Algebra II

**Vocabulary Word Wall Cards**

Mathematics vocabulary word wall cards provide a display of mathematics content words and associated visual cues to assist in vocabulary development. The cards should be used as an instructional tool for teachers and then as a reference for all students.

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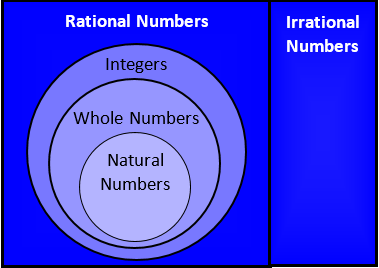
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Real Numbers

The set of all rational and irrational numbers



|  |  |
| --- | --- |
| **Natural Numbers** | {1, 2, 3, 4 …} |
| **Whole Numbers** | {0, 1, 2, 3, 4 …} |
| **Integers** | {… -3, -2, -1, 0, 1, 2, 3 …} |
| **Rational Numbers** | the set of all numbers that can be written as the ratio of two integers with a non-zero denominator  (e.g., , -5, , , ) |
| **Irrational Numbers** | the set of all nonrepeating, nonterminating decimals  (e.g, , , -.23223222322223…) |

# Complex Numbers

**Imaginary** **Numbers**

**Real** **Numbers**

The set of all real and

imaginary numbers

# Complex Number

(Examples)

*a* and *b* are real numbers and *i* =

A complex number consists of both real (*a*) and imaginary (*bi*) but either part can be 0

|  |  |
| --- | --- |
| **Case** | **Examples** |
| *a* = 0 | -*i,* 0.01*i*, |
| *b* = 0 | , 4, -12.8 |
| *a* ≠ 0, *b* ≠ 0 | 39 – 6*i,* -2 + π*i* |

# Absolute Value

|5| = 5 |-5| = 5

-6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6

**5 units**

**5 units**

The distance between a number

and zero

# Order of Operations

|  |  |
| --- | --- |
| Grouping Symbols | ( )  { }  [ ] |
| Exponents | *an* |
| Multiplication  Division | **Left to Right** |
| Addition  Subtraction | **Left to Right** |

# Expression

A representation of a quantity that may contain numbers, variables or operation symbols

*x*





3(*y* + 3.9)4 –

# Variable



9 + *log* *x* = 2.08

*d* = 7*c* - 5

*A* = π *r* 2

# Coefficient

(-4) + *2 log x*



*ab* –

π*r*2

# Term

3 *log x* + 2*y* – 8

3 terms

-5*x*2 – *x*

2 terms

**

1 term

# Scientific Notation

*a* x 10*n*

and *n* is an integer

Examples:

|  |  |
| --- | --- |
| Standard Notation | Scientific Notation |
| 17,500,000 | 1.75 x 107 |
| -84,623 | -8.4623 x 104 |
| 0.0000026 | 2.6 x 10-6 |
| -0.080029 | -8.0029 x 10-2 |
| (4.3 x 105) (2 x 10-2) | (4.3 x 2) (105 x 10-2) =  8.6 x 105+(-2) = 8.6 x 103 |
|  | = |

# Exponential Form

exponent

*an*= *a∙a∙a∙a*…, *a*≠0

*n* factors

base

Examples:

|  |
| --- |
| 2 ∙ 2 ∙ 2 = 23 = 8 |
| *n* ∙ *n* ∙ *n* ∙ *n* = *n*4 |
| 3∙3∙3∙x∙x = 33x2 = 27x2 |

# Negative Exponent

*a-n* = , *a* ≠ 0

Examples:

|  |
| --- |
| 4-2 = = |
| = = = |
| (2 – *a*)-2 = , *a* |

# Zero Exponent

*a*0 = 1, *a* ≠ 0

Examples:

|  |
| --- |
| (-5)0 = 1 |
| (3*x* + 2)0 = 1 |
| (*x*2*y-*5*z*8)0 = 1 |
| 4*m*0 = 4 ∙ 1 = 4 |
|  |

# Product of Powers Property

*am*∙ *a*n = *am + n*

Examples:

|  |
| --- |
| *x*4 ∙ *x*2= *x*4+2 = *x*6 |
| *a*3 ∙ *a* = *a*3+1 = *a*4 |
|  |

# Power of a Power Property

(*am*)*n* = *am* ***·*** *n*

Examples:



(*g*2)-3 = *g*2∙(-3) = *g*-6 =

# Power of a Product Property

(*ab*)*m* = *am* · *bm*

Examples:

|  |
| --- |
|  |
|  |

Quotient of Powers Property

= *am – n*, *a* ≠0

Examples:



= = *y*2

= *a*4-4 = *a*0 = 1

# Power of Quotient Property

= *b*≠0

Examples:

= =

= = = ∙ = =

# Polynomial

|  |  |  |
| --- | --- | --- |
| **Example** | **Name** | **Terms** |
| 7  6*x* | monomial | 1 term |
| 3*t* – 1  12*xy*3 + 5*x*4*y* | binomial | 2 terms |
| *2x*2 + 3*x* – 7 | trinomial | 3 terms |

|  |  |
| --- | --- |
| **Nonexample** | **Reason** |
| 5*mn* – 8 | variable exponent |
| *n*-3 + 9 | negative exponent |

# Degree of a Polynomial

|  |  |  |
| --- | --- | --- |
| Polynomial | Degree of  Each Term | Degree of Polynomial |
| -7*m*3*n*5 | -7*m*3*n*5  degree 8 | 8 |
| 2*x*+ 3 | 2*x* degree 1  3 degree 0 | 1 |
| 6*a*3 + 3*a*2*b*3 – 21 | 6*a*3 degree 3  3*a*2*b*3 degree 5  -21 degree 0 | 5 |

The largest exponent or the largest sum of exponents of a term within a polynomial

# Leading Coefficient

The coefficient of the first term of a polynomial written in descending order of exponents

Examples:

|  |
| --- |
| 7*a*3 – 2*a*2 + 8*a* – 1 |
| -3*n*3 + 7*n*2 – 4*n* + 10 |
| 16*t* – 1 |

# Add Polynomials

(Group Like Terms – Horizontal Method)

Example:



(2*g*2 + 6*g* – 4) + (*g*2 – *g*)

= 2*g*2 + 6*g* – *4* + *g*2 – *g*

(Group like terms and add)

= (2g2 + g2) + (6g – g) – 4

 3g2 + 5g – 4

# Add Polynomials

(Align Like Terms –   
Vertical Method)

Example:



 (2*g*3 + 6*g2* – 4) + (*g*3 – *g* – 3)

(Align like terms and add)

2*g*3 + 6*g*2 – 4

+  *g*3 – *g* – 3

# 3*g*3 + 6*g*2 – *g* – 7Subtract Polynomials

(Group Like Terms - Horizontal Method)

Example:

  (4*x*2 + 5) – (-2*x*2 + 4*x* -7)

(Add the inverse)

= (4*x*2 + 5) + (2*x*2 – 4x +7)

= 4*x*2 + 5 + 2x2 – 4*x* + 7

(Group like terms and add.)

= (4*x*2 + 2*x*2) – 4*x* + (5 + 7)

 6x2 – 4*x* + 12

# Subtract Polynomials

(Align Like Terms -

Vertical Method)

Example:



 (4*x*2 + 5) – (-2*x*2 + 4*x* -7)

(Align like terms then add the inverse   
and add the like terms.)

4*x*2 + 5 4*x*2 + 5

–(-2*x*2  + 4*x* – 7) + 2*x*2 – 4*x* + 7

 6*x*2 – 4*x* + 12

# Multiply Binomials

Apply the distributive property.

(*a* + *b*)(*c* + *d*) =

*a*(*c* + *d*) + *b*(*c* + *d*) =

*ac* + *ad* + *bc* + *bd*

Example: (*x* + 3)(*x* + 2)

= (*x* + 3)(*x* + 2)

= *x*(*x* + 2) + 3(*x* + 2)

= x2 + 2*x* + 3*x* + 6

= *x*2 + 5*x* + 6

# Multiply Polynomials

Apply the distributive property.

(*a* + *b*)(*d* + *e* + *f*)

(*a* + *b*)( *d* + *e* + *f* )

= *a*(*d* + *e* + *f*) + *b*(*d* + *e* + *f*)

= *ad* + *ae* + *af* + *bd* + *be* + *bf*Multiply Binomials

(Model)

Apply the distributive property.

Example: (*x* + 3)(*x* + 2)

1 =

*x* =

Key:

*x*2 =

*x* + 3

*x* + 2

*x*2 + 2*x* + 3*x* + **6** = *x*2 + 5*x* + 6

# Multiply Binomials

(Graphic Organizer)

Apply the distributive property.

