

# **Algebra 2 cheat sheets!**

**(shhhhhh...)**

# Graphing Absolute Value equations (cheat sheet)

## Steps:

- 1: set inside = to zero.
- 2: solve for x.
- 3: create a table with the found x value in the middle.
- 4: Plug x back into the equation to find y. (This is the vertex coordinate.)
- 5: choose 2 more x values, one on either side of the x you found.
- 6: Find y values.
- 7: Graph 3 points.

Example: Graph  $y = |x + 5|$  (Absolute Value)

1:  $x + 5 = 0$   
2:  $x = -5$

3:

x	y
-5	

4:

x	y
-5	0

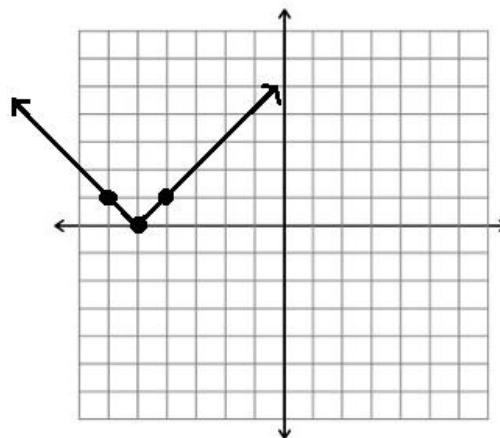
5:

x	y
-6	
-5	0
-4	

6:

x	y
-6	1
-5	0
-4	1

7: Plot and connect.



# Graphing Quadratics (Cheat Sheet)

## Steps:

- 1: set inside = to zero.
- 2: solve for x.
- 3: create a table with the found x value in the middle.\*
- 4: Plug x back into the equation to find y. (This is the vertex coordinate.)
- 5: choose 2 more x values, one on either side of the x you found.
- 6: Find y values.
- 7: Choose 1 more x value and find its y value.
- 8: Plot all 4 points.
- 9: Use symmetry to find a 5<sup>th</sup> point.

\*Note here that our table has more than 3 rows. This is because quadratics, unlike absolute value equations, do not grow linearly in each direction.

Example: Graph  $y = (x - 1)^2 - 2$  (Quadratic)

1:  $x - 1 = 0$   
2:  $x = 1$

3:

x	y
1	

4:

x	y
1	-2

5:

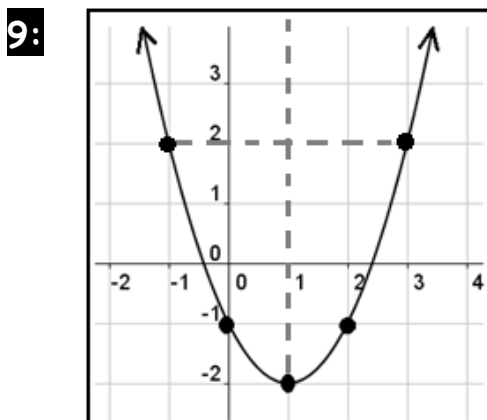
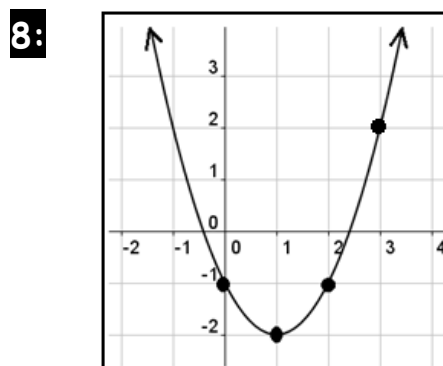
x	y
0	
1	-2
2	

6:

x	y
0	-1
1	-2
2	-1

7:

x	y
0	-1
1	-2
2	-1
3	2



# Graphing Radicals (square roots) cheat Sheet

**Perfect Squares: 0 1 4 9**

**Example:** Graph  $y = \sqrt{x - 5} + 3$  (radical)

**Step 1:** Make a table:

x	y

**Step 2:** Set "inside" ( $x - 5$ ) expression equal to each **perfect square** number above....

$$x - 5 = 0$$

$$x - 5 = 1$$

$$x - 5 = 4$$

$$x - 5 = 9$$

... and solve for each x.

