

## Why not add a y?

Most of the real and theoretical scenarios that you will come across will be in an equation. Ie:  $y = ax^2 + bx + c$ . The graph will show a region on the cartesian plane with the parabola being the border of solution points.

Remember:

The parabola that  $y = ax^2 + bx + c$  is the boundary that divides the Cartesian plane into two regions.

- When the inequality sign is  $\leq$  or  $\geq$ , the points on the boundary are part of the Sol<sup>^</sup> and the line is Solid.
- When the inequality sign is  $<$  or  $>$ , the points on the boundary are not part of the Sol<sup>^</sup> and the line is dashed.

Solve Graphically:

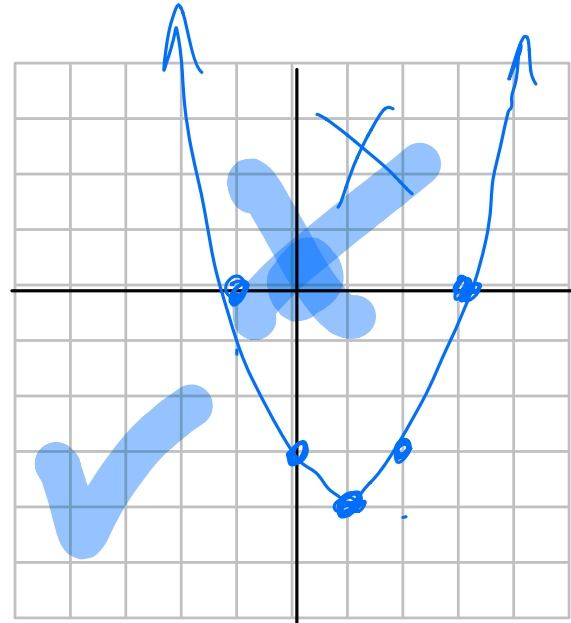
$$y \leq (x - 1)^2 - 4$$

test point  
(0, 0)

$$0 \leq (0 - 1)^2 - 4$$

$$0 \leq 1 - 4$$

$$0 \leq -3$$



Steps to graph a quadratic inequality in 2 variables:

→ Complete the square

→ Find your center

◆  $y = a(x - p)^2 + q$  Left/Right by  $p$ , and up/down by  $q$ .

→ Find your next 4 points: Stretched or shrunk by  $a$ .

→ Use a test point or see which side of the line  $y$  is to find which region is the solution set.

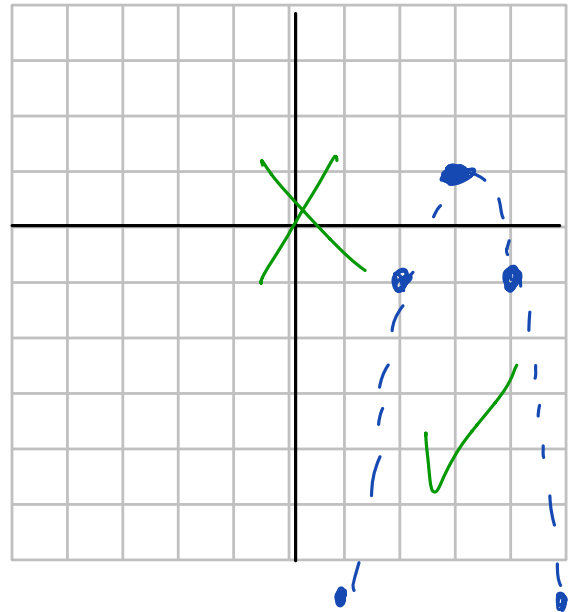
$$y < \underline{-2}(x - \underline{3})^2 + \underline{1}$$

test  $(0, 0)$

$$0 < -2(0 - 3)^2 + 1$$

$$0 < -2(9) + 1$$

X



$$y \geq x^2 - 4x - 5$$

$$y \geq (x - 2)^2 - 4 - 5$$

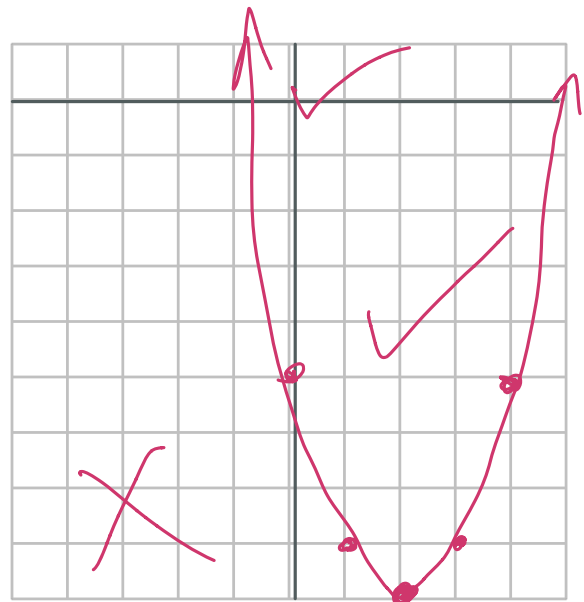
$$y \geq (x - 2)^2 - 9$$

test  $(0, 0)$

$$0 \geq 0^2 - 4(0) - 5$$

$$0 \geq -5$$

✓



Reverse Engineer the equation:

