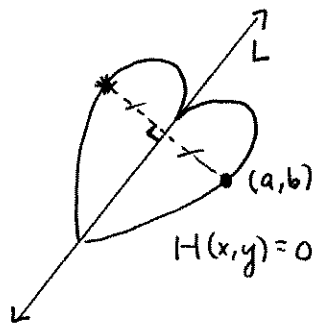


0.4 cont'd : graphing equations

On Wednesday we talked about how certain changes to equations $H(x,y)=0$ cause the resulting graphs to be reflections, translations, or rescalings of the original graph. The discussion was more advanced than we need for section 0.4, but you might find those notes useful as we progress in 1210, 1220 (and today and next week.)

Symmetries

a graph $H(x,y)=0$ is symmetric with respect to a line L if for every point (a,b) in the graph, the reflected point is also in the graph:

Exercise 1 : Return to

our solutions of Exercise 7 last time.

(1a) Find lines of symmetry for each example

(1b) The most common lines of symmetry to look for are

(i) the y-axis

(ii) the x-axis

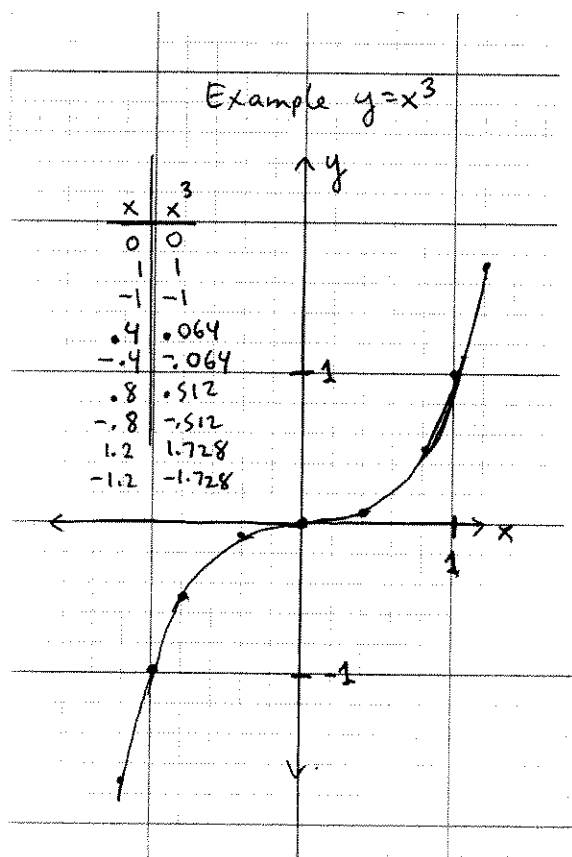
(iii) the line $y=x$

Using our work from last time, what properties of the equation guarantee that the graph will have symmetries (i), (ii), (iii)? Illustrate with old Exercise 7.

(1c) A graph is symmetric with respect to the origin if whenever (a, b) is on the graph, so is $(-a, -b)$.

Is there a test you can do on the equation to test for this symmetry?

Are any of yesterday's Exercise 7 curves symmetric with respect to the origin?



Intercepts A graph intersects the x axis at points where $y=0$
(these are called x-intercepts)

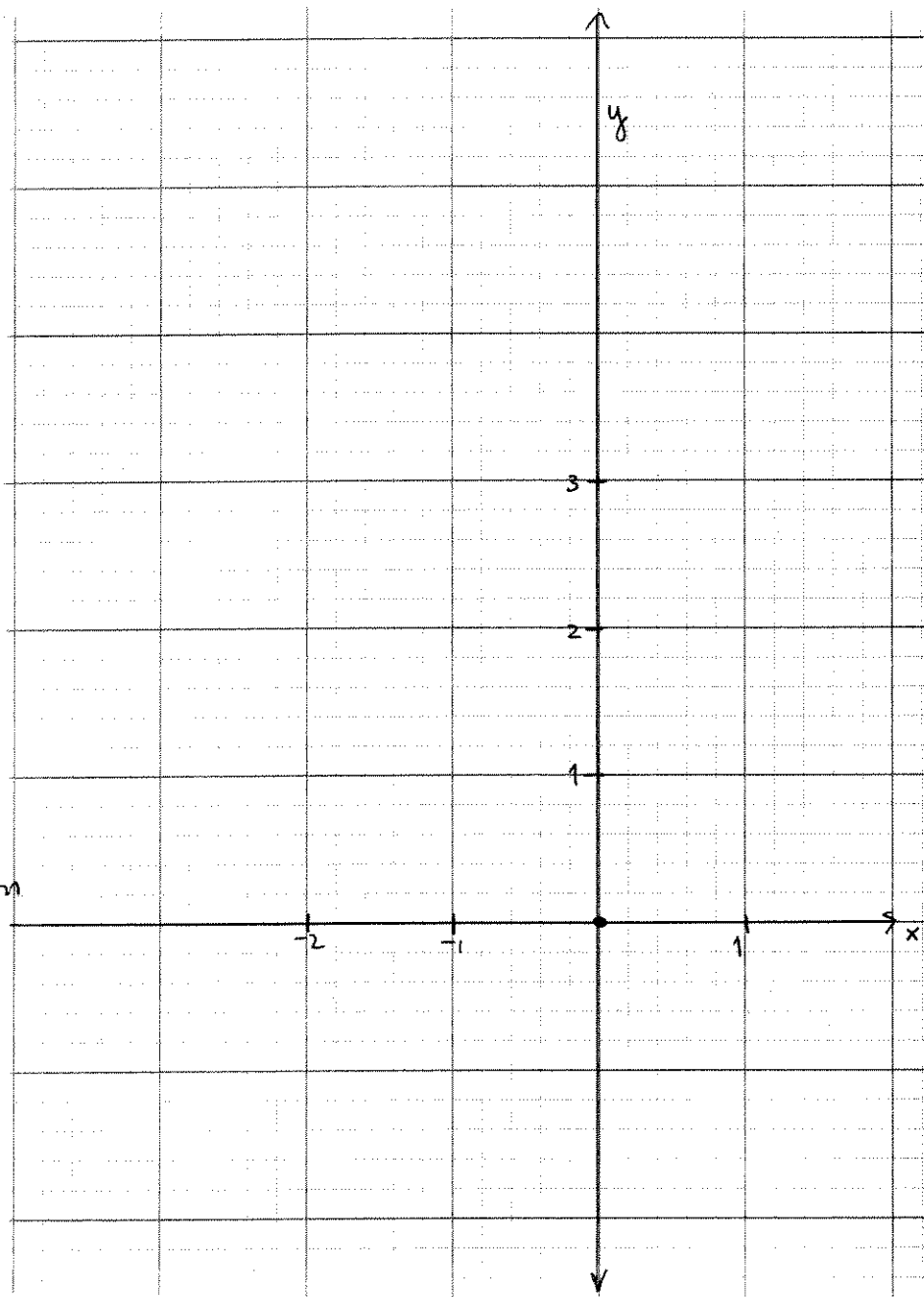
So - to find x-intercepts you set $y=0$ in the equation,
and solve for x.

Similarly, to find y-intercepts you find solutions to
the equation with $x=0$.

Intersections : A point is
common to two graphs exactly if it satisfies both
equations. So you find the intersections of two graphs
by simultaneously solving both equations (if you can)

Exercise 2

Plot points, find
intercepts, and use
translation ideas
to sketch the graph
of $y = x^2 + 3x$



Exercise 3 : Repeat Exercise 2,

for $y = 6 - 2x^2$. Then
find the points of intersection
between these two graphs