>Solving Algebraically</u></p> <p><u>Steps:</u></p> <ol style="list-style-type: none"> 1. Equation change to an equation 2. Set equation = 0 3. Solve by factoring 4. Graph solutions on a number line 5. Test 3 numbers to determine which interval(s) are solution(s) 6. Write answer in interval notation. 	<p>1. $x^2 + 2x \leq 3$</p> $x^2 + 2x - 3 = 0$ $(x + 3)(x - 1) = 0$ $x = -3 \quad x = 1$ <div style="display: flex; justify-content: space-around; margin: 10px 0;"> <div style="text-align: center;">$8 < 3$ F ↓</div> <div style="text-align: center;">$0 < 3$ T ↓</div> <div style="text-align: center;">$4 < 3$ F ↓</div> </div>  <p style="text-align: center; margin-top: 20px;">$[-3, 1]$</p>	<p>2. $2x^2 + 3x > 5$</p> $2x^2 + 3x - 5 = 0$ $(2x + 5)(x - 1) = 0$ $x = -\frac{5}{2} \quad x = 1$ <div style="display: flex; justify-content: space-around; margin: 10px 0;"> <div style="text-align: center;">$9 > 5$ T ↓</div> <div style="text-align: center;">$0 > 5$ F ↓</div> <div style="text-align: center;">$14 > 5$ T ↓</div> </div>  <p style="text-align: center; margin-top: 20px;">$(-\infty, -\frac{5}{2}) \cup (1, \infty)$</p>

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MODELLING WITH QUADRATICS

<p>Evaluating a Function</p> <p>Hint: Evaluate the function by finding $h(1)$.</p>	<p>A ball is hit into the air from a height of 4 feet. The function $g(t) = -16t^2 + 120t + 4$ can be used to model the height of the ball where t is the time in seconds after the ball is hit.</p> <p>Find the height of the ball after 1 second.</p> $g(1) = -16 + 120 + 4 = 108 \text{ ft.}$
<p>Analyzing the Vertex</p> <p>Hint:</p> <ol style="list-style-type: none"> 1. Find the axis of symmetry. (This is the time at which the ball reaches maximum height.) 2. Find the vertex by evaluating the function. The second coordinate in the vertex represents the maximum height. 	<p>A ball is hit into the air from a height of 4 feet. The function $g(t) = -16t^2 + 120t + 4$ can be used to model the height of the ball where t is the time in seconds after the ball is hit.</p> <p>What is the maximum height the ball reaches?</p> $t = \frac{-120}{-32} = 3.75 \text{ seconds}$ $g(3.75) = 229 \text{ ft.}$
<p>Analyzing the Zeros</p> <p>Hint:</p> <ol style="list-style-type: none"> 1. Set the quadratic equal to zero and solve. 2. Disregard solutions that are negative (since time does not go backwards!) 3. The remaining zero indicates the time at which the ball hits the ground. 	<p>A ball is hit into the air from a height of 4 feet. The function $g(t) = -16t^2 + 120t + 4$ can be used to model the height of the ball where t is the time in seconds after the ball is hit.</p> <p>How long is the ball in the air?</p> $-16t^2 + 120t + 4 = 0$ $4t^2 - 30t - 1 = 0$ $t = 7.57 \text{ seconds}$