

Harry's my 1st name, so it's what would be on the roster, so that's how I print my name. I don't mind cursive, but I don't want a cryptic signature.

① we graph the region for the system of inequalities:

$$x > 1$$

$$y \geq 0$$

$$2x + 3y \leq 6$$

Context of question

I use "scratch out the bad stuff" method. Note key details I include and busy work I do not include (like tick marks).

Get things generally right. Label things the way I do & get an intuition for what matters and what doesn't. This is the highest order of human intelligence.

Final graph on Page 3. I included a lot of extra explanation...

Show work

$x=1$ is a vertical line with x-intercept $(1,0)$ x-int No y-int

$x > 1$ is all points to the right of the line $x=1$.

$y=0$ is the x-axis!

$y \geq 0$ is all points on or above the x-axis. Its x- & y-ints are just $(0,0)$

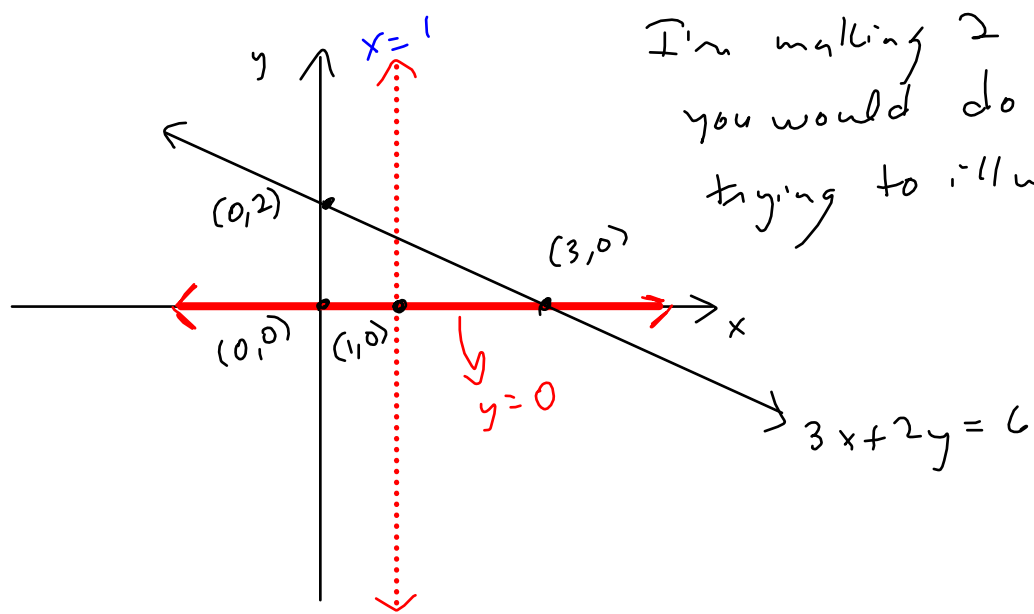
Show work

$2x + 3y = 6$:

x	y
0	2
3	0

$$2(0) + 3y = 6 \Rightarrow y = \frac{6}{3} = 2 \rightsquigarrow (0,2) \text{ y-int}$$

$$2x + 3(0) = 6 \Rightarrow y = \frac{6}{2} = 3 \rightsquigarrow (3,0) \text{ x-int}$$