vertex (2, 4)

$$y = A(x - p)^2 + q$$

$$y = A(x - 2)^2 + 4$$

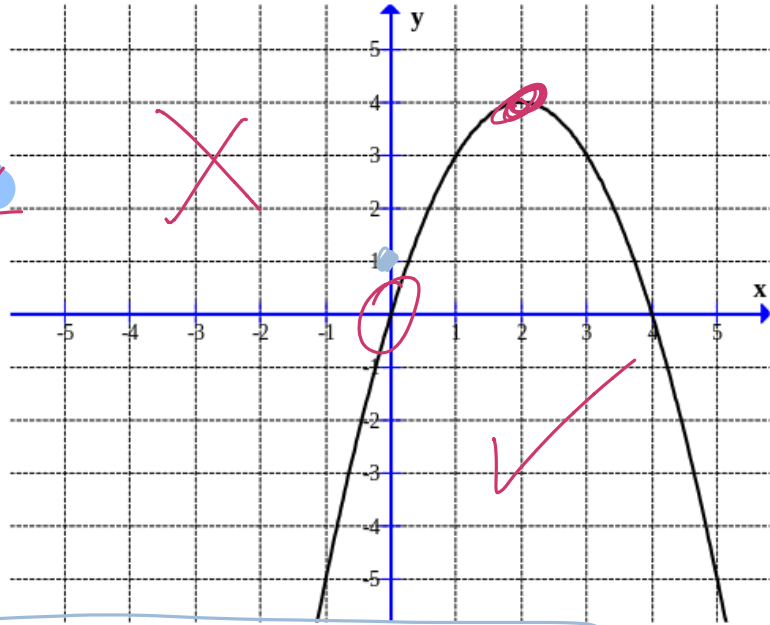
point (0, 0)

$$0 = A(0 - 2)^2 + 4$$

$$-4 = A \cdot 4$$

$$\frac{-4}{4} = A$$

$$-1 = A$$



$$y = -(x - 2)^2 + 4$$

test (0, 1)

$$1 = -(0 - 2)^2 + 4$$

1 < 0 X

$$y = A(x - p)^2 + q$$

$$y = A(x + 1)^2 - 4$$

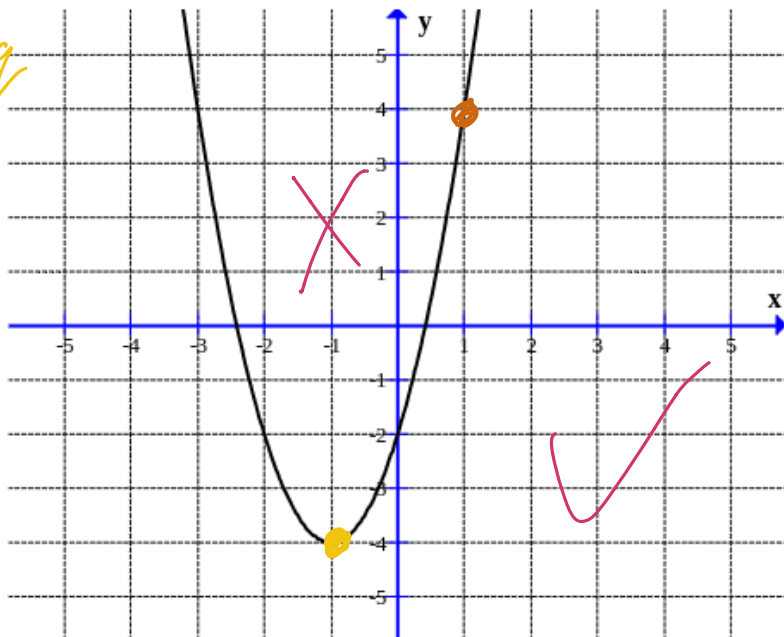
point (1, 4)

$$4 = A(1 + 1)^2 - 4$$

$$4 + 4 = 4A$$

$$\frac{8}{4} = A$$

$$2 = A$$



$$y = 2(x + 1)^2 - 4$$

test (0, 0)

$$0 = 2(0 + 1)^2 - 4$$

4 0 2