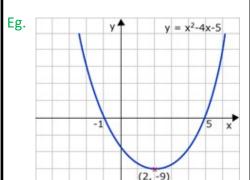
#### Sketch quadratic graphs

A U-shaped curve called a parabola. The equation is in the form

 $y = ax^2 + bx + c$  where a, b and c are numbers and a  $\neq 0$ .



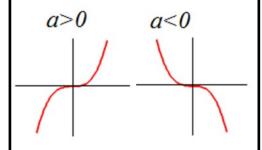
If a < 0, the parabola is upside down.

### Sketch cubic graphs

The equation is in the form  $y = ax^3 + k$ , where k is a number.

If a>0, the curve is increasing.

If a<0, the curve is decreasing.





# Year 10 higher topic 15 Equations and graphs

What careers would use these skills?

Financial analyst, engineer, architect, builder, resource manager, health care

#### **Graphical inequalities**

For > and < use a dotted line.

For  $\leq$  and  $\geq$  use a solid line.

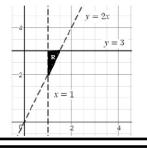
For < and ≤ shade below a diagonal line or left of a vertical line.

For > and ≥ shade above a diagonal line or right of a vertical line

Eg. Shade the region that satisfies:



y ≤ 3

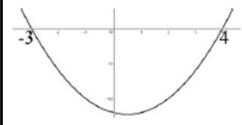


#### Quadratic inequalities

- 1. Sketch the quadratic graph of the inequality.
- 2. If the expression is > or ≥ then the answer will be above the x-axis.
- 3. If the expression is < or  $\le$  then the answer will be below the x-axis.
- 4. Look carefully at the inequality symbol in the question.
- 5. Look carefully if the quadratic is a positive or a negative parabola.

Eg. Solve the inequality

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



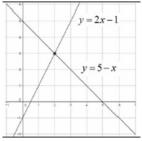
The required region is below the x axis so the answer is -3 < x < 4.

If the questions had been > 0, the answer would have been x < -3 and x > 4.

## <u>Graphical simultaneous equations</u>

Draw the graphs of the two equations.

The solutions will be where the lines meet.



Solution (2,3)

#### Iterative formula

To create an iterative formula, rearrange an equation with more than one x term to make one of the x terms the subject.

You will be given the first value to substitute in, often called .

Keep substituting in your previous answer until your answers are the same to a certain degree of accuracy. This is called converging to a limit.

Use the 'ANS' button on your calculator to keep substituting in the previous answer.

#### **Quadratic iterations**

The act of repeating a process over and over again, often with the aim of approximating a desired result more closely.

Eg. v = A

#### Recursive Notation:

$$x_{n+1} = \sqrt{3x_n + 6}$$

Eg. 
$$x_1 = 4$$
  
 $x_2 = \sqrt{3 \times 4 + 6} = 4.242640 \dots$   
 $x_3 = \sqrt{3 \times 4.242640 \dots + 6}$   
 $= 4.357576 \dots$