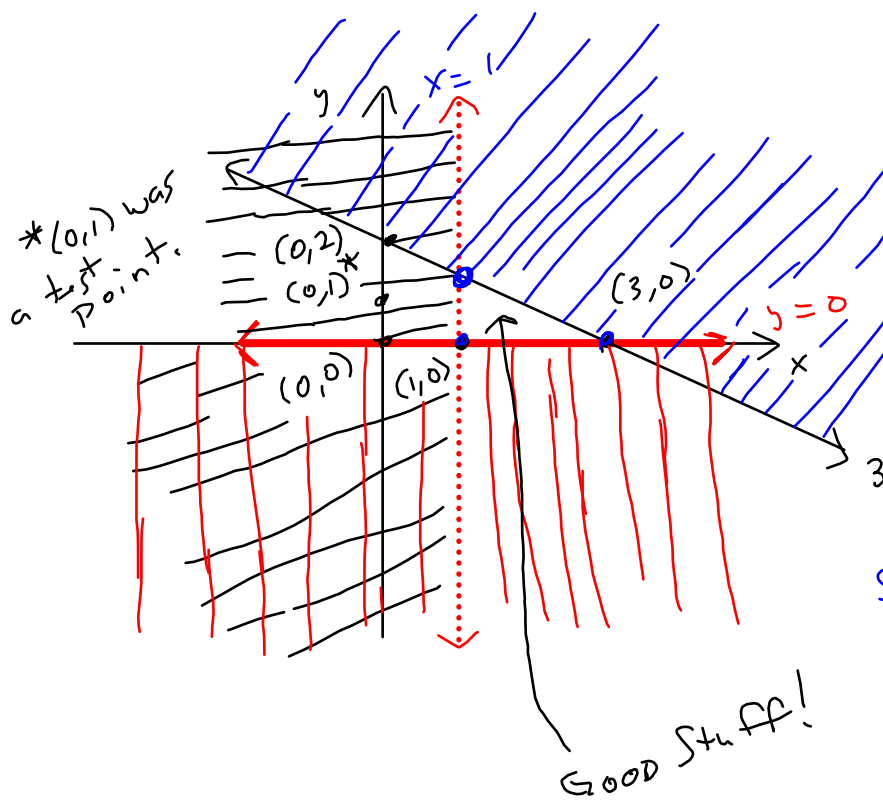


I'm making 2 graphs, but you would do it on one graph. I'm trying to illustrate the process.

FINAL GRAPH ON PAGE 3

"scratch out the bad stuff"

After building the lines and labeling them, as above, I would then add the shading layers for the inequalities.



$x > 1$
check $(0,0)$
 $0 > 1$?
No
 $(0,0)$ Bad

$y \geq 0$
check any point not on y-axis:
 $(0,1)$:
 $1 \geq 0$?
Yes.
 $(0,1)$ Good

$3x + 2y \leq 6$
check $(0,0)$:
 $3(0) + 2(0) \leq 6$?
 $0 \leq 6$?
Yes
 $(0,0)$ Good

See the triangle in the middle?
THAT is the "feasible region."
& that's what we want!

We have 2 of the 3 corners ;
 $(1,0)$ & $(3,0)$.

The 3rd corner is where $x=1$ and

intersect :

$$x=1 \rightarrow 2x+3y = 2(1)+3y = 6$$

$$\rightarrow 3y = 4$$

$$\rightarrow y = \frac{4}{3}$$

So $(1, \frac{4}{3})$ is that top corner.

Best way to present it?

I'd give all key points a letter label.

