<u>Topic 2 – Analyzing Functions</u> <u>Using Tables and Graphs</u>

Function Definition and Representations

A <u>function</u> is one of the most important concepts in Algebra. Consider the following example. At East High School, students are assigned to a guidance counselor based on the first letter of their last name.

First letter of student's last name	Guidance Counselor		
A through K	Ms. Burnell		
L through O	Mr. Matos		
P through Z	Mrs. Gilbert		

Something is a **function** if every *x*-value (or input) in the domain is assigned to only one *y*-value (or output) in the range.

In this example, the letters of students' names, A through Z, are the domain. These students are assigned to a guidance counselor in the range. Notice how each student only has one guidance counselor, or in other words, no student has two guidance counselors.

A function is usually some mathematical <u>rule</u> that tells you what to do with *x* in order to get *y*.

Consider the <u>linear</u> function

$$y = 3x + 7$$

This rule tells you to multiply each *x*-value by 3 then add 7 to get the *y*-value.

Here are other ways to represent y = 3x + 7.



Every x-value has exactly one y-value.

Solve this next Regents question.



7 Which relation does not represent a function?

The answer is choice (4). Every value of x goes to two values of y. Choice (4) is not a function.

An equivalent way to write this linear function is with <u>function notation</u>: f(x) = 3x + 7.

You say "f of x" when you see f(x) and it is another way of writing the variable y.

Function notation is used to input numbers for *x*.

For instance, consider f(8). This means, "Find the *y*-value when *x* equals 8." For a simple linear function such as f(x) = 3x + 7, you may be able to find y in your head, or with the home screen of your calculator.

$$f(8) = 3 \cdot 8 + 7$$

$$f(8) = 24 + 7$$

$$f(8) = 31$$

Determine the value of f(3), f(25), and of f(-6). **1.** Determine the value of f(3), f(25), and of f(-6).

$$f(3) = 16$$
 $f(25) = 82$ $f(-6) = -11$

Note: You may wish to only have students do one of the three problems. This is included to point out that although this method works, it is not ideal, as it leaves students open to make errors and is time consuming.

Did you get it right? Did you make a mistake? How long did that take you? Remember, linear functions like f(x) = 3x + 7 are the easiest ones to work with.

Using the TABLE

Consider $g(x) = 4x^2 - \sqrt{3x}$. Notice that this function has been named g(x) "g of x". We can use any letter to name a function, which is helpful when a problem involves more than one function. Let's explore g(x) with the calculator.

Every function can be represented with a table or a graph.

All function rules can be put into **Y=**.

The 2 on top of the x is an exponent. To get an exponent, press the ^ key then the value of the exponent. Since 2 is a very common exponent, you can also press the x^2 key. Notice that anything you type will stay in the exponent until you press the right arrow button \rightarrow .

Notice that this function involves the square root of 3x. This symbol $\sqrt{-}$ is called a radical. Find the radical symbol on your calculator by pressing 2^{nd} , x^2 .

From the Y= menu, we can find specific values of g(x) by using tables or graphs.

Alejandro wants to find g(4) using a table.

X	Y1	
1005007	2,2679 13,551 33 60,536 96,127 139,76 191,42	
X=4		

Press 2^{nd} , **GRAPH** Use the up and down arrows until you get to x = 4.

q(4) = 60.536

Next, Alejandro wants to find g(528) using a table. He definitely doesn't want to press the down arrow that many times.



He presses 2^{nd} , **WINDOW** and changes TblStart to 528 $\Delta Tbl = 1$ means that the *x*-values will count by 1. Don't worry about the rest.

X	Y1	
528	1.1266	
529	1.1266	
531	1.13E6	
532	1.1326	
534	1.1466	
$\overline{Y_{1}=11}$	15096.	2005

When Alejandro presses 2^{nd} **GRAPH**, his table starts with x = 528. The y-value is too large to display properly unless he highlights it using the arrow keys. This sometimes happens when x is very large.