$$x = 5$$

$$x = 6$$

$$x = 9$$

$$x = 14$$

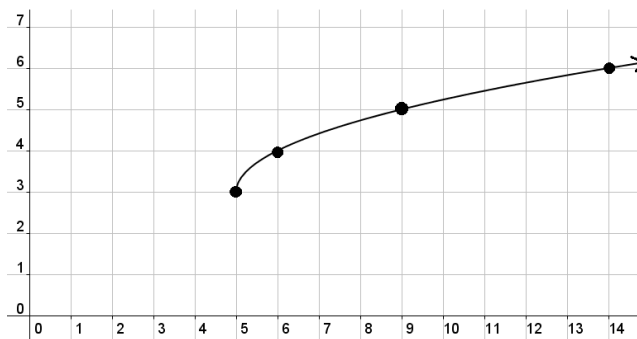
**Step 3:** Fill in your table with the x values you just found:

x	y
5	
6	
9	
14	

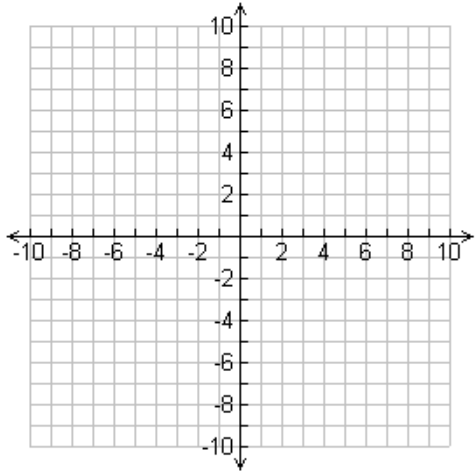
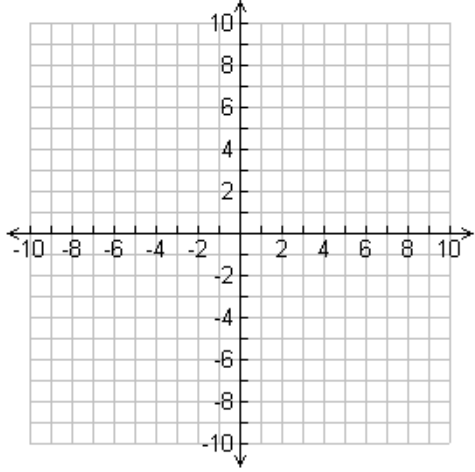
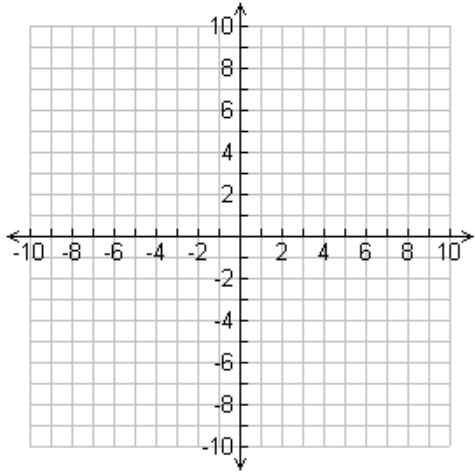
**Step 4:** Find the y values (plug back in).

