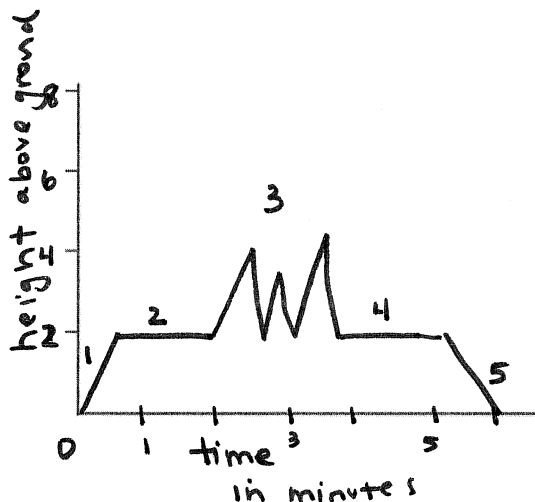


Name Key

Functions Test Review

Sketch a graph of the situation below and label each axis appropriately. Provide a written scenario that explains what your sketch is modeling.

1. Your height above ground as you mount, jump on, and dismount a trampoline.



EXPLANATION

- ① You get on the trampoline
- ② You wait for a minute
- ③ You jump 3 times on
- ④ Rest a minute
- ⑤ Dismount

2. Use the graph below to answer the following questions.

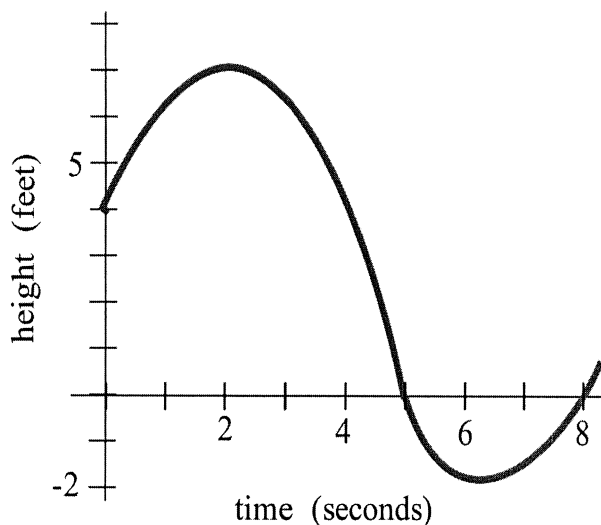


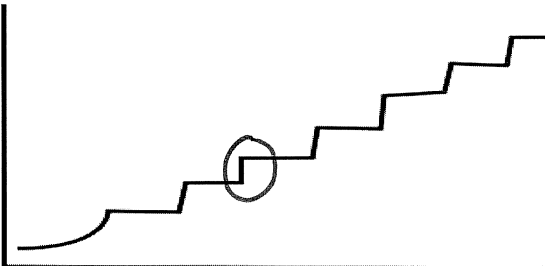

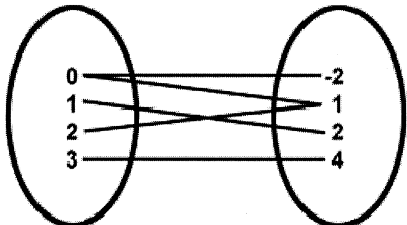
Fig. 22

- (a) What was the height of the diving board? WHY?
4 feet. That is the initial height of the diver.
- (b) When did the diver hit the water? WHY?
At 5 seconds. This was when their height was 0.
- (c) How deep did the diver get? WHY?
2 feet below the water, since the lowest height was -2.
- (d) When did the diver return to the surface? WHY?
8 seconds. This was when the height returned to 0.

3. Are the following scenarios representing function? Make sure you provide an explanation for your reasoning.

SCENARIO

IS IT A FUNCTION?

