

10.3: Solve Quadratic Equations by Graphing

Goals: *Identify solutions to a quadratic equation by graphing

*Approximate solutions of a quadratic equation to the nearest tenth

****RECALL****

A **quadratic equation** is:

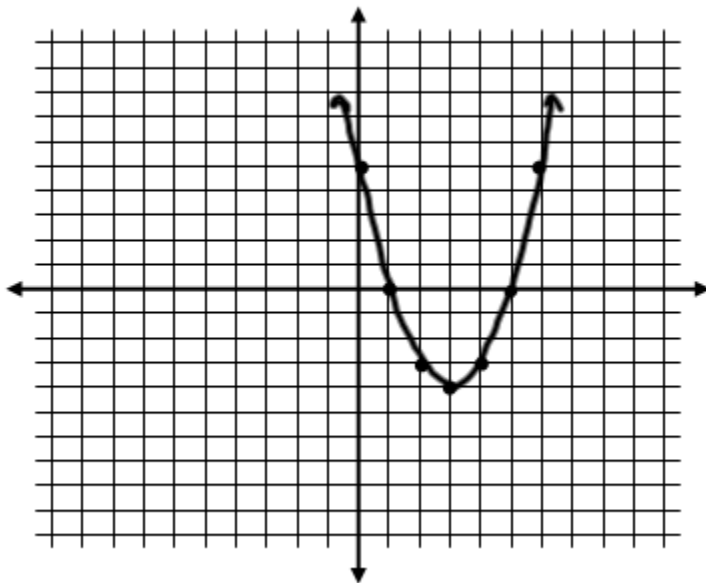
A **solution** to a quadratic equation can also be called a:

Solutions or _____ are the values of x so the quadratic equation is equal to:

****We already know how to solve a quadratic equation by:**

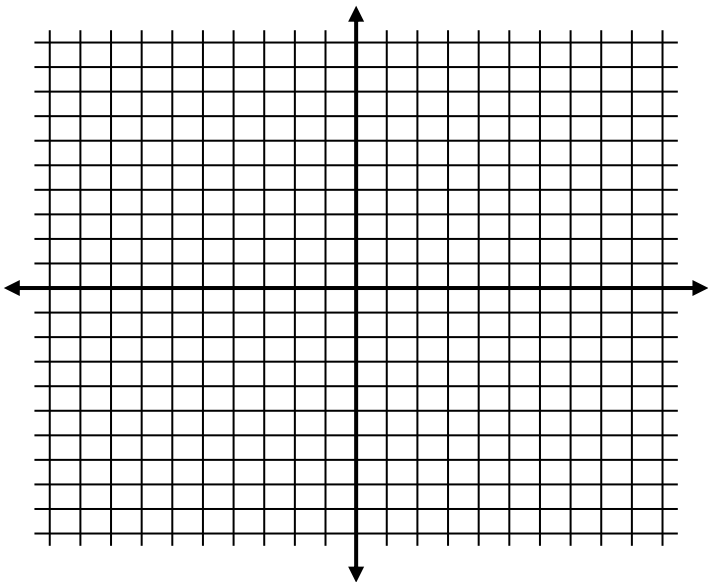
Since we know that solutions occur when $y = 0$, how can you identify solutions on a graph then?

Ex: The graph below models the parabola formed by the quadratic equation $y = x^2 - 6x + 5$. What do you think the solutions are? Why?

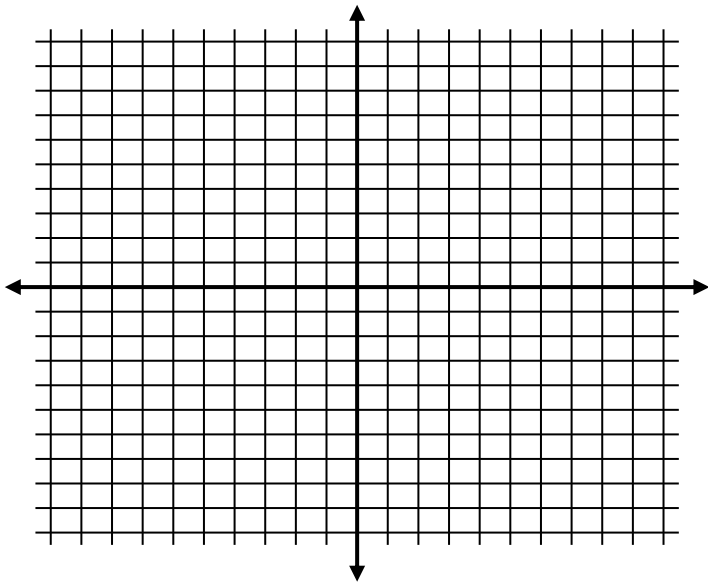


Solve the following quadratic equations by graphing:

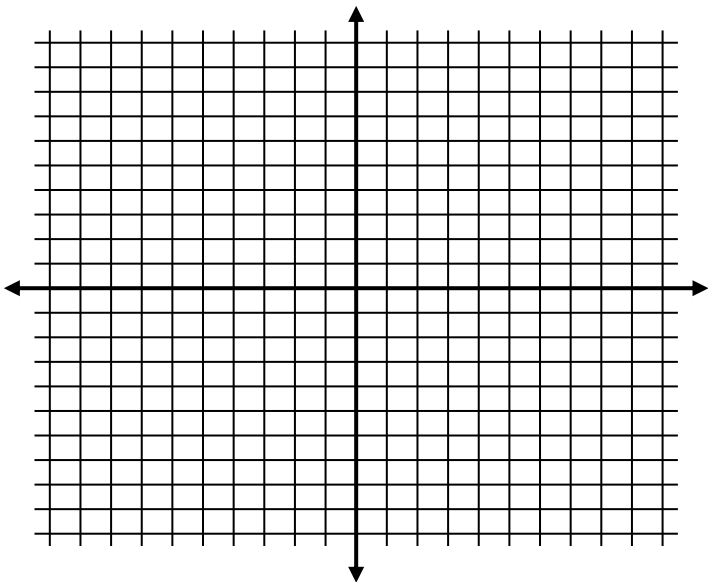
Ex: $x^2 - 2x = 3$



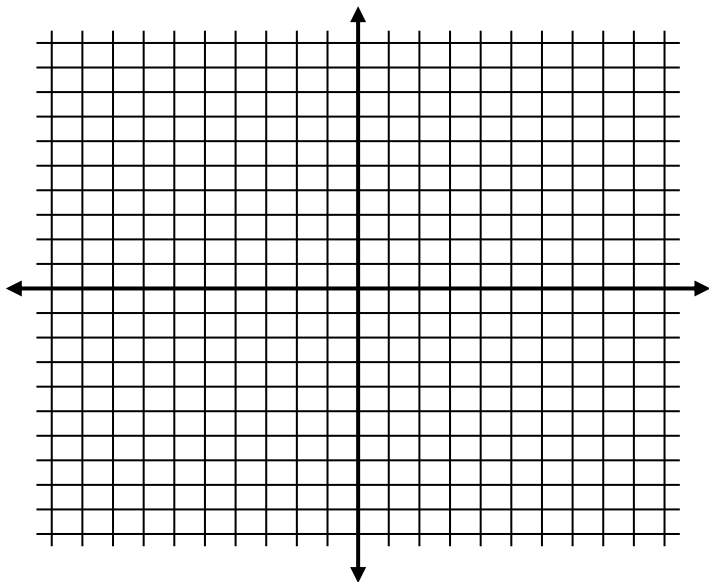
Ex: $-x^2 + 2x = 1$



Ex: $x^2 + 7 = 4x$



Ex: $x^2 - 6x + 8 = 0$



Use a graphing calculator to solve.

Ex: $f(x) = x^2 + x - 6$

Ex: $f(x) = -x^2 + 2x + 2$

Ex: An athlete throws a shot put with an initial vertical velocity of 40 ft/s.

- a) Write an equation that models the height of the shot put as a function of the time it is in the air.

- b) Use the equation to find the time the shot put is in the air.

Ex: A baseball player throws a ball into the air with an initial vertical velocity of 32 ft/s and is released at a height of 5 feet.

- a) Write an equation that models the height of the ball based on time in the air.

- b) Find out how long the ball is in the air.