Example: (*x* + 8)(2*x* – 3)

= (*x* + 8)(2*x* + -3)

2*x* + -3

*x* + 8

|  |  |
| --- | --- |
| 2*x*2 | -3*x* |
| 16*x* | -24 |

2*x*2 + 16*x* + -3*x* + -24 = 2*x*2 + 13*x* – 24

# Multiply Binomials

(Squaring a Binomial)

(*a* **+** *b*)2 = *a*2 **+** **2***ab* + *b*2

(*a* **–** *b*)2 = *a*2 **–** **2***ab* + *b*2

Examples:

(3*m* + *n*)2 = 9*m*2 **+ 2**(3*m*)(*n*) + *n*2

= 9*m*2 + 6*mn* + *n*2

(*y* – 5)2 = *y*2 **– 2**(5)(*y*) + 25

= *y*2 – 10*y* + 25

# Multiply Binomials

# (Sum and Difference)

(*a* + *b*)(*a* – *b*) = *a*2 – *b*2

Examples:

(2*b* + 5)(2*b* – 5) = 4*b*2 – 25

(7 – *w*)(7 + *w*) = 49 – *w*2

# Factors of a Monomial

The number(s) and/or variable(s) that are multiplied together to form a monomial

|  |  |  |
| --- | --- | --- |
| **Examples:** | **Factors** | **Expanded Form** |
| 5*b*2 | 5∙*b2* | 5∙*b∙b* |
| 6*x*2*y* | 6∙*x*2∙*y* | 2∙3∙*x∙x∙y* |
|  | ∙*p*2∙*q*3 | ·(-5)∙*p∙p*∙*q∙q∙q* |

# Factoring

# (Greatest Common Factor)

Find the greatest common factor (GCF) of all terms of the polynomial and then apply the distributive property.

Example: 20*a*4 + 8*a*

2 ∙ 2 ∙ 5 ∙ *a ∙ a ∙ a ∙ a* + 2 ∙ 2 ∙ 2 ∙ *a*

common factors

GCF = 2 ∙ 2 ∙ a = 4*a*

20*a*4 + 8*a* = 4*a*(5*a*3+ 2)

# Factoring

# (Perfect Square Trinomials)

*a*2 **+ 2***ab* + *b*2 = (*a* **+** *b*)2

*a*2 **– 2***ab*+ *b*2 = (*a* **–** *b*)2

Examples:

*x*2 **+** 6*x* +9 = *x*2 **+ 2**∙3∙*x* +32

= (*x* **+** 3)2

4*x*2 **–** 20*x* + 25 = (2*x*)2 **– 2**∙2*x*∙5 + 52 = (2*x* **–** 5)2

# Factoring

# (Difference of Squares)

*a*2 – *b*2 = (*a* + b)(*a* – *b*)

Examples:

*x*2 – 49= *x*2 – 72 = (*x* + 7)(*x* – 7)

4 – *n*2 = 22 – *n*2 = (2 – *n*) (2 + *n*)

9*x*2 – 25*y*2 = (3*x*)2 – (5*y*)2

= (3*x* + 5*y*)(3*x* – 5*y*)

# Difference of Squares

(Model)

*a*2 – *b*2 = (*a* + *b*)(*a* – *b*)

*b*

*a*

*a*

*b*

*a*2 – *b*2

*a*(*a* – *b*)+ *b*(*a* – *b*)

(*a + b*)(*a* – *b*)

*a* + *b*

*a – b*

*b*

*a*

*a – b*

*a – b*

# Factoring

# (Sum and Difference of Cubes)

*a*3 + *b*3 = (*a* + *b*)(*a2* – *ab* + *b2*)

*a*3 – *b*3 = (*a* – *b*)(*a2* + *ab + b2*)

Examples:

|  |
| --- |
| 27*y*3 + 1= (3*y*)3 + (1)3  = (3*y* + 1)(9*y*2 – 3y + 1) |
| *x*3 – 64 = *x*3 – 43 = (*x* – 4)(*x*2 + 4*x* + 16) |

# Factoring

# (By Grouping)

For trinomials of the form

# Example:

*ac* = 3 • 4 = 12

Find factors of *ac* that add to equal *b*

12 = 2 • 6 2 + 6 = 8

Rewrite as +

Group factors

Factor out a common binomial

# Divide Polynomials

(Monomial Divisor)

Divide each term of the dividend by the monomial divisor

Example:



 (12*x*3 – 36*x*2 + 16*x*) ÷ 4*x*

=

= +

 3*x*2 – 9*x* + 4

# Divide Polynomials (Binomial Divisor)

Factor and simplify

Example:



 (7*w*2 + 3*w* – 4) ÷ (*w* + 1)

=

=

 7*w* – 4

# Prime Polynomial

Cannot be factored into a product of lesser degree polynomial factors

|  |
| --- |
| **Example** |
| *r* |
| 3*t* + 9 |
| *x*2+ 1 |
| 5*y*2 – 4*y* + 3 |

|  |  |
| --- | --- |
| **Nonexample** | **Factors** |
| *x*2 – 4 | (*x* + 2)(*x* – 2) |
| 3*x*2 – 3*x* – 6 | 3(*x* + 1)(*x* – 2) |
| *x*3 | *xx*2 |

# Square Root

radical symbol

radicand or argument

Simplify square root expressions.

Examples:

|  |
| --- |
| = = = 3*x* |
| - = -(*x* – 3) = -*x* + 3 |

Squaring a number and taking a square root are inverse operations.

# Cube Root

index

radicand or argument

radical symbol

Simplify cube root expressions.

Examples:

= = 4

= = -3

= *x*

Cubing a number and taking a cube root are inverse operations.

# *n*th Root

index

=

radicand or argument

radical symbol

Examples:

|  |
| --- |
| = = |
| = |

# Simplify Radical Expressions

Simplify radicals and combine like terms where possible.

Examples:

# Add and Subtract Radical Expressions

Add or subtract the numerical factors of the like radicals.

Examples:

|  |
| --- |
|  |
|  |
|  |

# Product Property of Radicals

The nth root of a product equals

the product of the nth roots.

*a* ≥ 0 and *b* ≥ 0

Examples:

|  |
| --- |
| = ∙ = 2 |
| = ∙ = *a* |
| = = ∙ = 2 |

# Quotient Property

of Radicals

The nth root of a quotient equals the quotient of the nth roots of the numerator and denominator.

*a* ≥ 0 and *b* ˃ 0

Examples:

|  |
| --- |
| = = , *y* ≠ 0 |
|  |

# Zero Product Property

If *ab* = 0,

then *a* = 0 or *b* = 0.

Example:

(*x* + 3)(*x* – 4) = 0

(*x* + 3) = 0 or (*x* – 4) = 0

*x* = -3 or *x* = 4

The solutions or roots of the polynomial equation are -3 and 4.

# Solutions or Roots

*x*2 + 2*x* = 3

Solve using the zero product property.

*x*2 + 2*x* – 3 = 0

(*x* + 3)(*x* – 1) = 0

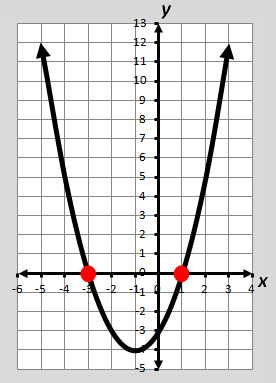
*x* + 3 = 0 or *x* – 1 = 0

*x* = -3 or *x* = 1

The solutions or roots of the polynomial equation are -3 and 1.

# Zeros

The zeros of a function *f*(x) are the values of x where the function is equal to zero.



*f(x)* = *x*2 + 2*x* – 3

Find *f*(*x*) = 0.

0 = *x*2 + 2*x* – 3

0 = (*x* + 3)(*x* – 1)

*x* = -3 or *x* = 1

The zeros of the function *f(x)* = *x*2 + 2*x* – 3   
are -3 and 1 and are located at the   
*x*-intercepts (-3,0) and (1,0).

The zeros of a function are also the solutions or roots of the related equation

# *x*-Intercepts

The *x*-intercepts of a graph are located where the graph crosses the x-axis and where *f*(*x*) = 0.

*f(x)* = *x*2 + 2*x* – 3

0 = (*x* + 3)(*x* – 1)

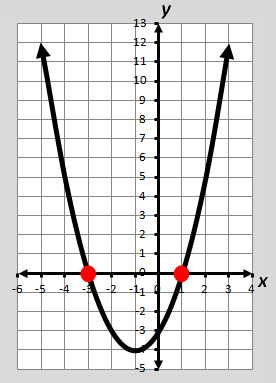
0 = *x* + 3 or 0 = *x* – 1

*x* = -3 or *x* = 1

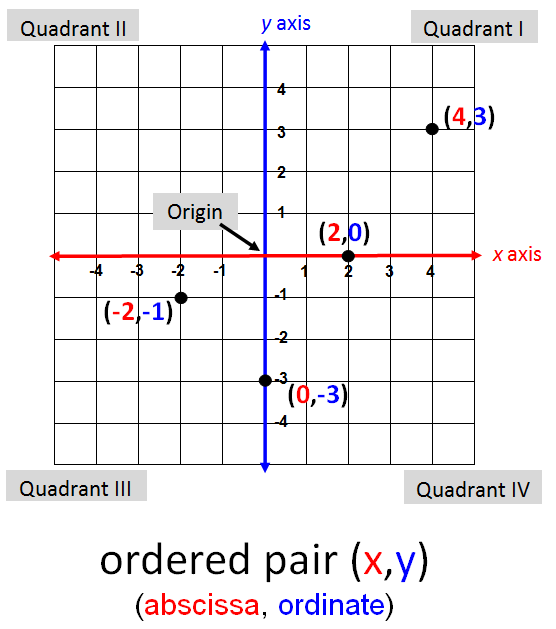
The zeros are -3 and 1.