$$A = (0,2)$$

$$B = (1,0)$$

$$C = (1, \frac{4}{3})$$

$$D = (3,0)$$

Intercepts 1pt

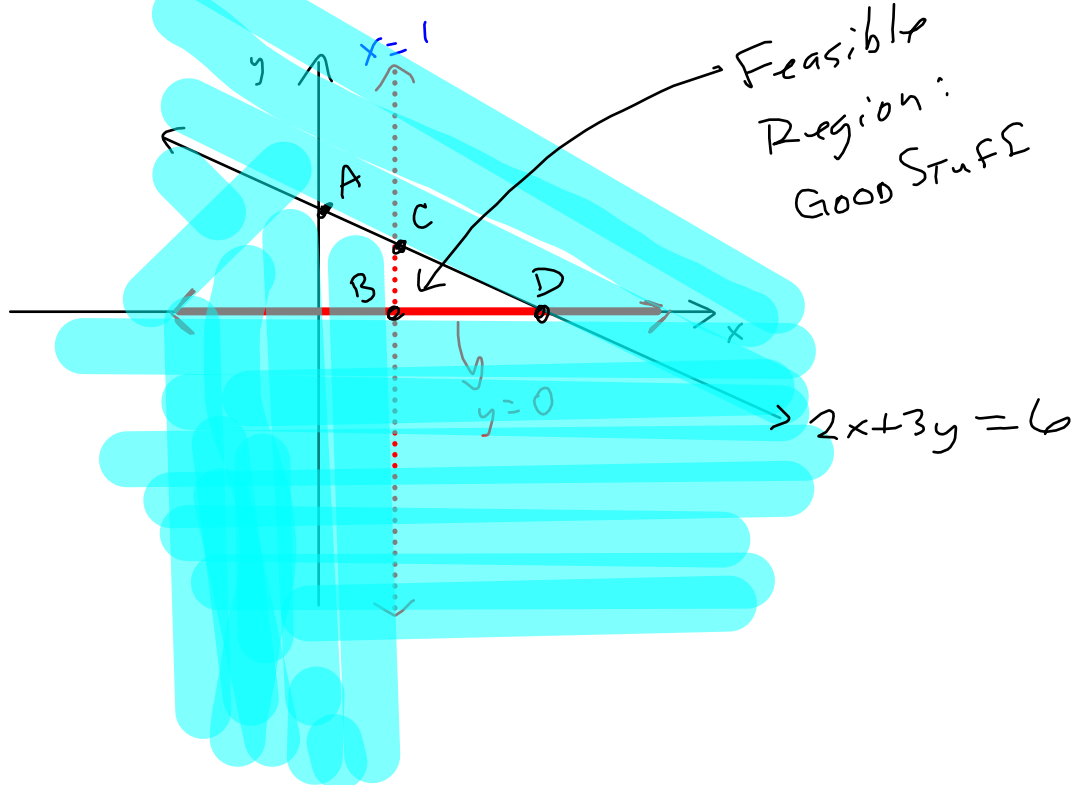
Corners 1pt

Labels 1pt

Found Feasible Region 2pts

Shade the bad stuff
& the good stuff is
revealed.

Finished Graph.



② The distance between $(x_1, y_1) = (2, -3)$ & $(x_2, y_2) = (-7, 2)$ is

$$\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2} = \sqrt{(2 - (-7))^2 + (-3 - 2)^2} = \sqrt{9^2 + 5^2} = \sqrt{81 + 25}$$

$$\boxed{= \sqrt{106}}$$

$$= \frac{106}{53}$$

Context - 1 pt
 SETUP - 3 pts
 ANSWER - 2 pts

③ The midpoint of $(x_1, y_1) = (\frac{\pi}{2}, \sqrt{3})$ & $(x_2, y_2) = (\frac{\pi}{3}, -2)$ is

$$\text{midpoint} = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right) = \left(\frac{\frac{\pi}{2} + \frac{\pi}{3}}{2}, \frac{\sqrt{3} - 2}{2} \right)$$

Context - 1 pt
 SETUP - 2 pt
 Final - 2 pt

$$= \left(\frac{\frac{3\pi + 2\pi}{6}}{2}, \frac{\sqrt{3} - 2}{2} \right) = \left(\frac{5\pi}{12}, \frac{\sqrt{3} - 2}{2} \right) = \text{midpoint}$$

$$\approx (1.308996939, -0.133974596216) \approx \boxed{(1.3090, -0.1340)}$$

to 4 places

④ We use Pythagoras to prove that the points $A = (1, 2)$, $B = (-5, 0)$, & $C = (-4, -3)$ form the vertices of a right triangle, i.e., the sum of the squares of the two shorter sides equals the square of the longest side.

$$d(A, B) = \sqrt{(1 - (-5))^2 + (2 - 0)^2} = \sqrt{6^2 + 2^2} = \sqrt{36 + 4} = \sqrt{40} = \sqrt{4 \cdot 10} = 2\sqrt{10}$$

$$= 2\sqrt{10}$$

$$d(A, C) = \sqrt{(1 - (-4))^2 + (2 + 3)^2} = \sqrt{5^2 + 5^2} = \sqrt{50} = 5\sqrt{2} = d(A, C)$$

$$d(B, C) = \sqrt{(-5 - (-4))^2 + (0 + 3)^2} = \sqrt{1^2 + 3^2} = \sqrt{10}$$

I shouldn't have simplified the radicals, yet.

