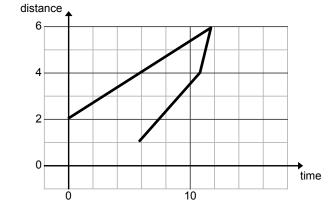
### **Definition**

A *function* is a relation in which each input is paired with exactly **one** output. For every value that goes into a function, the function outputs one unique result.

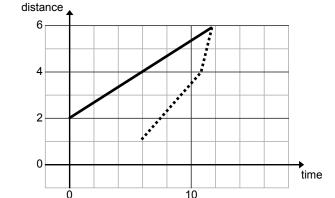
## **Problem 1 – Graphical**

At time t = 0, Marty is at position d = 2.

**1.** Can the graph to the right describe Marty's position as a function of time? Explain.



**2.** What would have to happen for this graph to occur?



**3.** Redraw the dashed lines to make the graph a function.

# Problem 2 - Set of ordered pairs

The first element of each ordered pair is the input value.

- 4. Which sets below describe a function? Explain why.
  - A. {(0, 1), (1, 4), (2, 7), (3, 6)}
- B. {(-2,2), (-1, 1), (0, 0), (1, 3), (2, 4)}
- C. {(3, 2), (3, 4), (5, 6), (7, 8)}
  - D. {(2, 3), (3, 2), (1, 4), (4, 1)}

Marty flies to Mars, where the acceleration of gravity is 0.375 of what it is on Earth. So with a = 12ft/s², use the distance formula  $d = \frac{1}{2}at^2$  to compute the output when given the input.

- **5.** Use the formula to compute d. Give the set or ordered pairs (t, d) when the input t is the set  $\{0, 1, 2, 6\}$ .
- **6.** Use the formula to compute t. Give the set of ordered pairs (d, t) if the input is d. The input set for d is  $\left\{0, \frac{2}{3}, 6\right\}$ .
- 7. Which of the two solutions sets from Questions 5 and 6 is a function? Why?
- **8.** From solutions sets above, which is true?
  - A. *d* is a function of *t*
- B. *t* is a function of *d*

C. both

D. neither

#### Problem 3 – Function notation

If f is a function of x this can be written as f(x).

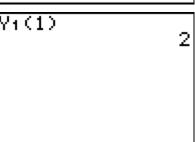
For example,  $f(x) = x^2$ . So f(3) = 9.

To use the function ability of your graphing calculator, press  $\boxed{Y=}$  and enter  $x^2 - 2x + 3$ .

Return to the Home screen.

To enter different values for x and observe what f(x) equals, press <u>VARS</u>, arrow right to the **Y-VARS** menu, select **Function** and then choose **Y1**. Then enter **(#)**, replacing # with the x-value.

Press 2nd [ENTRY] to recall the last entry.





- **9.** For  $f(x) = x^2 2x + 3$ , find f(4) using the graphing calculator, then by substitution showing your work below.
- **10.** For  $f(x) = 3x^2 + 5x + 3$ , find f(2) using the graphing calculator, then by substitution showing your work below.

### **Problem 4 – Function Machine**

Run the program **MACHINE** and select option **1**. The program will return an output for the input entered.

- **11.** What is the input for the function f(x) that gives an output of 8.5?
- **12.** What is the unknown function?

Now select option 2.

- **13.** What is the input for the function f(x) that gives an output of 6?
- 14. What is the unknown function?

Now select option 3.

- **15.** What is the input for the function f(x) that gives an output of 83?
- **16.** What is the unknown function?

OUTPUT GOAL: 8.5 INPUT?

OUTPUT GOAL: 6 INPUT?

OUTPUT GOAL: 83 INPUT?