The *x*-intercepts are:

* -3 or (-3,0)
* 1 or (1,0)



# Coordinate Plane



# Literal Equation

A formula or equation that consists primarily of variables

Examples:

*Ax* + *By* = *C*

*A* =

*V* = *lwh*

*F* = *C* + 32

# *A =* π*r2*Vertical Line

*x* = *a*

(where *a* can be any real number)

Example: *x* = -4

***y***

***x***

# Horizontal Line

Vertical lines have undefined slope.

*y* = *c*

(where *c* can be any real number)

Example: *y* = 6

***y***

***x***

# Quadratic Equation

Horizontal lines have a slope of 0.

*ax*2 + *bx* + *c* = 0

*a* ≠ 0

Example: *x*2 – 6*x* + 8 = 0

|  |  |
| --- | --- |
| **Solve by factoring** | **Solve by graphing** |
| *x*2 – 6*x* + 8 = 0  (*x* – 2)(*x* – 4) = 0  (*x* – 2) = 0 or (*x* – 4) = 0  *x* = 2 or *x* = 4 | Graph the related function *f*(*x*) = *x*2 – 6*x* + 8.  ***x***  ***y*** |

Solutions (roots) to the equation are 2 and 4;   
the *x*-coordinates where the function crosses the   
x-axis.

# Quadratic Equation (Number/Type of Solutions)

*ax*2 + *bx* + *c* = 0, *a* **≠** 0

|  |  |  |
| --- | --- | --- |
| **Examples** | **Graph of the related function** | **Number and Type of Solutions/Roots** |
| *x*2 – *x* = 3 |  | **2 distinct Real roots**  (crosses *x*-axis twice) |
| *x*2 + 16 = 8*x* |  | **1 distinct Real root with a multiplicity of two (double root)**  (touches *x*-axis but does not cross) |
| *x*2 – 2*x* + 3 = 0 |  | **0 Real roots;**  **2 Complex roots** |

# Inequality

An algebraic sentence comparing two quantities

|  |  |
| --- | --- |
| **Symbol** | **Meaning** |
| < | less than |
| **≤** | less than or equal to |
| **>** | greater than |
| **≥** | greater than or equal to |
| **≠** | not equal to |

Examples:

-10.5 ˃ -9.9 – 1.2

8 > 3*t* + 2

*x* – 5*y* **≥** -12

*r* **≠** 3

# Graph of an Inequality

|  |  |  |
| --- | --- | --- |
| **Symbol** | **Examples** | **Graph** |
| < ; **>** | *x* < 3 |  |
| **≤** ; **≥** | -3 **≥** *y* |  |
| **≠** | *t* **≠** -2 |  |

# Transitive Property of Inequality

|  |  |
| --- | --- |
| If | Then |
| *a* **<** *b* and *b* **<** *c* | *a* **<** *c* |
| *a* **>** *b* and *b* **>** *c* | *a* **>** *c* |

Examples:

If 4*x* < 2*y* and 2*y* < 16,

then 4*x* < 16.

If *x* > *y* – 1 and *y* – 1 > 3,

then *x* > 3.

# Addition/Subtraction Property of Inequality

|  |  |
| --- | --- |
| If | Then |
| *a* > *b* | *a* + *c* > *b* + *c* |
| *a* **≥** *b* | *a* + *c* **≥** *b* + *c* |
| *a* < *b* | *a* + *c* < *b* + *c* |
| *a* **≤** *b* | *a* + *c* **≤** *b* + *c* |

Example:

*d* – 1.9 **≥** -8.7

*d* – 1.9 + 1.9 **≥** -8.7 + 1.9

# *d* **≥** -6.8Multiplication Property of Inequality

|  |  |  |
| --- | --- | --- |
| **If** | **Case** | **Then** |
| *a* < *b* | *c* > 0, positive | *a*c **<** *bc* |
| *a* > *b* | *c* > 0, positive | *ac* **>** *bc* |
| *a* < *b* | *c* < 0, negative | *ac* **>** *bc* |
| *a* > *b* | *c* < 0, negative | *ac* **<** *bc* |

Example: If *c* = -2

5 > -3

5(-2) < -3(-2)

# -10 < 6Division Property of Inequality

|  |  |  |
| --- | --- | --- |
| **If** | **Case** | **Then** |
| *a* < b | c > 0, positive | **<** |
| *a* > b | c > 0, positive | **>** |
| *a* < b | c < 0, negative | **>** |
| *a* > b | c < 0, negative | **<** |

Example: If c = -4

-90 **≥** -4*t*

**≤**

22.5 **≤** *t*

# Absolute Value Inequalities

|  |  |
| --- | --- |
| **Absolute Value Inequality** | **Equivalent Compound Inequality** |
|  | “*and*” statement |
|  | “*or*” statement |

Example: 







# Linear Equation (Standard Form)

*Ax* + *By* = *C*

(*A*, *B* and *C* are integers; *A* and *B* cannot both equal zero)

***y***

Example:

-2*x* + *y* = -3

***x***

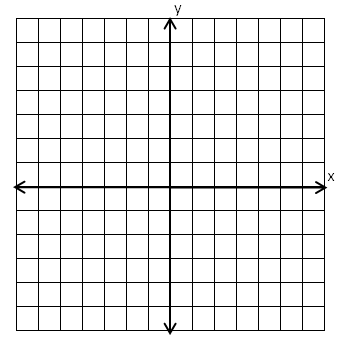
# The graph of the linear equation is a straight line and represents all solutions (*x, y*) of the equation.

# Linear Equation (Slope-Intercept Form)

*y* = *mx* + *b*

(slope is *m* and *y*-intercept is *b*)

Example: *y* = *x* + 5



**(0,5)**

**-4**

**3**

*m* =

*b* = 5

# Linear Equation

# (Point-Slope Form)

*y* – *y*1 = *m*(*x* – *x*1)

where *m* is the slope and (*x*1,*y*1) is the point

Example:

Write an equation for the line that passes through the point (-4,1) and has a slope of 2.

*y* – 1 = 2(*x* – -4)

*y* – 1 = 2(*x* + 4)

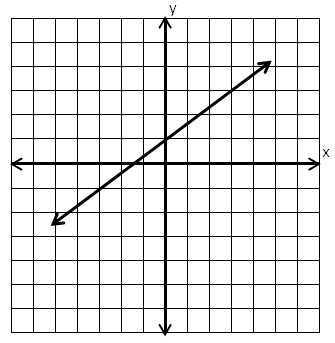
*y* = 2*x* + 9

# Equivalent Forms of a Linear Equation

|  |  |
| --- | --- |
| Forms of a Linear Equation |  |
| Slope-Intercept | *y* = |
| Point-Slope |  |
| Standard |  |

# Slope

A number that represents the rate of change in *y* for a unit change in *x*



Slope =

**3**

**2**

The slope indicates the   
steepness of a line.

# Slope Formula

The ratio of vertical change to

horizontal change

**A**

**B**

(*x*1, *y*1)

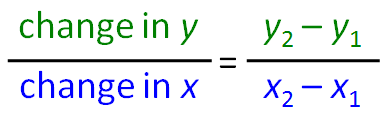
(*x*2, *y*2)

***x*2 – *x*1**

***y*2 – *y*1**

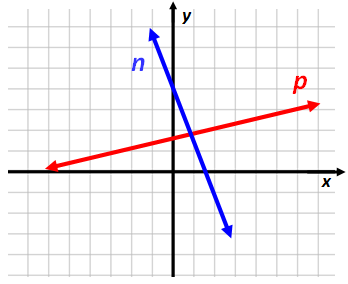
***x***

***y***



slope = *m* =

# Slopes of Lines



Line ***p***

has a positive slope.

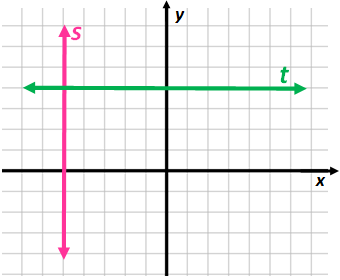
Line ***n***

has a negative slope.

Vertical line ***s*** has an undefined slope.

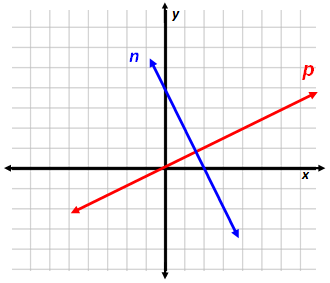
Horizontal line ***t***

has a zero slope.



# Perpendicular Lines

Lines that intersect to form a right angle



Perpendicular lines (not parallel to either of the axes) have slopes whose

product is -1.