x	y
5	3
6	4
9	5
14	6

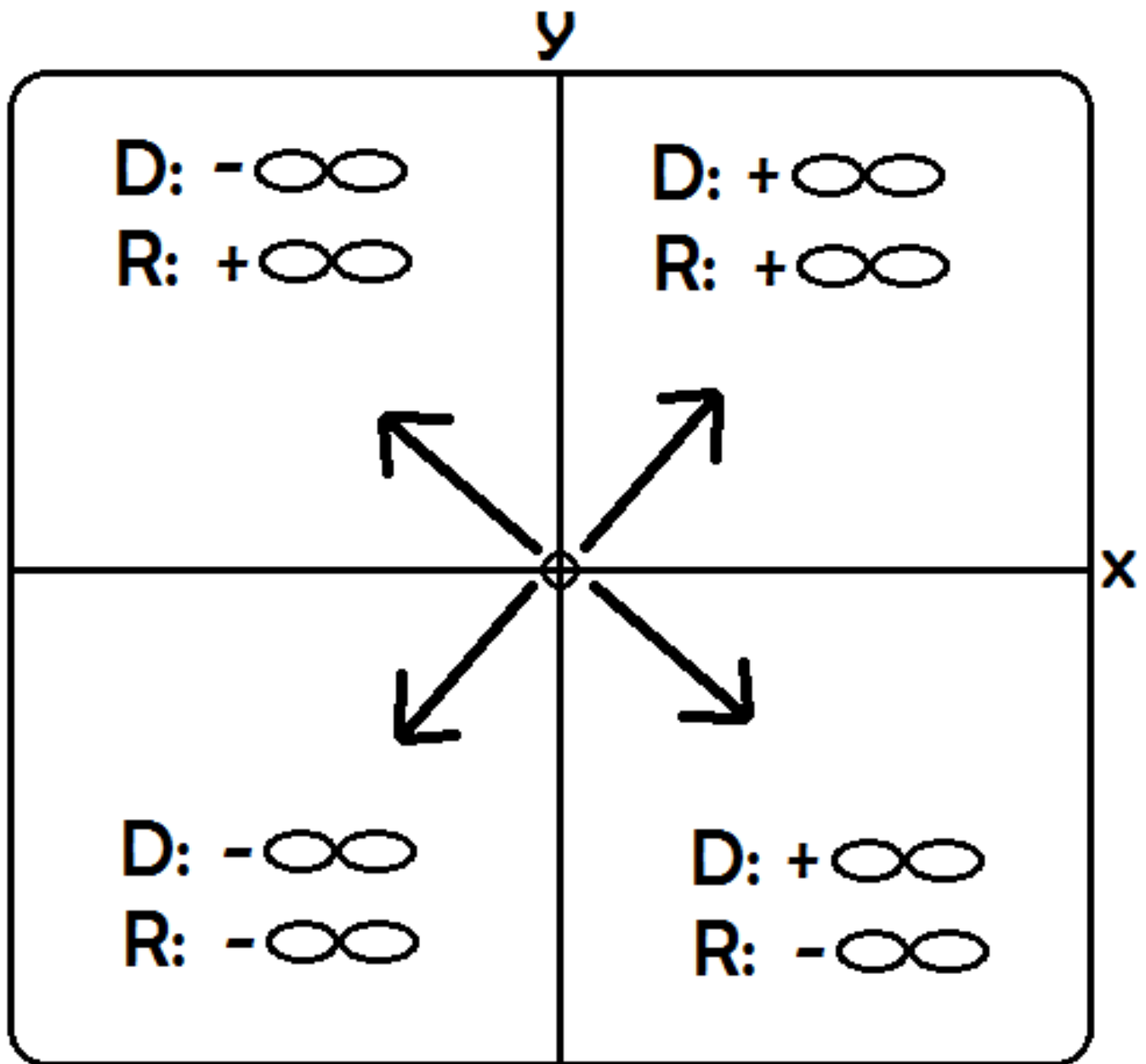
**Step 5:** Plot points and connect.



# HOW TO Graph Parabolas, radicals and absolute value on the calculator

Function	How to graph on the calculator	Graph
<p>Parabola</p> $Y = x^2 + x - 2$	$Y = \text{XT}\theta\text{N} \wedge 2 + \text{XT}\theta\text{N} - 2 \text{ GRAPH}$	
<p>Radical</p> $Y = \sqrt{x + 3} - 2$	$Y = \text{2}^{\text{nd}} \sqrt{x^2 \text{XT}\theta\text{N} + 3} - 2 \text{ GRAPH}$	
<p>Absolute Value</p> $Y =  x + 2  - 4$	$Y = \text{MATH} \rightarrow \text{NUM 1:abs}(\text{XT}\theta\text{N} + 2) - 4 \text{ GRAPH}$	

