

## 3.2 Properties of Quadratic Functions

Recall: 3 Forms of Quadratics

Quadratic Form	In General	What does it tell us?
Standard Form	$y = ax^2 + bx + c$	Direction of opening and the y-intercept
Factored Form	$y = a(x - r)(x - s)$	Direction of the opening and the zeros
Vertex Form	$y = a(x - h)^2 + k$	Direction of the opening, the vertex (max/min) and the axis of symmetry

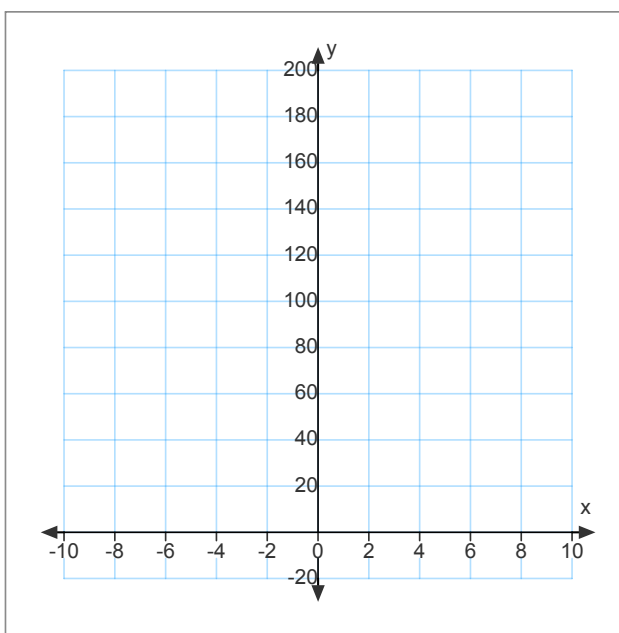
Recall other important facts

- When the second differences are equal, the relation is quadratic
- If  $a$  is less than 0, the quadratic is reflected over the x-axis (opens down)
- The equation of the axis of symmetry is the x-value of the vertex
- The max/min value is the y-value of the vertex.

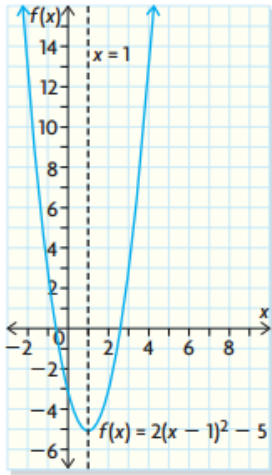
$$y = -2(x - 3)^2 + 20$$

$$y = 3(x - 4)(x + 2)$$

$$y = x^2 - 2x - 8$$

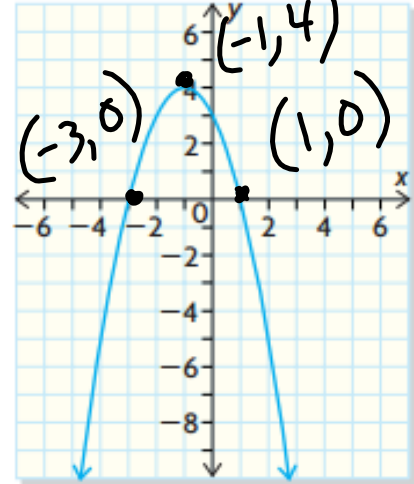


For each of the following determine the vertex, the equation of the axis of symmetry, the max or min value and the zeros.



$$f(x) = 2(x-1)^2 - 5$$

Vertex  $(1, -5)$   
 $x = 1$   
 min at  $y = -5$



Determine the equation for the second graph

$$y = a(x-r)(x-s)$$

$$y = a(x+3)(x-1)$$

$$4 = a(-1+3)(-1-1)$$

$$4 = a(2)(-2)$$

$$\frac{4}{-4} = \frac{a(-4)}{-4}$$

$$-1 = a$$

$$y = -(x+3)(x-1)$$

$$(-1, 4)$$

Remember

"Solve" means find the roots which means find the x-intercepts which means set  $y=0$  and solve in factored form.