Example:

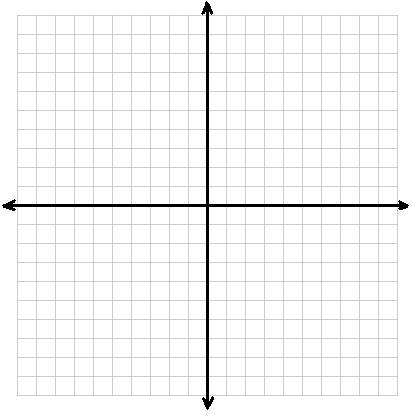
The slope of line *n* = -2. The slope of line *p* = .

-2 ∙ = -1, therefore, *n* is perpendicular to*p*.

# Parallel Lines

Lines in the same plane that do not intersect are parallel.

Parallel lines have the same slopes.



***y***

***x***

***b***

***a***

Example:

The slope of line *a* = -2.

The slope of line *b* = -2.

-2 = -2, therefore, *a* is parallel to*b*.

# Mathematical Notation

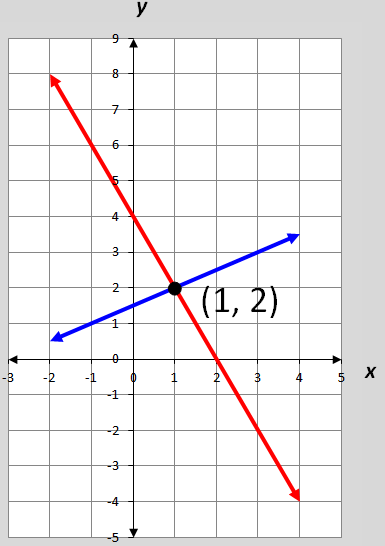
|  |  |  |
| --- | --- | --- |
| **Equation or Inequality** | **Set Notation** | **Interval Notation** |
| 0 < *x* **≤** 3 | {*x*|} | (0, 3] |
| *y* ≥ -5 | {*y*: *y* ≥ -5} | [-5, +) |
| *z*<-1 or *z* ≥ 3 | {*z*| *z*<-1 or *z* ≥ 3} | (--1)3, + |
| *x* < 5 or *x* > 5 | {x: x ≠ 5} | (- + |
| Empty (null) set | { } |  |
| All Real Numbers |  | (-, |

System of Linear Equations

(Graphing)

-*x* + 2*y* = 3

2*x* + *y* = 4



The solution,

(1, 2), is the only ordered pair that satisfies both equations

(the point of intersection).

# System of Linear Equations

(Substitution)

*x* +4*y* = 17

*y* = *x* – 2

Substitute *x* – 2 for *y* in the first equation.

*x* + 4(*x* – 2) = 17

*x* = 5

Now substitute 5 for *x* in the second equation.

*y* = 5 – 2

*y* = 3

The solution to the linear system is (5, 3),

the ordered pair that satisfies both equations.

# System of Linear Equations

(Elimination)

-5*x* – 6*y* = 8

5*x* + 2*y* = 4

Add or subtract the equations to eliminate one variable.

-5*x* – 6*y* = 8

+ 5*x* + 2*y* = 4

-4*y* = 12

*y* = -3

Now substitute -3 for *y* in either original equation to find the value of *x*, the eliminated variable.

-5*x* – 6(-3) = 8

*x* = 2

The solution to the linear system is (2,-3), the ordered pair that satisfies both equations.

# System of Linear Equations

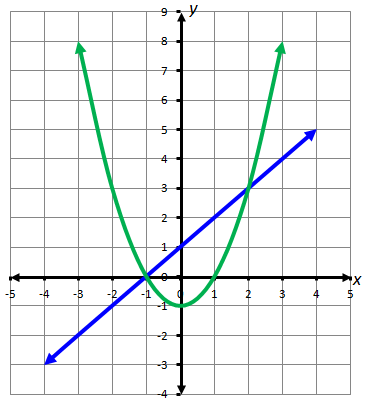
(Number of Solutions)

|  |  |  |
| --- | --- | --- |
| **Number of Solutions** | **Slopes and**  ***y*-intercepts** | **Graph**  *x*  *y* |
| One solution | Different slopes | *x*  *y* |
| No solution | Same slope and  different -intercepts | *x*  *y* |
| Infinitely many solutions | Same slope and  same *y*-intercepts |  |

# System of Equations (Linear – Quadratic)

*y* = *x* + 1

*y* = *x*2 – 1



The solutions,

(-1,0) and (2,3), are the only ordered pairs that satisfy both equations

(the points of intersection).

# Graphing Linear Inequalities

The graph of the solution of a linear inequality is a half-plane bounded by the graph of its related linear equation. Points on the boundary are included unless the inequality contains only < or >.

|  |  |
| --- | --- |
| Example | Graph |
| *y* ≤ *x* + 2 | ***y***  ***x*** |
| *y* > -*x* – 1 | ***y***  ***x*** |

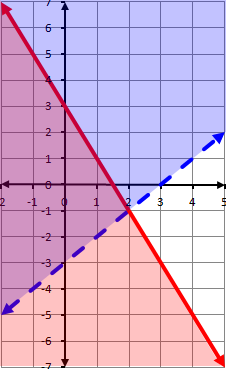
# System of Linear Inequalities

Solve by graphing:

*y* **>** *x* – 3

*y* **≤** -2*x* + 3

***y***



The solution region contains all ordered pairs that are solutions to both inequalities in the system.

(-1,1) is one solution to the system located in the solution region.

***x***

# Dependent and

# Independent Variable

***x****,* independent variable

(input values or domain set)

***y****,* dependent variable

(output values or range set)

Example:

*y* = 2*x* + 7

# Dependent and

# Independent Variable

(Application)

Determine the distance a car will travel going 55 mph.

|  |  |
| --- | --- |
| *h* | *d* |
| 0 | 0 |
| 1 | 55 |
| 2 | 110 |
| 3 | 165 |

*d* = 55*h*

dependent

independent

# Graph of a Quadratic Equation

*y* = *ax*2 + *bx* + *c*

*a* ≠ 0

Example:

*y*

*y* = *x*2 + 2x – 3

line of symmetry

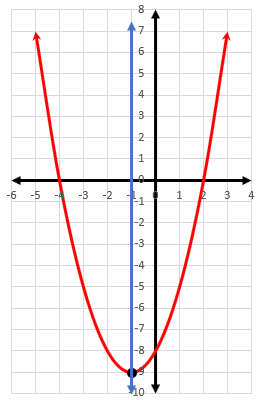
*x*

vertex

The graph of the quadratic equation is a curve (parabola) with one line of symmetry and one vertex.

Vertex of a Quadratic Function

For a given quadratic *y* = *ax*2+ *bx* + *c*, the vertex (*h*, *k*) is found by computing   
*h* = and then evaluating *y* at *h* to find *k*.

Example:

The vertex is (-1,-9).

Line of symmetry is .

Quadratic Formula

Used to find the solutions to any quadratic equation of the form,

*f*(*x*) = *ax*2 + *bx* + *c*

*x* =

Example:

# Relation

A set of ordered pairs

Examples:

|  |  |
| --- | --- |
| *x* | *y* |
| -3 | 4 |
| 0 | 0 |
| 1 | -6 |
| 2 | 2 |
| 5 | -1  Example 2 |

Example 1

{(0,4), (0,3), (0,2), (0,1)}

# Function

Example 3

(Definition)

A relationship between two quantities in which every input corresponds to exactly one output

*y*

range

*x*

domain

2

4

6

8

10

10

7

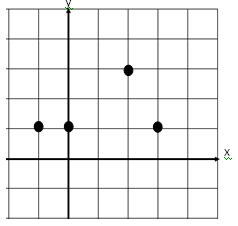
5

3

A relation is a function if and only if each element in the domain is paired with a unique element of the range.

# Functions

(Examples)



|  |  |
| --- | --- |
| *x* | *y* |
| 3 | 2 |
| 2 | 4 |
| 0 | 2 |
| -1 | 2 |

# 

Example 1

{(-3,4), (0,3), (1,2), (4,6)}

Example 4

Example 3

Example 2

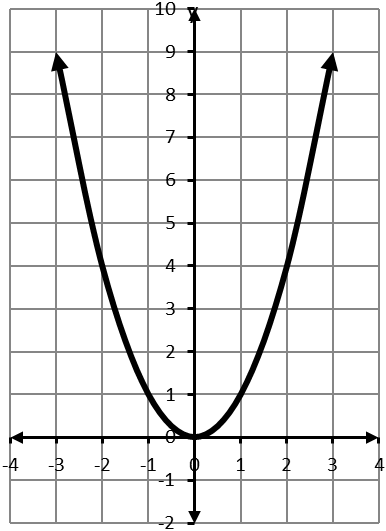
***x***

***y***

# Domain

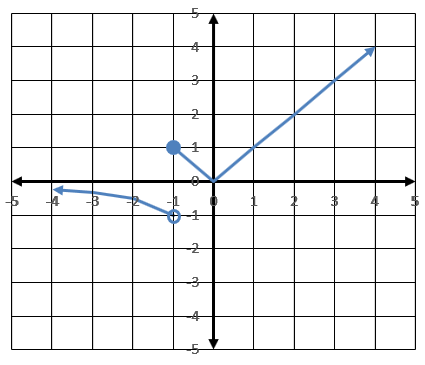
the set of all possible values of the independent variable

Examples:



***f(x)***

***x***



***g(x)***

***x***

# Range

*g(x)* = if *x*<-1

|*x*| if *x*≥-1

The **domain** of *g*(*x*) is all real numbers.