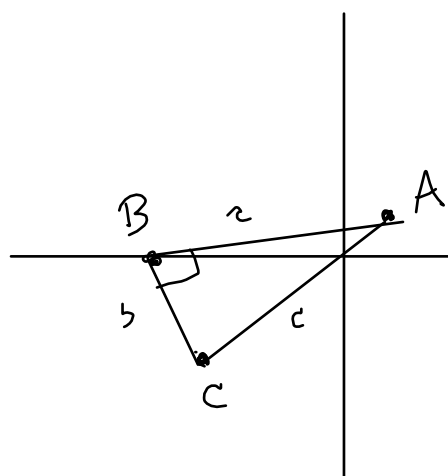
$$d(A, B) = \sqrt{40}, \quad \underbrace{d(A, C) = \sqrt{50}}_{\text{longest}}, \quad d(B, C) = \sqrt{10}$$

$$d(A, C)^2 = d(A, B)^2 + d(B, C)^2 \quad ?$$

$$50^2 = 40^2 + 10^2 \quad ?$$

$$50 = 40 + 10 \quad ? \quad \text{Yep.} \rightarrow$$

It's a right triangle! ZZ

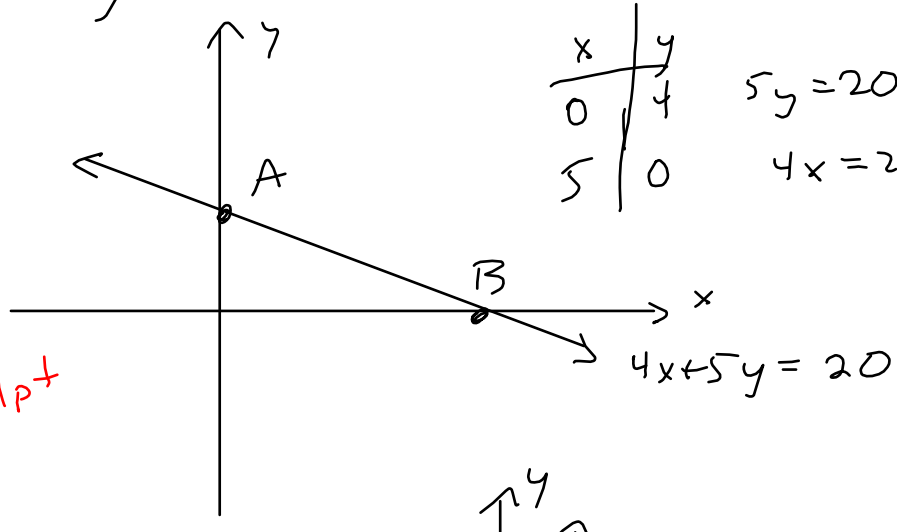


$a^2 + b^2 = c^2 \rightarrow$
Right triangle

This is the converse of the Pythagorean Theorem, of which the textbook speaks

5) we graph $4x + 5y = 20$ by the intercept method

Context - 1pt
Method - 2pts
Label key pts - 1pt
Don't waste time on tick marks - 1pt