To find the vertex you can either

- 1) Complete the square
- 2) Find the midpoint of the zeros (axis of symmetry)  
Sub that value into the equation to find the y-value (max/min)  
State the vertex (x, y)

Ex.1) Using BOTH methods, determine the max/min value of the function

$$f(x) = 3x^2 - 16x - 12$$

1) Complete the square

$$y = 3x^2 - 16x - 12$$

$$\begin{aligned} \frac{1}{2} \times \frac{-16}{3} &= \frac{-16}{6} &= 3\left(x^2 - \frac{16}{3}x\right) - 12 \\ \left(\frac{16}{6}\right)^2 &= \frac{256}{36} &= 3\left(x^2 - \frac{16}{3}x + \frac{64}{9} - \frac{64}{9}\right) - 12 \\ &= \frac{64}{9} &= 3\left(x - \frac{16}{6}\right)^2 - \frac{192}{9} - 12 \\ & &= 3\left(x - \frac{16}{6}\right)^2 - \frac{192}{9} - \frac{108}{9} \\ & &= \underline{\underline{3\left(x - \frac{16}{6}\right)^2 - \frac{300}{9}}} \end{aligned}$$

$$\begin{aligned} \text{min at } -\frac{300}{9} &= -\frac{100}{3} \\ \text{when } x &= \frac{16}{6} \end{aligned}$$

$$y = 2x^2 - 60x + 4$$

$$\begin{aligned} \frac{1}{2} \times 30 &= 15 \\ = -15 & &= 2(x^2 - 30x) + 4 \\ (-15)^2 &= 225 &= 2(x^2 - 30x + 225 - 225) + 4 \\ = 225 & &= 2(x - 15)^2 - 450 + 4 \\ & &= 2(x - 15)^2 - 446 \end{aligned}$$

$$\begin{aligned} \text{min at } &-446 \\ \text{when } x &= 15 \end{aligned}$$

Find the vertex using the x-intercepts

$$y = x^2 - 8x + 12$$

$$0 = (x - 2)(x - 6)$$

$$\therefore x - 2 = 0 \quad \text{AND} \quad x - 6 = 0$$

$$x = 2 \quad \quad \quad x = 6$$



To find x value of vertex

$$x = \frac{2+6}{2}$$

$$= \frac{8}{2}$$

$$x = 4$$

$$\begin{aligned} \text{sub} \rightarrow y &= x^2 - 8x + 12 \\ &= 4^2 - 8(4) + 12 \\ &= 16 - 32 + 12 \\ &= -4 \end{aligned}$$

$$\text{Vertex } (4, -4)$$

Fig. 2 The function that models the height of a golf ball is

$$h(t) = -5t^2 + 40t + 100$$

where  $h(t)$  is the height in metres after  $t$  seconds.

a) Determine how long it takes after it has been hit to touch the ground.

$$\begin{aligned} 0 &= -5t^2 + 40t + 100 \\ 0 &= -5(t^2 - 8t - 20) \\ 0 &= -5(t + 2)(t - 10) \\ \therefore t + 2 &= 0 \quad \text{AND} \quad t - 10 = 0 \\ t &= -2 \quad \quad \quad t = 10 \end{aligned}$$

-2 is impermissible because we can't have negative time.

$\therefore$  It takes 10 seconds for the golf ball to hit the ground.

b) Determine the maximum height the ball will reach during its flight.

$$\begin{aligned} &\text{x-value of vertex} \\ x &= \frac{-2 + 10}{2} \\ &= \frac{8}{2} \\ &= 4 \end{aligned}$$

→ sub →  $y = -5x^2 + 40x + 100$   
 $= -5(4)^2 + 40(4) + 100$   
 $= 180$

$\therefore$  The maximum height is 180 meters.

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

↗  
To find zeros when you  
can't factor