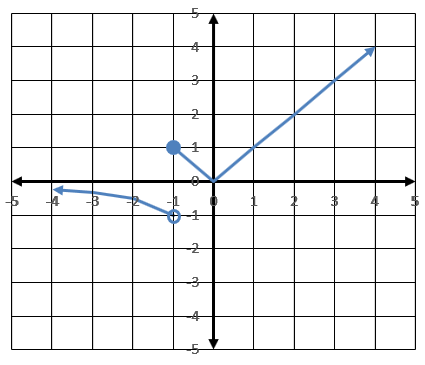
*f(x)* = *x*2

The **domain** of *f*(*x*) is **all real numbers**.

the set of all possible values of the dependent variable

Examples:

***f(x)***



***g(x)***

***x***

***x***

The **range** of g(x) is **all real numbers greater than -1**.

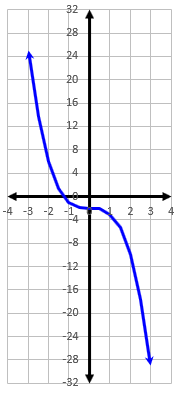
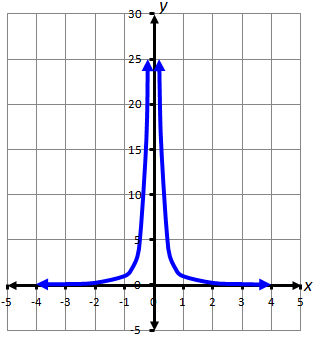
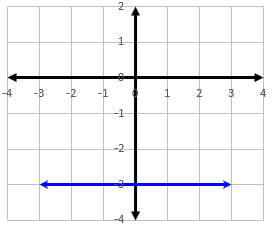
The **range** of *f*(*x*) is **all real numbers greater than or equal to zero**.

# Increasing/ Decreasing

A function can be described as increasing, decreasing, or constant over a specified interval or the entire domain.

Examples:

*y*



*y*

# Extrema

*x*

*x*

*f(x)* is decreasing over the entire domain because the values of *f(x)* decrease as the values of *x* increase.

*f(x)* is increasing over {*x*|} because the values of *f(x)* increase as the values of *x* increase.

*f(x)* is decreasing over {*x*|} because the values of *f(x)* decrease as the values of *x* increase.

*f(x)* is constant over the entire domain because the values of *f(x)* remain constant as the values of *x* increase.

The largest (maximum) and smallest (minimum) value of a function, either within a given open interval (the relative or local extrema) or on the entire [domain of a function](https://en.wikipedia.org/wiki/Domain_of_a_function) (the absolute or global extrema)

Example:

relative

minimum

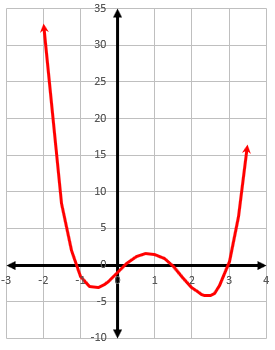
absolute and relative minimum

relative

maximum

*y*

*x*

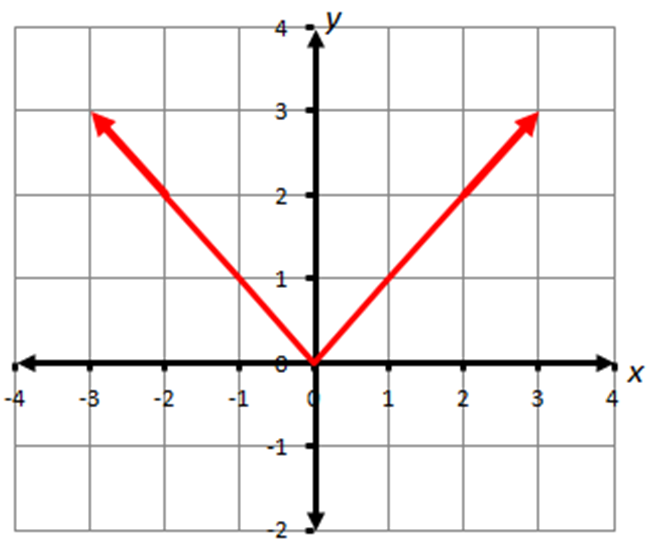
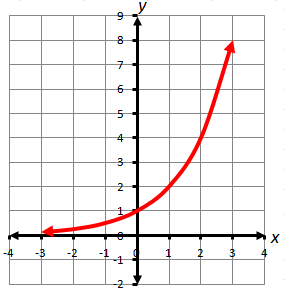


* A function, *f*, has an absolute maximum located at *x* = *a* if *f(a)* is the largest value of *f* over its domain.
* A function, *f*, has a relative maximum located at *x* = *a* over some open interval of the domain if *f(a)* is the largest value of *f* on the interval.
* A function, *f*, has an absolute minimum located at *x* = *a* if f(a) is the smallest value of *f* over its domain.
* A function, *f*, has a relative minimum located at *x* = a over some open interval of the domain if *f(a)* is the smallest value of *f* on the interval.

# End Behavior

The value of a function as x approaches positive or negative infinity

Examples:



As the values of *x* approach, *f(x)* approaches .

As the values of *x* approach ,  
*f(x)* approaches .

As the values of *x* approach, *f(x)* approaches 0.

As the values of *x* approach , *f(x)* is approaches .

# Function Notation

*f(x)*

*f(x)* is read

“the value of *f* at *x*” or “*f* of *x*”

Example:

*f(x)* = -3*x* + 5, find *f(2).*

*f(2)* = -3(2) + 5

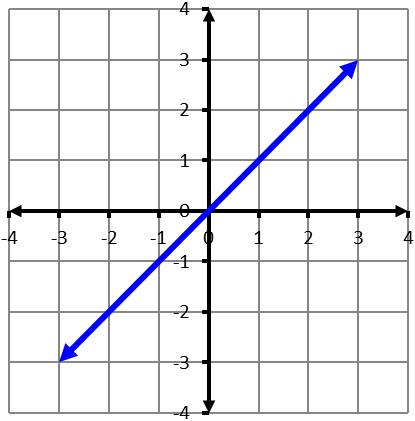
*f(2)* = -6 + 5

*f(2)* = -1

Letters other than *f* can be used to name functions, e.g., *g*(*x*) and *h(x*)

Parent Functions

(Linear, Quadratic)

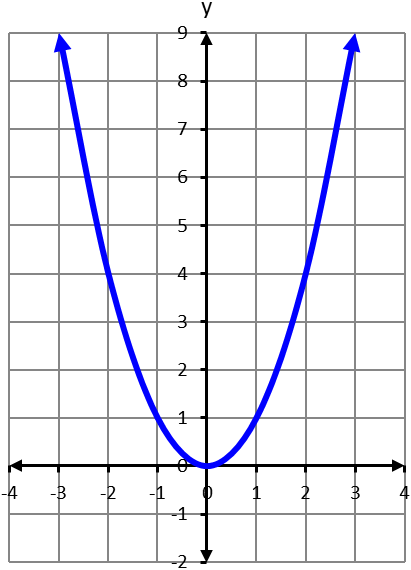


*y*

*x*

Linear

*f(x)* = *x*



*y*

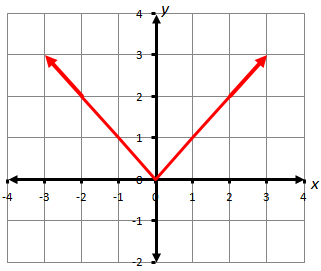
*x*

Quadratic

*f(x)* = *x*2

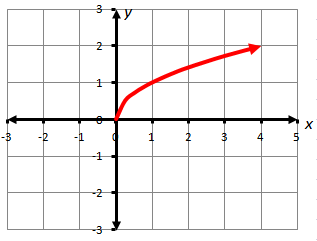
# Parent Functions

(Absolute Value, Square Root)



Absolute Value

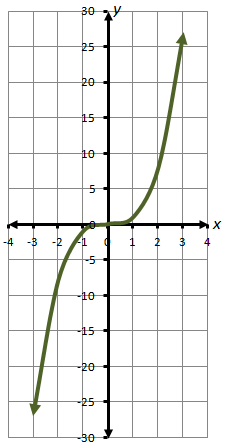
*f(x)* = |*x*|



Square Root

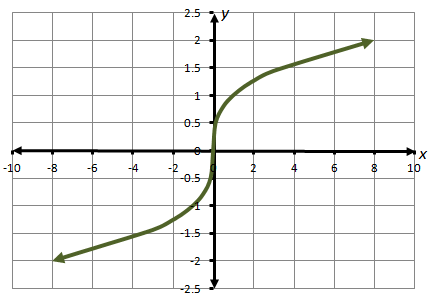
*f(x)* =

# Parent Functions

(Cubic, Cube Root)

