Graphing Quadratics

Any function whose equation is in the format $f(x) = ax^2 + bx + c$ (when $a \ne 0$) is called a **quadratic function**. The presence of the ax^2 term is a big hint that this is a quadratic expression. You'll also remember that the ax^2 term is a hint that **factoring** is involved for solving x.

Graphs of *quadratic functions* are called **parabolas** and have a shape that looks like an airplane wing.

Let's look at two examples.

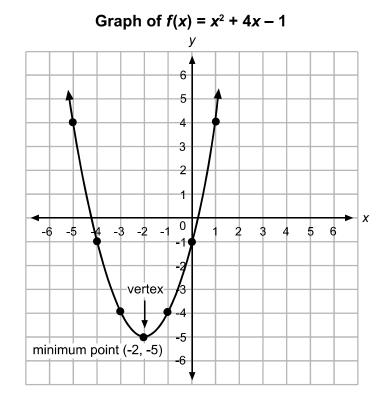
Example 1

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

We will use a table of values to graph this function.

Table of Values

$f(x) = x^2$	+ 4 <i>x</i> – 1
x	f(x)
-5	4
-4	-1
-3	-4
-2	-5
-1	-4
0	-1
1	4



We plot the points, and knowing that the graph will look like an airplane wing, we connect the dots with a smooth curve. A **coefficient** is the number part in front of an algebraic term. The *coefficient* in front of x^2 in the function $f(x) = x^2 + 4x - 1$ is understood to be a +1.

Because the *x* value of the coefficient is positive, the *parabola* will open upward and will have a *lowest point*, or **vertex**, called the **minimum** point.

To tell exactly where that *minimum* point will be on our graph, we use information from the equation. Remembering that $f(x) = ax^2 + bx + c$, we use $x = \frac{-b}{2a}$ to tell us the *x*-value of the lowest point.

So from our function $f(x) = x^2 + 4x - 1$, where a = 1, b = 4, c = -1, we get the following.

$$x = \frac{-b}{2a}$$

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

$$x = \frac{-4}{2}$$

$$x = -2$$

So, the minimum point occurs when x = -2.

Using the function again,

Remember:
$$f(x) = ax^2 + bx + c$$

 $f(x) = x^2 + 4x - 1$, where $a = 1, b = 4, c = -1$

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

$$f(-2) = 4 + -8 - 1$$

$$f(-2) = -5$$

Therefore, the minimum point is (-2, -5).

Another thing we can tell from the equation x = -2 in the box above is the **axis of symmetry**. Recall that the graph of x = -2 is a vertical line through -2 on the x-axis. This is the line that divides the parabola exactly in half. If you fold the graph along the axis of symmetry, each half of the parabola will match the other side exactly.

Note that the graph is a function because it passes the *vertical line test*. Any vertical line you draw will only **intersect** the graph (parabola) at one point.

Let's look at another example.

Example 2

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

Notice that the coefficient of x^2 is -1.

Because the value of the coefficient of *x* is negative, the parabola will open downward and have a highest point, or *vertex*, called a **maximum** point.

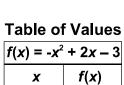
Find the axis of symmetry.

$$x = \frac{-b}{2a}$$

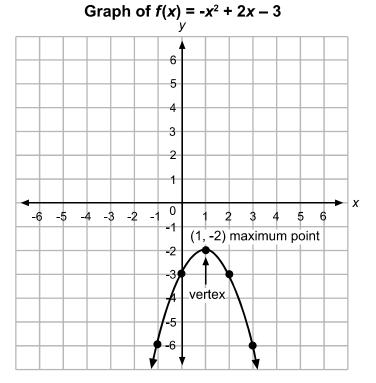
$$x = \frac{-2}{-2}$$

$$x = 1$$
 • axis of symmetry

Our *maximum* point occurs when x = 1. Let's make a table of values (be sure to include 1 as a value for x).



$T(X) = -X^2 + 2X - 3$	
X	f(x)
-1	-6
0	-3
1	-2
2	-3
3	-6



Graph the ordered pairs and connect them with a smooth curve. Note that the vertex of the parabola has a maximum point at (1, -2) and the line of symmetry is at x = 1.

Refer to the examples above as you try the following.

Solving Quadratic Equations

The **solutions** to **quadratic equations** are called the **roots** of the equations. In factoring *quadratic equations*, set each **factor** equal to 0 to **solve** for values of x. Those values of x are the *roots* of the equation.

Example

Solve by factoring

$$x^{2} + 10x + 9 = 0$$
 factor $(x + 1)(x + 9) = 0$

Set each factor equal to 0

$$x + 1 = 0$$
 zero product property
 $x = -1$ add -1 to each side
 $x + 9 = 0$ zero product property
 $x = -9$ add -9 to each side

-1 and -9 are roots

We can also find these roots by graphing the related function $f(x) = x^2 + 10x + 9$ and finding the *x*-intercepts. The *x*-intercepts are the points where the graph crosses the *x*-axis, which are also known as the **zeros** of the function.

Let's see how this works.

$$f(x) = x^2 + 10x + 9$$

The equation for the axis of symmetry is as follows.

$$x = \frac{-10}{2(1)}$$

$$x = -5$$

$$f(-5) = (-5)^2 + 10(-5) + 9$$

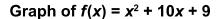
$$f(-5) = -16$$

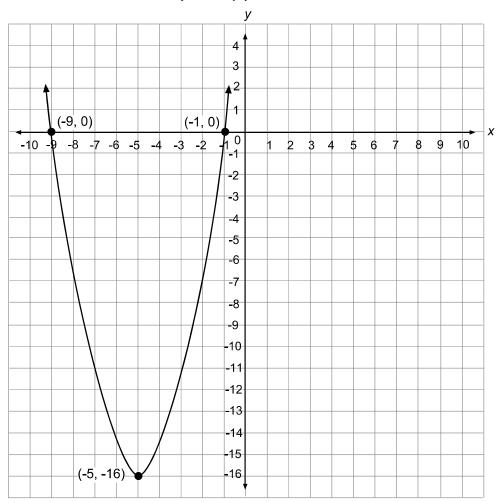
The vertex is at (-5, -16).

Find the *x*-intercepts by letting f(x) = 0.

$$0 = x^2 + 10x + 9$$

The *x*-intercepts are at (-9, -1). Thus the solutions are -9 and -1.





You may find the solutions more efficiently by using your graphing calculator. When the *x*-intercepts are *not* integers, use your calculator to estimate them to the nearest integer.