# Chapter 2 Quadratic Functions

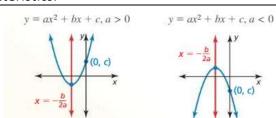
# Section 2-2 Characteristics of Quadratic Functions

### THE GRAPH OF A QUADRATIC FUNCTION

### **Standard Form**

The graph  $y = ax^2 + bx + c$  is a parabola with these characteristics.

- The x-coordinate of the vertex is  $-\frac{b}{2a}$ .
- The axis of symmetry is the vertical line  $x = -\frac{b}{2a}$



#### VERTEX AND INTERCEPT FORMS OF A QUADRATIC FUNCTION

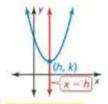
#### FORM OF QUADRATIC FUNCTION

#### CHARACTERISTICS OF GRAPH

Vertex form  $y = a(x-h)^2 + k$ 

The vertex is (h,k).

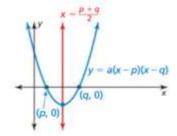
The axis of symmetry is x = h.



Intercept form y = a(x-p)(x-q)

The x intercepts are p and q. The axis of symmetry is halfway

between (p,0) and (q,0).



For both forms, the graph opens up if a > 0 and opens down if a < 0.

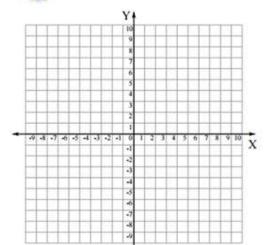
## Graph the function. Label the vertex and axis of symmetry.

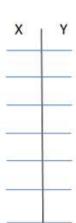
1. 
$$f(x) = -3(x+1)^2$$

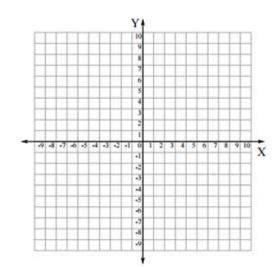
**2.** 
$$g(x) = 2(x-2)^2 + 5$$

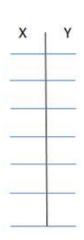


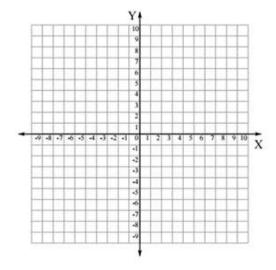
**4.** 
$$p(x) = -2x^2 - 8x + 1$$

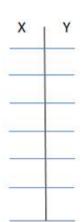


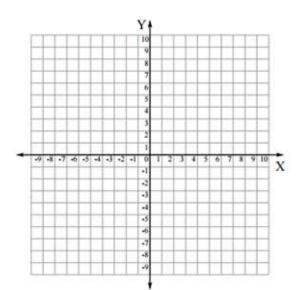


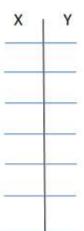








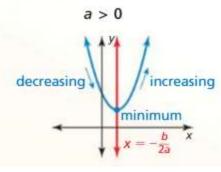


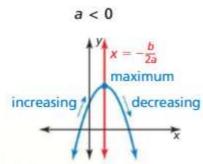


# Core Concept

### **Minimum and Maximum Values**

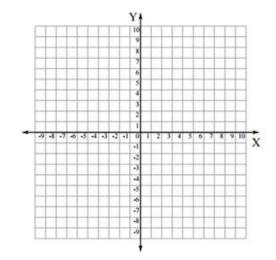
For the quadratic function  $f(x) = ax^2 + bx + c$ , the y-coordinate of the vertex is the **minimum value** of the function when a > 0 and the **maximum value** when a < 0.

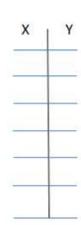


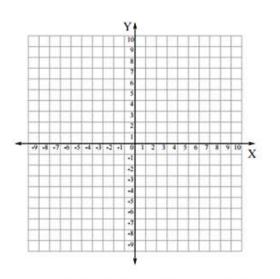




**5.** Find the minimum value or maximum value of (a)  $f(x) = 4x^2 + 16x - 3$  and (b)  $h(x) = -x^2 + 5x + 9$ . Describe the domain and range of each function, and where each function is increasing and decreasing.

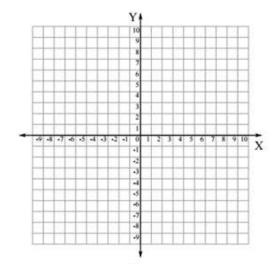


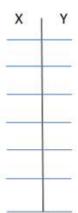


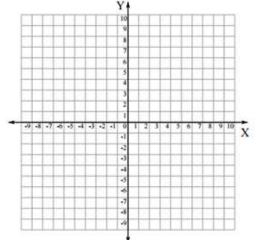


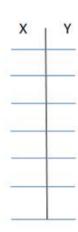
Graph the function. Label the x-intercepts, vertex, and axis of symmetry.

- **6.** f(x) = -(x+1)(x+5)
- 7.  $g(x) = \frac{1}{4}(x-6)(x-2)$







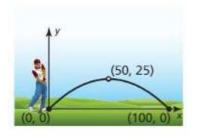


## Solving Real-Life Problems



EXAMPLE 5

## **Modeling with Mathematics**



The parabola shows the path of your first golf shot, where x is the horizontal distance (in yards) and y is the corresponding height (in yards). The path of your second shot can be modeled by the function f(x) = -0.02x(x - 80). Which shot travels farther before hitting the ground? Which travels higher?

Section 2-2 Homework #3,5,9,15,17,21,23,25,33,35,37,39,43,45,73,81