Cubic

*f(x)* = *x*3

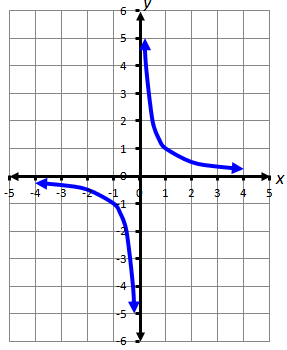


Cube Root

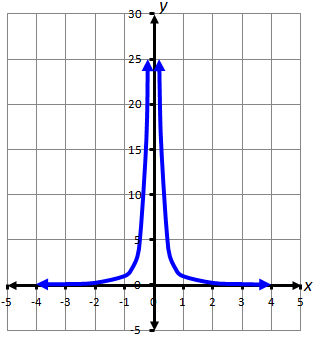
*f(x)* =

# Parent Functions

(Rational)



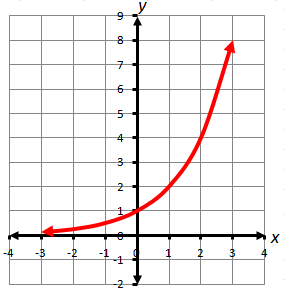
*f(x)* =



*f(x)* =

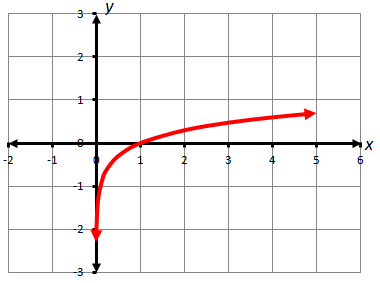
# Parent Functions

(Exponential, Logarithmic)

Exponential

*f(x)* = *bx*

b > 1

Logarithmic

*f(x)* =

b > 1

# Transformations of Parent Functions

(Translation)

Parent functions can be transformed to create other members in a family of graphs.

|  |  |  |
| --- | --- | --- |
| **Translations** | ***g*(*x*) = *f*(*x*) + *k***  is the graph of *f*(*x*) **translated** **vertically** – | ***k*** units **up** when ***k* > 0**. |
| ***k*** units **down** when ***k* < 0**. |
| ***g*(*x*) = *f*(*x* − *h*)**  is the graph of *f*(*x*) **translated horizontally** – | ***h*** units **right** when ***h* > 0**. |
| ***h*** units **left** when ***h* < 0**. |

# Transformations of Parent Functions

(Reflection)

Parent functions can be transformed to create other members in a family of graphs.

|  |  |  |
| --- | --- | --- |
| **Reflections** | ***g*(*x*) = -*f*(*x*)**  is the graph of *f*(*x*) – | **reflected** over the ***x*-axis**. |
| ***g*(*x*) = *f*(-*x*)**  is the graph of *f*(*x*) – | **reflected** over the ***y*-axis**. |

# Transformations of Parent Functions

(Dilations)

Parent functions can be transformed to create other members in a family of graphs.

|  |  |  |
| --- | --- | --- |
| **Dilations** | ***g*(*x*) = *a* · *f*(*x*)**  is the graph of *f*(*x*) – | **vertical dilation** (stretch)  if ***a* > 1**.  **STRETCHES AWAY from X-AXIS** |
| **vertical dilation** (compression) if **0 < *a* < 1**.  **COMPRESSES TOWARD the X-AXIS** |
| ***g(x) = f(ax)***  is the graph of *f*(*x*) – | **horizontal dilation** (compression) if ***a* > 1**.  **COMPRESSES TOWARD the Y-AXIS** |
| **horizontal dilation** (stretch) if **0 < *a* < 1**.  **STRETCHES AWAY FROM the Y-AXIS** |

# Linear Function

(Transformational Graphing)

**Translation**

*g(x)* = *x* + *b*

***y***

Examples:

*f(x)* = *x*

*t(x)* = *x* + 4

*h(x)* = *x* – 2

***x***

Vertical translation of the parent function, *f(x)* = *x*

# Linear Function

(Transformational Graphing)

**Vertical Dilation** (*m*>0)

*g(x)* = *mx*

***y***

Examples:

*f(x)* = *x*

*t(x)* = 2*x*

*h(x)* = *x*

***x***

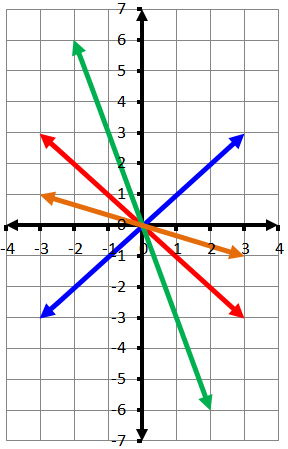
# Vertical dilation (stretch or compression) of the parent function, *f(x)* = *x* Linear Function

(Transformational Graphing)

**Vertical Dilation/Reflection** (*m*<0)

*g(x)* = *mx*

***y***



Examples:

*f(x)* = *x*

*t(x)* = -*x*

*h(x)* = -3*x*

*d(x)* = -*x*

***x***

# Vertical dilation (stretch or compression) with a reflection of *f(x)* = *x* Quadratic Function

(Transformational Graphing)

**Vertical Translation**

*h(x)* = *x*2 + *c*

***y***

***x***

Examples:

*f(x)* = *x*2

*g(x)* = *x*2 + 2

*t(x)* = *x*2 – 3

# Vertical translation of *f(x)* = *x*2Quadratic Function

(Transformational Graphing)

**Vertical Dilation** (*a*>0)

*f(x)* = *x*2

*g(x)* = *af(x)*

Examples:

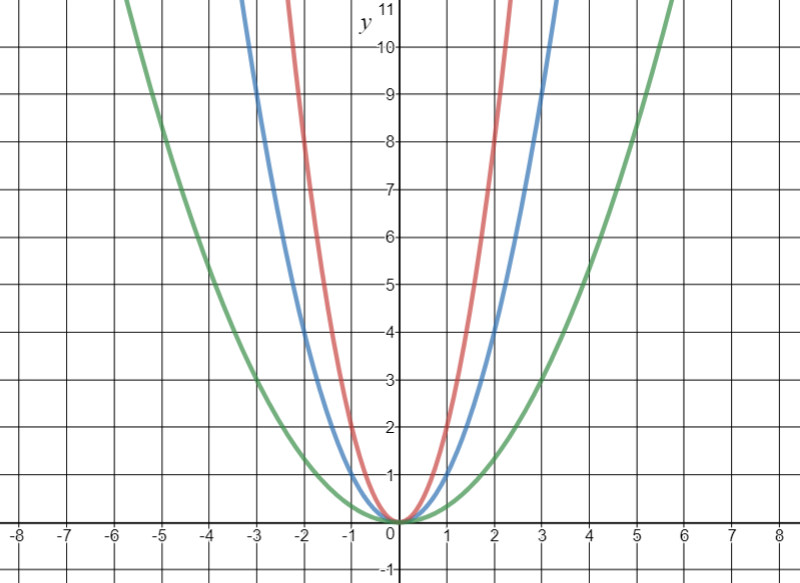
*f(x)* = *x*2

*g(x)* = 2*f(x)*

*g(x) =* 2*x*2

*t(x)* =  *f(x)*

*t(x)* = *x*2



***y***

***x***

***g(x)***

**STRETCHES AWAY FROM THE X-AXIS**

***t(x)***

**COMPRESSES TOWARD THE   
X-AXIS**

***x***

# Vertical dilation (stretch or compression) of *f(x)* = *x*2Quadratic Function

(Transformational Graphing)

**Horizontal Dilation** (*a*>0)

*f(x)* = *x*2

*g(x)* = *f(bx)*

Examples:

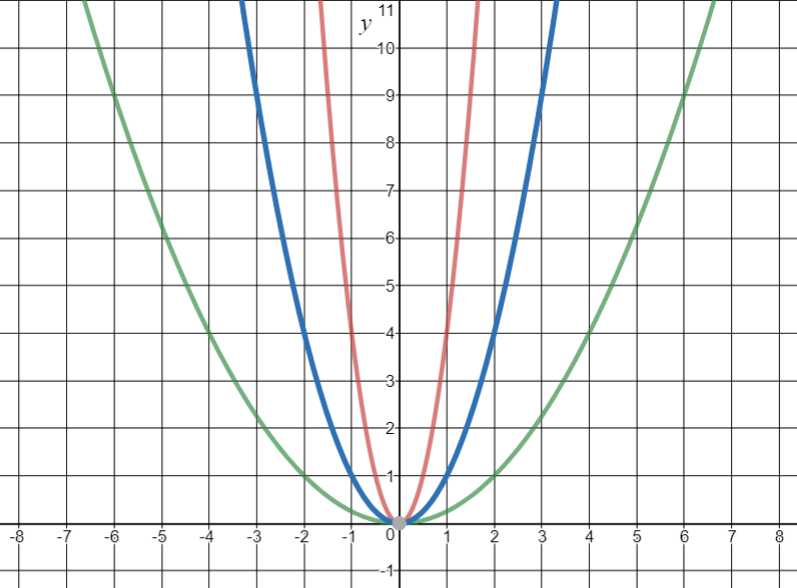
*f(x)* = *x*2

*h(x)* = *f(*2*x)*

*h(x) =* (2*x*)2= 4*x*2

*r(x)* = *f( x)*

*r(x)* = =



***y***

***x***

***h(x)***

**COMPRESSES TOWARD THE   
Y-AXIS**

***r(x)***

**STRETCHES AWAY FROM THE Y-AXIS**

***x***

Horizontal dilation (stretch or compression)

of *f(x)* = *x*2

# Quadratic Function

(Transformational Graphing)