x	y
0	4
5	0

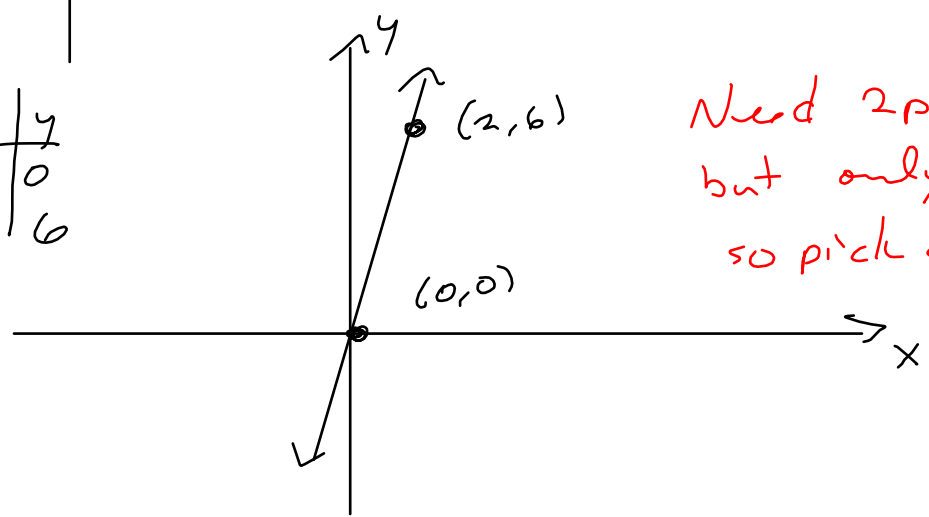
$5y = 20 \Rightarrow y = 4$
 $4x = 20 \Rightarrow x = 5$

$A = (0, 4)$
 $B = (5, 0)$

6) Graph $y = 3x$:

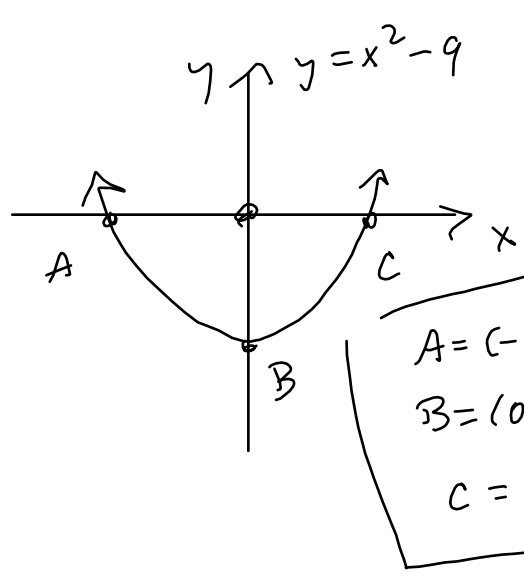
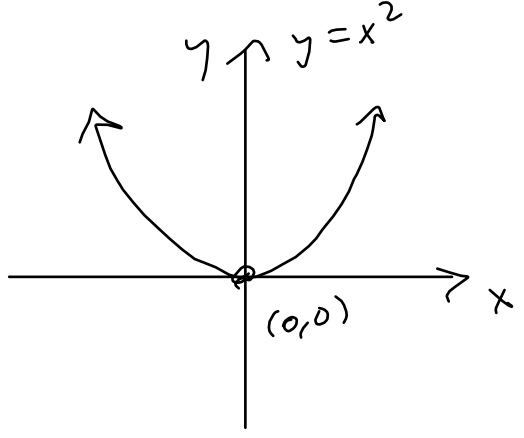
Intercept - 1pt
Labels - 2pts
No ticks - 1pt
Context - 1pt

x	y
0	0
2	6



Need 2 points, but only one intercept, so pick a random 2nd point

7) $y = x^2 - 9$



$A = (-3, 0)$
 $B = (0, -9)$
 $C = (3, 0)$

$y(0) = 0^2 - 9 = -9 \Rightarrow (0, -9) = B$

$y = 0 \Rightarrow x^2 - 9 = 0 \Rightarrow$

$(x-3)(x+3) = 0 \Rightarrow$

$x \in \{\pm 3\} \Rightarrow$

$(3, 0) = C$
 $(-3, 0) = A$

Alternate:

Quadratic Formula:

$x^2 - 9 = 0 \Rightarrow$
 $a = 1, b = 0, c = -9$

$\Rightarrow b^2 - 4ac = 0^2 - 4(1)(-9) = 36$

$\Rightarrow x = \frac{-0 \pm \sqrt{36}}{2(1)} = \pm \frac{6}{2} = \pm 3 = x$

Alternate:

Square Root Property

$x^2 = 9 \Rightarrow x = \pm 3$

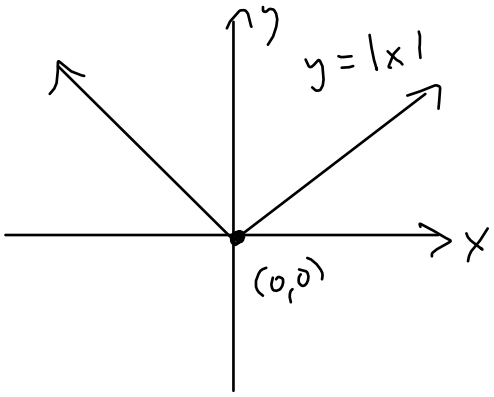
Context - 1pt

Correct graph shape & location - 2pts

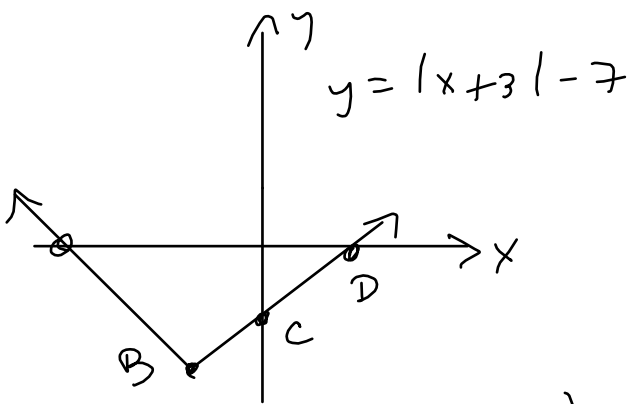
Intercepts - 2pts

⑧ we graph $y = |x+3| - 7$ by shifting $y = |x|$

\uparrow left 3
 \uparrow Down 7



More on shifting and stretching basic functions, later.
Context



$$y(0) = |3| - 7 = -4$$

$$(0, -4)$$

Context - 1pt
Vertex - 2pts
x & y intercepts - 1pt
Label key pts - 1pt

$$y = 0$$

$$|x+3| - 7 = 0$$

$$|x+3| = 7$$

$$x+3 = \pm 7$$

$$x = -3 \pm 7$$

$\nearrow 3+7=4 \rightsquigarrow (4, 0)$
 $\searrow -3-7=-10 \rightsquigarrow (-10, 0)$

$(-3, -7)$
 \uparrow left 3
 \uparrow Down 7

$A = (-10, 0)$
 $B = (-3, -7)$
 $C = (0, -4)$
 $D = (4, 0)$

9) we graph the $\frac{1}{2}$ -circle $y = -\sqrt{16-x^2}$

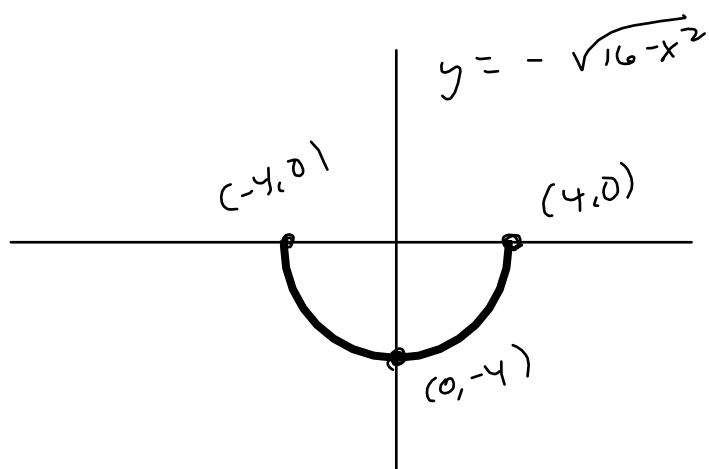
I really want you to recognize that square root structure as a circle.