Using the GRAPH

Y1=4X2-f(3X)	/
8=4	Y=60.535898

Tatiana is working with the same function, $g(x) = 4x^2 - \sqrt{3x}$ Tatiana wants to find g(4) using a graph.

Press **GRAPH**. If your viewing window is different, press **ZOOM, 6** to get a standard window.

Press TRACE, 4, ENTER

Tatiana notices that when x = 4, y = 60.535898.

Alejandro's and Tatiana's answers for g(4) are slightly different, but that's okay.

Tatiana notices that her calculator tells her that g(4) = 60.535898 at the bottom of her screen, but that she can't see the y-value 60.535898 on the graph of the function. She counts along the y-axis and notices that it only goes up to 10.

She decides to make her graph show more y-values.

She presses **WINDOW** and sets her maximum y-value to 70.





When she presses **GRAPH**, the y-axis goes up to 70.

When she presses **TRACE**, **4**, **ENTER**, she can see the location of g(4) on the graph.

In general, make the Xmax and Ymax higher than the number you want and make the Xmin and Ymin lower than the number you want. You never need to change the Xscl or Yscl, but if you do, they tell the calculator how far to space the marks on the x-axis and y-axis.

Try the following Regents questions. Try to use tables and graphs, and what you know about functions to answer them.

Note: It is useful to have students write or verbalize their strategy for solving multiple-choice questions. You may want to require them to explain their reasoning for each question in writing or verbally.

1.

The function g(x) is defined as $g(x) = -2x^2 + 3x$. The value of g(-3) is (1) -27 (3) 27 (2) -9 (4) 45

Answer (1)

2.

If $k(x) = 2x^2 - 3\sqrt{x}$, then k(9) is (1) 315 (3) 159 (2) 307 (4) 153

Answer (4)

3.

Marc bought a new laptop for \$1250. He kept track of the value of the laptop over the next three years, as shown in the table below.

Years After Purchase	Value in Dollars	
1	1000	
2	800	
3	640	

Which function can be used to determine the value of the laptop for x years after the purchase?

$(1) f(x) = 1000(1.2)^x$	(3) f(x) =	$1250(1.2)^{x}$
$(2) f(x) = 1000(0.8)^x$	(4) f(x) =	$1250(0.8)^{x}$

Answer (4)

Note: Students should test each function rule in Y1 to see which produces the same y-values for when x = 1, 2, and 3.

4.

The function f(x) is graphed below.



The domain of this function is

(1) all positive real numbers (3) $x \ge 0$

(2) all positive integers

Answer (4)

Note: Notice that the graph only has y-values when x is -1 or larger. There are no y-values when x is smaller than negative 1. Depending on the readiness of your students, you may choose to not include this question.

(4) $x \ge -1$

5.

The functions f(x), q(x), and p(x) are shown below.



When the input is 4, which functions have the same output value?

(1) f(x) and q(x), only(3) q(x) and p(x), only(2) f(x) and p(x), only(4) f(x), q(x), and p(x)Answer (4)

6.

Materials *A* and *B* decay over time. The function for the amount of material *A* is $A(t) = 1000(0.5)^{2t}$ and for the amount of material *B* is $B(t) = 1000(0.25)^t$, where *t* represents time in days. On which day will the amounts of material be equal?

(1)	initial day, only	(3)	day 5, only
(2)	day 2, only	(4)	every day

Answer (4)

Note: The larger goal of the lesson is that students are starting to use the calculator as a first line of defense. You should be encouraging them to adopt a "when in doubt" attitude toward functions. When in doubt, try to get a picture of the graph, or look at it in the table. Even when the language of the problem is confusing, a correct answer can usually be found by exploring function rules with tables and graphs.

In this lesson you learned some very important ideas:

- A function assigns every *x* to exactly one *y*-value.
- Functions can be represented by algebraic rules, tables, and graphs.
- How to view function tables in the calculator, how to adjust both the start value, and how much *x* changes by.
- How to view graphs in the calculator, change the window to get a better picture, and trace an input *x* to determine an output *y*.