	<p>No. The circled portion represents when the graph fails the vertical line test.</p>										
	<p>Yes, it passes the vertical line test.</p>										
<table border="1" data-bbox="365 1003 644 1263"> <thead> <tr> <th>x</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>-2</td> </tr> <tr> <td>15</td> <td>-1</td> </tr> <tr> <td>21</td> <td>5</td> </tr> <tr> <td>22</td> <td>5</td> </tr> </tbody> </table>	x	y	9	-2	15	-1	21	5	22	5	<p>Yes, it is 1 to 1.</p>
x	y										
9	-2										
15	-1										
21	5										
22	5										
<p style="text-align: center;">INPUT OUTPUT</p> 	<p>No, the domain 0 is being sent to more than 1 range.</p>										
<p>$\{(6, 3), (7, -2), (-1, 4), (6, 8)\}$</p>	<p>No, the domain 6 is being sent to 2 different ranges.</p>										

4. Evaluate the equation $y = -6x - 3$, for $x = -10$.

$$y = -6(-10) - 3$$

$$y = 60 - 3$$

$$y = 57$$

4. $y = 57$

5. Evaluate the function rule $f(x) = \frac{2}{7}x + 3$, for $x = \frac{1}{4}$.

$$f(x) = \frac{2}{7}\left(\frac{1}{4}\right) + 3$$

$$f(x) = \frac{2}{28} + 3$$

$$f(x) = \frac{1}{14} + 3$$

$$\rightarrow f(x) = 3\frac{1}{14}$$

5. $f(x) = 3\frac{1}{14}$

6. Find the range of the function rule $y = 3x^2$, for the domain $= \{-2, -1, 0, 6\}$. Show work.

$$y = 3(-2)^2$$

$$y = 3(4)$$

$$y = 12$$

$$y = 3(-1)^2$$

$$y = 3(1)$$

$$y = 3$$

$$y = 3(0)^2$$

$$y = 3(0)$$

$$y = 0$$

$$y = 3(6)^2$$

$$y = 3(36)$$

$$y = 108$$

6. $\{0, 3, 12, 108\}$

7. List the domain and the range of the following relation.

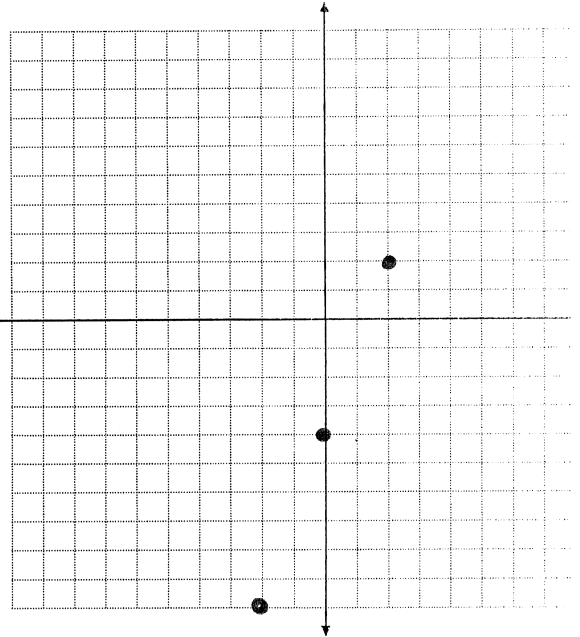
7. Domain = $\{-8, -7, -4, 1, 5\}$

Range = $\{-9, -6, 0, 1, 2, 4\}$

$$\{(1, -6), (-4, 2), (-7, 1), (1, -9), (-8, 0), (5, 4)\}$$

8. Model the rule $y = 3x - 4$ with a table of values and a graph.

x	$y = 3x - 4$ $y = 2x + 6$	(x, y)
-2	$y = 3(-2) - 4$ $y = -6 - 4 = -10$	(-2, -10)
0	$y = 3(0) - 4$ $y = 0 - 4 \quad y = -4$	(0, -4)
2	$y = 3(2) - 4$ $y = 6 - 4 = 2$	(2, 2)



9. You really want the newest version of Black Ops for your PS3. You have \$30 in your wallet and you receive a \$7.00 allowance each week. If the game costs, C dollars ~~\$59.99~~, write a rule below to describe total cost of the game as a function of the number of weeks you must save your money in order to purchase the game.

Define variables:

Let c = total cost of game

Let w = # of weeks to save

Relate:

cost = # of weeks \times allowance + money you already have

Function Rule:

$$C = 7w + 30$$

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Enrichment 5-1

1-8. Answers will vary. Samples:

1. the temperature during the day
2. a car accelerating, going at a constant speed, decelerating, and then continuing at a constant speed
3. amount of an element undergoing decay
4. height of a growing child over the year
5. amount of money in an investment account compounded
6. height of a person when riding a ferris wheel
7. the closing prices of the stock market
8. the rate of postage to mail letters by the ounce