

# Graph Quadratic Functions in Vertex or Intercept Form pp. 245-251

### EXAMPLE

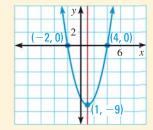
Graph y = (x - 4)(x + 2).

Identify the *x*-intercepts. The quadratic function is in intercept form y = a(x - p)(x - q) where a = 1, p = 4, and q = -2. Plot the x-intercepts at (4, 0) and (-2, 0).

Find the coordinates of the vertex.

$$x = \frac{p+q}{2} = \frac{4+(-2)}{2} = 1$$

Plot the vertex at (1, -9). Draw a parabola through the plotted points as shown.



### **EXERCISES**

Graph the function. Label the vertex and axis of symmetry.

**8.** 
$$y = (x - 1)(x + 5)$$

**9.** 
$$g(x) = (x+3)(x-2)$$

**10.** 
$$y = -3(x+1)(x-6)$$

11. 
$$v = (r-2)^2 + 3$$

**12.** 
$$f(x) = (x+6)^2 + 8$$

11. 
$$y = (x-2)^2 + 3$$
 12.  $f(x) = (x+6)^2 + 8$  13.  $y = -2(x+8)^2 - 3$ 

**14. BIOLOGY** A flea's jump can be modeled by the function y = -0.073x(x - 33)where x is the horizontal distance (in centimeters) and y is the corresponding height (in centimeters). How far did the flea jump? What was the flea's maximum height?

# Solve $x^2 + bx + c = 0$ by Factoring

pp. 252-258

#### EXAMPLE

Solve  $x^2 - 13x - 48 = 0$ .

Use factoring to solve for *x*.

$$x^2 - 13x - 48 = 0$$

Write original equation.

$$(x-16)(x+3)=0$$

Factor.

$$x - 16 = 0$$
 or  $x + 3 = 0$ 

**Zero product property** 

$$x = 16$$
 or  $x = -3$ 

$$x = -3$$

Solve for x.

#### **EXAMPLE 3**

**EXAMPLES 1,** 

on pp. 245-247

3, and 4

for Exs. 8-14

on p. 254 for Exs. 15-21

### **EXERCISES**

Solve the equation.

15. 
$$x^2 + 5x = 0$$

**16.** 
$$z^2 = 63z$$

17. 
$$s^2 - 6s - 27 = 0$$

**18.** 
$$k^2 + 12k - 45 = 0$$

**19.** 
$$x^2 + 18x = -81$$

**20.** 
$$n^2 + 5n = 24$$

21. URBAN PLANNING A city wants to double the area of a rectangular playground that is 72 feet by 48 feet by adding the same distance *x* to the length and the width. Write and solve an equation to find the value of *x*.