**Vertical Dilation/Reflection** (*a*<0)

*h(x)* = *ax*2

***y***

Examples:

*f(x)* = *x*2

*g(x)* = -2*x*2

*t(x)* = *x*2

***x***

# Vertical dilation (stretch or compression) with a reflection of *f(x)* = *x*2Quadratic Function

(Transformational Graphing)

**Horizontal Translation**

*h(x)* = (*x* + *c*)2

***y***

Examples:

*f(x)* = *x*2

*g(x)* = (*x* + 2)2

*t(x)* = (*x* – 3)2

***x***

Horizontal translation of *f(x)* = *x*2

# Multiple Representations of Functions

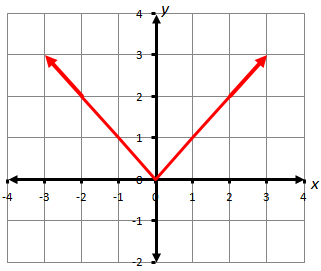
Equation



Table

|  |  |
| --- | --- |
|  |  |
| -2 | 2 |
| -1 | 1 |
| 0 | 0 |
| 1 | 1 |
| 2 | 2 |

Graph

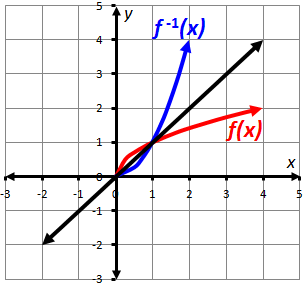


Words

*y* equals the absolute value of *x*

# Inverse of a Function

The graph of an inverse function is the reflection of the original graph over the line, *y = x*.



Example:

*f(x)* = Domain is restricted to

x ≥ 0.

*f* -1*(x)* = *x*2

Domain is restricted to

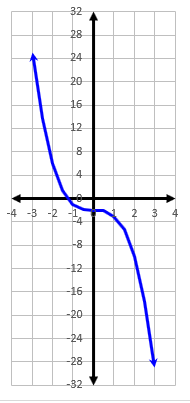
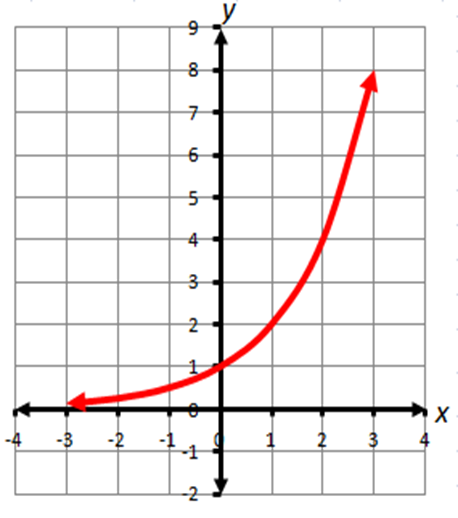
x ≥ 0.

Restrictions on the domain may be necessary to ensure the inverse relation is also a function.

# Continuity

a function that is continous at every point in its domain

Example:

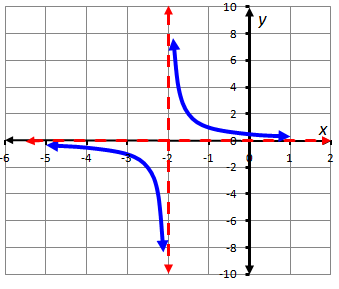


*y*

*x*

# Discontinuity

(e.g., asymptotes)



Example:

*f(x)* =

*f(*-2*)* is not defined, so

*f(x)* is discontinuous.

**vertical asymptote**

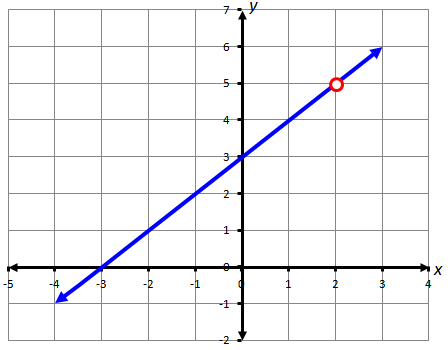
***x* = -2**

**horizontal asymptote**

***y* = 0**

# Discontinuity

(e.g., removable or point)



Example:

*f(x)* =

*f*(2) is not defined.

*f(x)* =

=

= *x* + 3, *x* ≠ 2

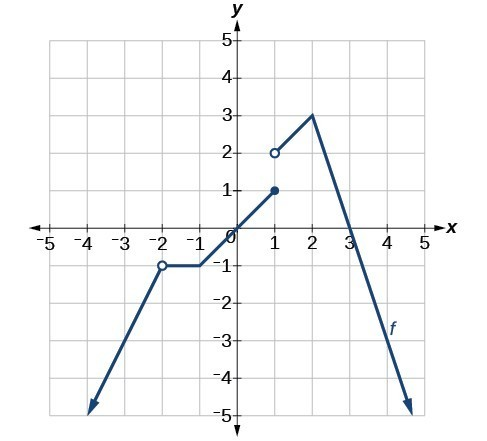
|  |  |
| --- | --- |
| *x* | *f(x)* |
| -3 | 0 |
| -2 | 1 |
| -1 | 2 |
| 0 | 3 |
| 1 | 4 |
| 2 | error |
| 3 | 6 |

# Discontinuity

(e.g., removable or point)

 Example:

*f*(-2) is not defined



# Direct Variation

*y* = *kx* or *k* =

constant of variation, *k* ≠ 0

***y***

Example:

*y* = 3*x* or 3 =

|  |  |
| --- | --- |
| *x* | *y* |
| -2 | -6 |
| -1 | -3 |
| 0 | 0 |
| 1 | 3 |
| 2 | 6 |

**x**

3 =

The graph of all points describing a direct variation is a line passing through the origin.

# Inverse Variation

*y* = or *k* = *xy*

constant of variation, *k* ≠ 0

***y***

Example:

*y* = or *xy* = 3

**x**

The graph of all points describing an inverse variation relationship are two curves that are reflections of each other.

# Joint Variation

*z* = *kxy* or *k* =

constant of variation, *k* ≠ 0

Examples:

Area of a triangle varies jointly as its length of the base, *b*, and its height, *h*.

A = *bh*

For Company ABC, the shipping cost in dollars, C, for a package varies jointly as its weight, *w*, and size, *s*.

C = 2.47*ws*

# Arithmetic Sequence

A sequence of numbers that has a common difference between every two consecutive terms

Example: -4, 1, 6, 11, 16 …

+5

+5

+5

+5

common difference

*y*

|  |  |
| --- | --- |
| Position  *x* | Term  *y* |
| 1 | -4  +5  +5  +5  +5 |
| 2 | 1 |
| 3 | 6 |
| 4 | 11 |
| 5 | 16 |

1

5

1

5

*x*

# Geometric Sequence

The common difference is the slope of the line of best fit.

A sequence of numbers in which each term after the first term is obtained by multiplying the previous term by a constant ratio

# 

# Fundamental Counting Principle

If there are *m* ways for one event to occur and *n* ways for a second event to occur, then there are ways for both events to occur.

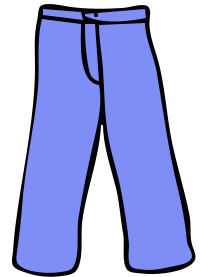
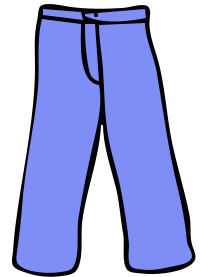
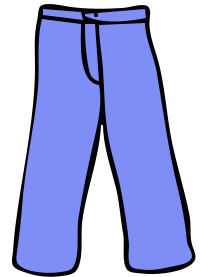
Example:

How many outfits can Joey make using

3 pairs of pants and 4 shirts?

3 ∙ 4 = 12 outfits

# Permutation



An ordered arrangement of a group of objects

1st

2nd

3rd

1st

2nd

3rd

is different from

Both arrangements are included in possible outcomes.

Example:

5 people to fill 3 chairs (**order matters**).   
How many ways can the chairs be filled?

1st chair – 5 people to choose from

2nd chair – 4 people to choose from

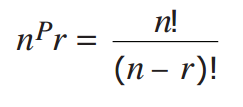
3rd chair – 3 people to choose from

# possible arrangements are 5 ∙ 4 ∙ 3 = 60

# Permutation

(Formula)

To calculate the number of permutations



*n* and *r* are positive integers, *n* ≥ *r*, and *n* is the total number of elements in the set and *r* is the number to be ordered.