# Where Domain and Range are Infinite



# How to Factor "no GCF" Trinomials $y = Ax^2 + Bx + C$

## Steps:

## Example:

$$8x^2 + 10x + 3$$

Step 1: Identify A, B and C:

$$A = 8 \quad B = 10 \quad C = 3$$

Step 2:

Multiply AC. This is your **Magic Number**:

$$(8)(3) = 24$$

Step 3:

**Factor** your Magic Number (ignoring any – signs for now):

$$24$$

- 1 • 24
- 2 • 12
- 3 • 8
- 4 • 6

Step 4a: Follow the flowchart:

C is ...	+		-	
	B is ... +	B is ... -	B is ... +	B is ... -
	both Magic Number factors are +	both Magic Number factors are -	the bigger Magic Number factor is +	the bigger Magic Number factor is -

Step 4b:

Add + and – signs to each pair in your Magic Number factor list, according to the chart.

Step 5:

Question: "Which factor pair adds to get your B?"

$$+4 \bullet +6$$

Step 6:

Rewrite your trinomial, **replacing B** with the numbers you boxed:

$$8x^2 + 4x + 6x + 3$$

Step 7:

Add ( ).

$$(8x^2 + 4x) + (6x + 3)$$

Step 8:

Factor each ( ):

$$4x(2x + 1) + 3(2x + 1)$$

**hint:** Your two ( ) should always be the same. If one is + and one is -, it's because one of your factors from step 6 was -. Usually your first ( ) will be the correct one. To check, distribute backwards to see if you get back to step 6. If not, switch the sign in the 2<sup>nd</sup> ( ).

Step 9:

Rewrite to finish.

One ( ) is the stuff on the inside.

**One ( ) is the stuff on the outside.**

$$(2x + 1)(4x + 3)$$

**You're done! You factored a trinomial!**

# Steps to Graphing Complicated-looking Polynomial Functions

like  $y = x(x + 2)(x + 1)$

**1:** Factor the expression, if necessary.

**2:** Solve to find the zeros.

**3:** Plot the zeros on the x axis.

**4:** Determine the **degree**.

How many x's in factored form?

If an odd number (1, 3, 5, etc) then degree is **odd**.

If an even number (2, 4, 6, etc) then the degree is **even**.

**5:** Determine the **a value**.

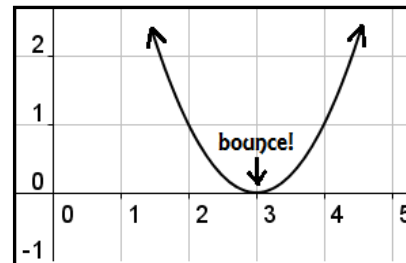
Is there a - sign to the left of the =? If no, then the **a value is +**. If yes, then the **a value is -**.

**6:** Draw arrows from the leftmost and rightmost zeros, based on the arrow chart.

**7:** Multiplicity? If no, there is no "bounce". Continue "snaking through" the zeros.

a value	+	-
odd	↖ ↗	↖ ↗
even	↑ ↑	↓ ↓

If "yes" for multiplicity, as in  $y = (x - 3)^2$ ,  
(it's squared) there is a "bounce" off the x axis! →