$y = -\sqrt{16-x^2} \implies$ bottom half of circle.

$y^2 = 16-x^2 \implies$

$x^2 + y^2 = 16$ so it's evidently a circle of radius $r=4$

Now $y = \sqrt{16-x^2}$ is its top half, so...



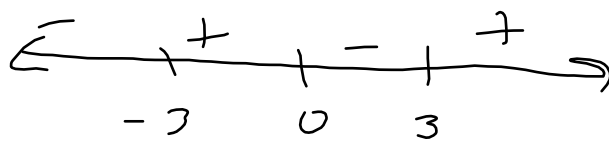
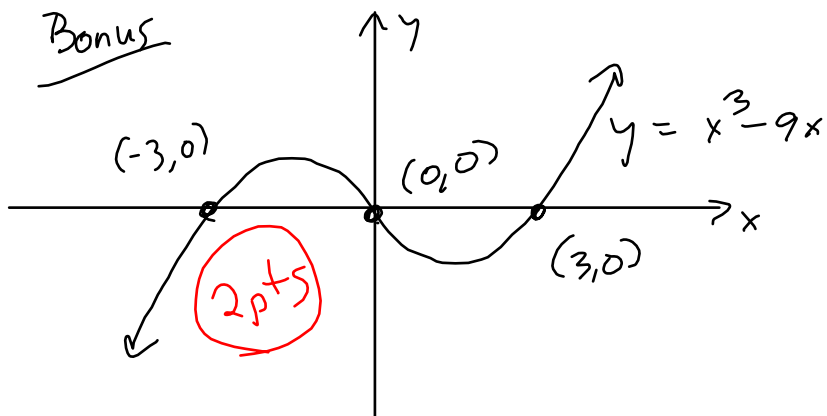
context - 1pt
 Label Low Point - 1pt
 Find x-ints & Label - 2pts
 Shape of graph - 1pt

10) Check $f(x) = x^3 - 9x$ for symmetry

$f(-x) = (-x)^3 - 9(-x) = -x^3 + 9x = -(x^3 - 9x) = -f(x)$
 This function is symmetric wrt the origin.

$x^3 - 9x = x(x^2 - 9) = x(x-3)(x+3)$

Bonus



1pt - Context
 1pt - Sub "-x" for "x"
 1pt - Simplify
 2pts conclude $f(-x) = -f(x) \implies$ odd
 \implies symmetric w.r.t origin

1346

MILLS, H

(10) $x^2 + y^2 - 6x + 4y = 23 \rightarrow$

$x^2 - 6x + y^2 + 4y = 23$

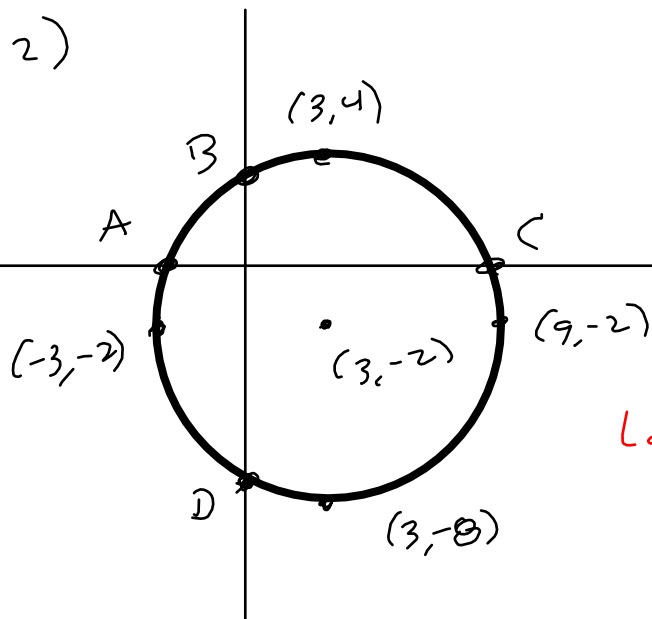
② Complete the square - 3 pts
conclude - 2 pts