Example: There are 30 cars in a car race. The first-, second-, and third-place finishers win a prize.   
How many different arrangements (**order matters**)  
of the first three positions are possible?

30P3 = = = 24360

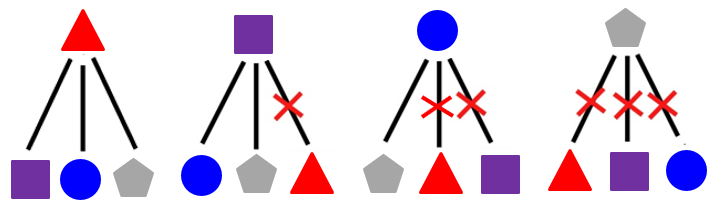
# Combination

The number of possible ways to select or arrange objects when there is no repetition and **order does not matter**

Example: If Sam chooses 2 selections from triangle, square, circle and pentagon. How many different combinations are possible?

Order (position) does not matter so

is the same as

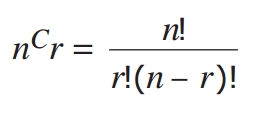


There are 6 possible combinations.

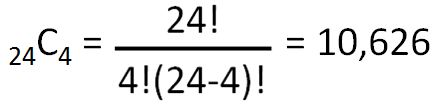
# Combination

(Formula)

To calculate the number of possible combinations using a formula



*n* and *r* are positive integers, n ≥ r, and *n* is the total number of elements in the set and *r* is the number to be ordered.

Example: In a class of 24 students, how many ways can a group of 4 students be arranged (**order does not matter**)?

# Statistics Notation

|  |  |
| --- | --- |
| **Symbol** | **Representation** |
|  | th element in a data set |
|  | mean of the data set |
|  | variance of the data set |
|  | standard deviation of the data set |
|  | number of elements in the data set |

# Mean

A measure of central tendency

Example:

Find the mean of the given data set.

Data set: 0, 2, 3, 7, 8

Balance Point

**4**

**4**

**2**

**3**

**1**

0 1 2 3 4 5 6 7 8

Numerical Average



# Median

A measure of central tendency

Examples:

Find the median of the given data sets.

Data set: 6, 7, 8, 9, 9

The median is 8.

Data set: 5, 6, 8, 9, 11, 12

The median is 8.5.

# Mode

|  |  |
| --- | --- |
| **Data Sets** | **Mode** |
| 3, 4, 6, 6, 6, 6, 10, 11, 14 | 6 |
| 0, 3, 4, 5, 6, 7, 9, 10 | none |
| 5.2, 5.2, 5.2, 5.6, 5.8, 5.9, 6.0 | 5.2 |
| 1, 1, 2, 5, 6, 7, 7, 9, 11, 12 | 1, 7  bimodal |

A measure of central tendency

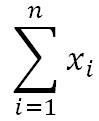
Examples:

# Summation

A1, A2, AFDA

stopping point

upper limit



summation sign

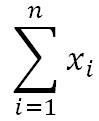
typical element

index of summation

starting point

lower limit

This expression means sum the values of *x*, starting at *x*1 and ending at *xn*.

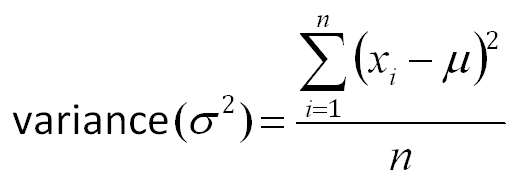


= *x*1 + *x*2 + *x*3 + … + *xn*

Example: Given the data set {3, 4, 5, 5, 10, 17}

# Variance

A measure of the spread of a data set



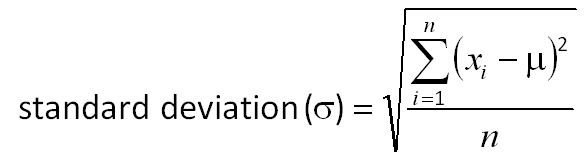
The mean of the squares of the differences between each element and the mean of the data set

Note: The square root of the variance is equal to the standard deviation.

# Standard Deviation

(Definition)

A measure of the spread of a data set

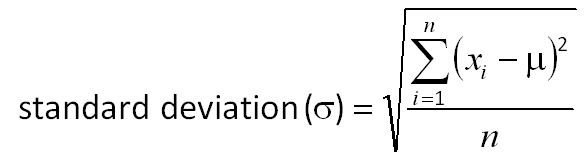


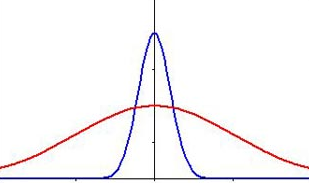
The square root of the mean of the squares of the differences between each element and the mean of the data set or the square root of the variance

# Standard Deviation

(Graphic)

A measure of the spread of a data set





Smaller Larger

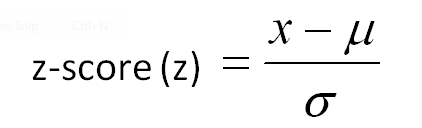
μ

Comparison of two distributions with same mean (μ) and different standard deviation (σ) values

# z-Score

(Definition)

The number of standard deviations an element is away from the mean



where *x* is an element of the data set, *μ* is the mean of the data set, and *σ* is the standard deviation of the data set.

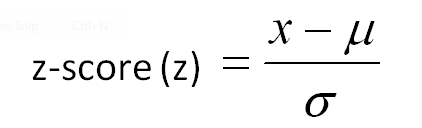
Example: Data set A has a mean of 83 and a standard deviation of 9.74. What is the *z*‐score for the element 91 in data set A?

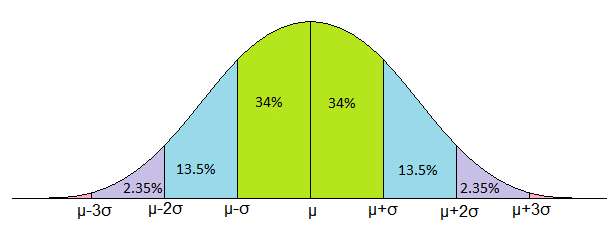
*z* = = 0.821

# z-Score

(Graphic)

The number of standard deviations an element is from the mean





*z* = 1

*z* = 2

z = 3

*z* = -1

*z* = -2

*z* = -3

*z* = 0

# Empirical Rule

# 

# Elements within One Standard Deviation (*σ*) of the Mean (*µ*)

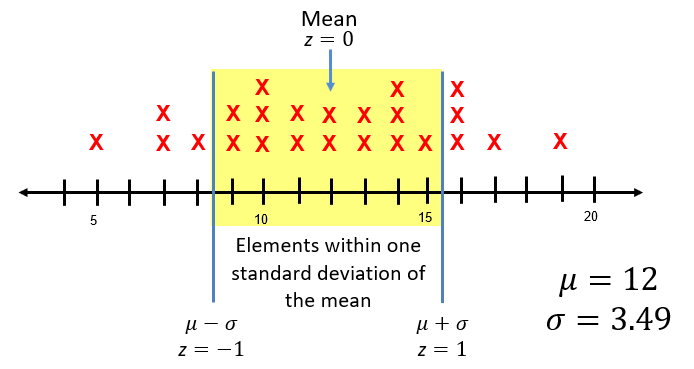
Normal Distribution Empirical Rule (68-95-99.7 rule)– approximate percentage of element distribution

Z=1

Given *μ* = 45 and *σ* = 24

Elements within one standard deviation of the mean

(Graphic)



# Scatterplot

Graphical representation of the relationship between two numerical sets of data

***x***

***y***

# Positive Linear Relationship (Correlation)

In general, a relationship where the dependent (*y*) values increase as independent values (*x*) increase

***x***

***y***

# Negative Linear Relationship (Correlation)

In general, a relationship where the dependent (*y*) values decrease as independent (*x*) values increase.

***x***

***y***

# No Correlation

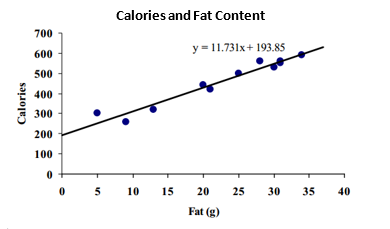
No relationship between the dependent (*y*) values and independent (*x*) values.

**x**

**y**

# Curve of Best Fit

(Linear)

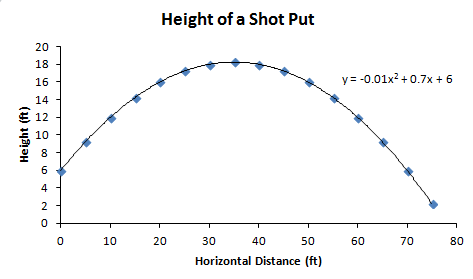


Equation of Curve of Best Fit

= 11.731x + 193.85

# Curve of Best Fit

(Quadratic)



Equation of Curve of Best Fit

= -0.01x2 + 0.7x + 6

# Curve of Best Fit

(Exponential)

# Outlier Data

Equation of Curve of Best Fit



**Bacteria Growth Over Time**

# (Graphic)