## Example: Graph $y = x^3 + 3x^2 + 2x$

**1:** Factor the expression.

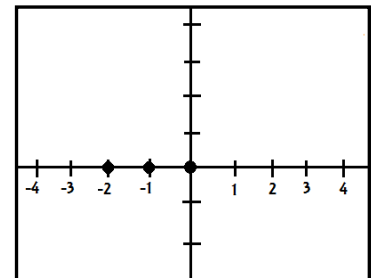
$$y = x(x^2 + 3x + 2)$$

$$y = x(x + 2)(x + 1)$$

**2:** Solve to find the zeros.

$$x = 0, x = -2, x = -1$$

**3:** Plot the zeros on the x axis.

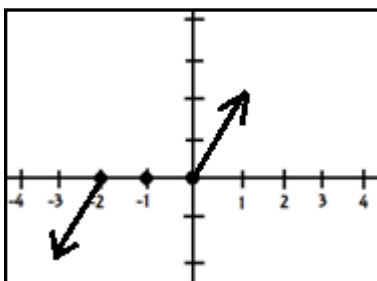


**4 and 5:** Determine the **degree and a value**.

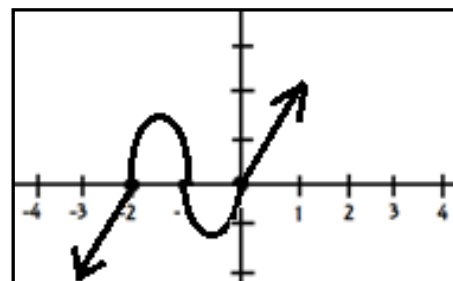
"3 x's in factored form, so degree 3 (odd)"

"no - to the left of =, so a is +"

**6:** Draw arrows from left and right zeros.



**7:** No multiplicity, so "snake through" the zeros.





# Patterns for Graphing

$y =  x $	$y = x^2$	$y = x^3$	$y = \sqrt{x}$
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“inside” = opposite/x shift

outside = same/y shift

Example	Vertex
$y =  x $	$(0, 0)$
$y =  x + 3 $	$(-3, 0)$
$y =  x  + 2$	$(0, 2)$
$y =  x + 3  + 2$	$(-3, 2)$
$y = x^2$	$(0, 0)$
$y = (x + 3)^2$	$(-3, 0)$
$y = x^2 + 2$	$(0, 2)$
$y = (x + 3)^2 + 2$	$(-3, 2)$
$y = x^3$	$(0, 0)$
$y = (x + 3)^3$	$(-3, 0)$
$y = x^2 + 2$	$(0, 2)$
$y = (x + 3)^3 + 2$	$(-3, 2)$
$y = \sqrt{x}$	$(0, 0)$
$y = \sqrt{x + 3}$	$(-3, 0)$
$y = \sqrt{x} + 2$	$(0, 2)$
$y = \sqrt{x + 3} + 2$	$(-3, 2)$

**It's easy!**

# Logarithm Facts

Remember, **LOG** on the calculator is "Log base 10" ( $\text{Log}_{10}$ )

<b>Fact</b>	<b>Example</b>
$b^x = Y \rightarrow \text{Log}_b Y = x$	$2^3 = 8 \rightarrow \text{Log}_2 8 = 3$
$\text{Log} Y = \text{Log}_{10} Y$	$\text{Log} 1000 = \text{Log}_{10} 1000$
$\text{Log}_x Y = \text{Log} Y \div \text{Log} X$	$\text{Log}_2 16 = \text{Log} 16 \div \text{Log} 2$
$\text{Log}(XY) = \text{Log} X + \text{Log} Y$	$\text{Log}_3(5 \cdot 3) = \text{Log}_3 5 + \text{Log}_3 3$
$\text{Log}(X/Y) = \text{Log} X - \text{Log} Y$	$\text{Log}_3(15/3) = \text{Log}_3 15 - \text{Log}_3 3$
$\text{Log}_b Y^x = x \text{Log}_b Y$	$\text{Log}_2(4^3) = 3 \cdot \text{Log}_2 4$
$\ln \rightarrow \text{Log}_e$	$\ln 3 = \text{Log}_e 3$

# QUADRATIC WORD PROBLEMS

$$y = -16t^2 + vt + h$$

v = initial UPward velocity

h = initial height

Keywords	Meaning	Graphing calculator Buttons
<p>"How long is it in the air?"                      "How long until it hits the ground?"</p>	<p>Find the zeros (roots) By:</p> <ul style="list-style-type: none"> <li>• Factoring,</li> <li>• Graphing</li> </ul> <p>or</p> <ul style="list-style-type: none"> <li>• Quadratic Formula</li> </ul> $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$	<p>-Zero Function-</p> <p>2<sup>nd</sup>, <b>TRACE</b>, 2:Zero</p>
<p>"How long until it reaches maximum height?"</p>	<p>Find x at the vertex.                      (axis of symmetry)</p> $x = -\frac{b}{2a}$	<p>-Max Function-</p> <p>2<sup>nd</sup>, <b>TRACE</b>, 4:Maximum</p>
<p>"What is its maximum height?"</p>	<p>Find y at the vertex.</p>	<p>-Max Function-</p> <p>2<sup>nd</sup>, <b>TRACE</b>, 4:Maximum</p>
<p>"How high is it after x seconds?"</p>	<p>Find the y coordinate (height) at the given x coordinate (time).</p> <p>(Plug the given x back into the equation to find y)</p>	<p>-Value Function-</p> <p>2<sup>nd</sup>, <b>TRACE</b>, 1:Value, type in given x value</p>