$x^2 - 6x + 3^2 + y^2 + 4y + 2^2 = 23 + 9 + 4$

$(x-3)^2 + (y+2)^2 = 36$ Circle of radius $6=r$, centered at

$(h,k) = (3,-2)$

- $A = (3-4\sqrt{2}, 0)$
- $B = (0, -2+3\sqrt{3})$
- $C = (3+4\sqrt{2}, 0)$
- $D = (0, -2-3\sqrt{3})$



Put the letter labels close to the graph

Label center & poles & equator 3 pts
Draw circle - 2 pts
Label intercepts - 2 pts Bonus.

x-int; $y=0$:

$(x-3)^2 + (y+2)^2 = 36$

$(x-3)^2 + (-2)^2 = 36$

$(x-3)^2 + 4 = 36$

$(x-3)^2 = 32$

$x-3 = \pm\sqrt{32} = \sqrt{2^5} = \sqrt{2^4 \cdot 2} = 2^2\sqrt{2} = 4\sqrt{2}$

$x = 3 \pm 4\sqrt{2}$ → $(3+4\sqrt{2}, 0) = C$
 → $(3-4\sqrt{2}, 0) = A$

$$\begin{array}{r} 2 \overline{)32} \\ 2 \overline{)16} \\ 2 \overline{)8} \\ 2 \overline{)4} \end{array} \quad \sqrt{2^5}$$

y-int: $x=0$

$(-3)^2 + (y+2)^2 = 36$

$9 + (y+2)^2 = 36$

$(y+2)^2 = 27$

$y+2 = \pm\sqrt{27} = \pm 3\sqrt{3}$

$y = -2 \pm 3\sqrt{3}$ → $(0, -2+3\sqrt{3}) = B$

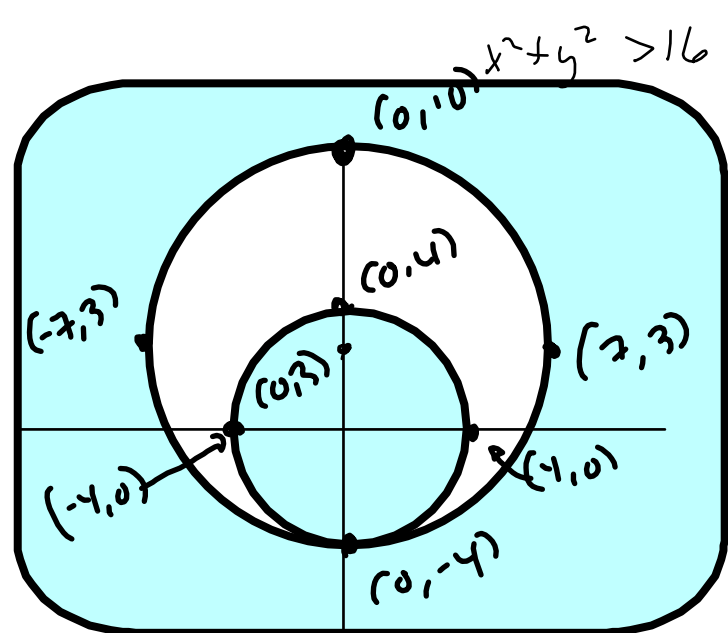
→ $(0, -2-3\sqrt{3}) = D$

Bonus

1340

(12) Find area OUTSIDE $x^2 + y^2 = 16$ and INSIDE $x^2 + (y-3)^2 = 49$

MILLS, H



If you shade the bad stuff, the good stuff is clean.

By the graph, the little circle is entirely contained in the big circle, so

$$\text{Area} = \text{Area BIG} - \text{Area little.}$$

$$= \pi(7)^2 - \pi(4)^2$$

$$= \pi(49 - 16) = \pi(33) = 33\pi$$

= AREA

Context - 1 pt

Figure out the picture - 1 pt

compute area of the 2 circles - 2 pts

Final Ans - 1 pt