# Common Graphing calculator Situations

Problem	Solution
<p>I get "ERR:INVALID DIM <b>1</b>:Quit" when I try to graph something.</p>	<p><b>Y =</b> ↑ <b>Plot1</b> <b>ENTER</b> (should be Plot1, not black)</p>
<p><b>SEE THE GRAPH'S ORIGIN</b>            I can't see the origin.            The origin is off center.            The graph is too small.            The graph is too zoomed out.            The graph is too zoomed in.            Where am I?</p>	<p><b>ZOOM</b> 6:ZStandard</p>
<p><b>SEE TO THE RIGHT OR LEFT</b>            I need to see a part of the graph that is out of the window.</p>	<p><b>WINDOW</b>            Change: Xmin=                      Xmax=                      Ymin=                      Ymax=                      to fit what you want to see.</p> <div data-bbox="1198 764 1507 999" style="border: 1px solid black; padding: 5px; width: fit-content;"> <p><b>NOTE:</b> Be sure your Xmax and Ymax are greater than your Xmin and Ymin. You'll get an error if they are not.</p> </div>
<p><b>Y-INTERCEPT?</b></p>	<p><b>TABLE</b>            2<sup>nd</sup> <b>GRAPH</b> Look for where x = 0</p>
<p><b>FIND THE VERTEX (MINIMUM)</b>            What is the lowest point on the graph?</p>	<p>Adjust window to see min point.</p> <p><b>CALC</b>            2<sup>nd</sup> <b>TRACE</b> 3:minimum</p> <p>Left Bound? Arrow left of the min point <b>ENTER</b>            Right Bound? Arrow right of the min point <b>ENTER</b>            Guess? <b>ENTER</b></p>

<p><b>FIND THE VERTEX (MAXIMUM)</b>          What is the highest point on the graph?</p>	<p>Adjust window to see max point.</p> <p><b>CALC</b>  <sup>2<sup>nd</sup></sup> <b>TRACE</b> 4:maximum</p> <p>Left Bound? Arrow left of the max point <b>ENTER</b>          Right Bound? Arrow right of the max point <b>ENTER</b>          Guess? <b>ENTER</b></p>
<p><b>X-INTERCEPTS? ZEROS?</b>          Where does the graph cross the x axis?           What are the zeros?          What are the roots?</p>	<p>Adjust window to see one or both x-intercepts.</p> <p><b>CALC</b>  <sup>2<sup>nd</sup></sup> <b>TRACE</b> 2:zero</p> <p>Left Bound? Arrow left of one x-intercept <b>ENTER</b>          Right Bound? Arrow right of same x-intercept <b>ENTER</b>          Guess? <b>ENTER</b></p> <p>Repeat for other x-intercept(s).</p>
<p><b>SOLUTION? INTERSECTION?</b>          Where do 2 lines intersect?          What is the solution to this system of equations?</p>	<p><b>CALC</b>  <sup>2<sup>nd</sup></sup> <b>TRACE</b> 5:intersect</p> <p>First curve? Arrow left of intersection <b>ENTER</b>          Right Bound? Arrow right of intersection <b>ENTER</b>          Guess? <b>ENTER</b></p>
<p><b>DOMAIN</b>          What is the domain?</p>	<p>Look at the graph, read and record x values from left to right.</p>
<p><b>RANGE</b>          What is the range?</p>	<p>If there is a maximum point:  <math>(-\infty, \text{maximum point y value}]</math></p> <p>If there is a minimum point:  <math>[\text{minimum point y value}, \infty)</math></p>