#### 3.1 - 3.3 Quiz Review CYU

☐ Use when you get it right all by yourself

S Use when you did it all by yourself, but made a silly mistake

HUse when you could do it alone with a little help from teacher or peer

& Use when you completed the problem in a group

X Use when a question was attempted but wrong (get help)

NUse when a question was not even attempted

CONCEPTS	BASIC	INTERMEDIATE	ADVANCED
Solving Quadratic Equations	1 - 8	9 - 12, 31 - 34	13, 14, 43 - 48
Factoring	1, 2, 4	3, 5 - 8	
Square Root Method	9	10	11, 12
Projectile Motion			13, 14
Complex Numbers	15 - 20		
Operations with Complex Numbers	15 - 20		
Simplifying Radicals with Negatives	21 - 24		
Vocabulary	25 - 30		
Finding a new "c" or □	35 – 38		
Converting to Vertex Form			39 - 42
Completing the Square		43 - 48	39 - 42

Be sure to show all work for full and partial credit. Read the directions carefully, and box your final answer If time allows check your work using a different method like the calculator!

### 3.1 Solving Quadratic Equations

I. Using Factoring: because it is the most efficient

1. 
$$(3n-2)(4n+1)=0$$

$$n = \frac{2}{3}J - \frac{1}{4}$$

$$3.3k^2 + 72 = 33k$$

$$5. -2v^2 - v + 12 = -3v^2 + 6v$$

$$7.28n^2 = -96 - 184n$$

2. 
$$m(m-3) = 0$$

$$4. n^2 = -18 - 9n$$

$$6.3x^2 - 8x = 16$$

$$X = -\frac{4}{3}, 4$$

$$8.7a^2 + 32 = 7 - 40a$$

### II. Using the Square Root Method: because "b" is 0

9. 
$$k^2 + 6 = 6$$

$$10.25v^2 = 1$$

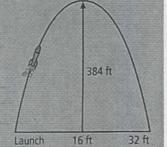
11. 
$$-10 - 5n^2 = -330$$

12. 
$$13p^2 - 3 = 4209$$

### III. With Projectile Motion: word problems in meters (-4.9) and feet (-16)

13. The diagram shows the path of a model rocket launched from the ground. It reaches a maximum altitude of 384 ft when it is above a location 16 ft from the launch site. What quadratic function models the height of the rocket? (HINT: write your equation without the "b" and use the vertex or zero as your point (x, y) to find b, then write your equation!)

$$y = -1.5(x)(x-32)$$
or
 $y = -1.5(x-16)^2 + 384$ 



- 14. A woman drops a front door key to her husband from their apartment window several stories above the ground. The function  $h = -16t^2 + 64$  gives the height h of the key in feet, t seconds after she releases it.
  - a. How long does it take the key to reach the ground?

# 2 seconds

b. What are the reasonable domain and range for the function *h*?

## 3.2 Complex Numbers

I. Operations: be careful of the sign: addition, subtraction, or multiplication

15. 
$$i + 6i$$

16. 
$$(-1-8i)$$
  $(4+i)$ 

$$17 -3 + 6i - (-5 - 3i) - 8i$$

7i

2+1

18. 
$$4i(-2-8i)$$

19. 
$$(2-i)(4+i)$$

$$20.6(-7+6i)(-4+2i)$$

II. Properties of Imaginary Numbers:  $i^2 = -1$ 

21. 
$$\sqrt{-40}$$

22. 
$$\sqrt{-210}$$

23. 
$$\sqrt{-24}$$

24. 
$$\sqrt{-96}$$

- III. Vocabulary Definitions: in order to understand word problems better
  - 25. Natural numbers Counting #'S
  - 27. Complex number atbi
  - 29. Irrational number rounded
- 26. Integer + whole #'S
- 28. Real number non-imagnam
- 30. Whole number vatural & 0
- IV. Solving with Complex Numbers: no solution is no longer an acceptable answer

31. 
$$k^2 + 12 = 6$$

32. 
$$x^2 - 2 = -20$$

$$X = \pm 3i\sqrt{2}$$

33. 
$$4b^2 - 2 = -326$$

$$34.2p^2 + 2 = 6$$

## 3.3 Completing the Square

I. Find the new "c" value: what would go in your □

35. 
$$x^2 + 6x + \Box$$

36. 
$$z^2 - 10z + \Box$$

$$37 r^2 + 32r + \square$$

38. 
$$a^2 - 7a + \square$$

9)





II. Convert to Vertex Form: DO NOT SOLVE

39. 
$$x^2 + 14x - 38 = y$$

$$40. y = x^2 + 6x - 59$$

41. 
$$x^2 - 2x - 3 = y$$

41. 
$$x^2 - 2x - 3 = y$$
 42.  $y = x^2$  12x + 23

III. Solve Using Completing the Square: get x alone and do not forget the "±"

43. 
$$r^2 - 4r - 91 = 7$$

$$44. b^2 + 2b = -20$$

$$45. k^2 - 4k + 1 = -5$$

46. 
$$2x^2 - 5x + 67 = 0$$

$$47. 4n^2 + 4n + 36 = 0$$

$$48.\ 3x^2 = -4 + 8x$$

$$N = \frac{-1}{2} + \frac{\sqrt{35}}{2}$$

$$X = 2, \frac{2}{3}$$

$$n = \frac{-1 \pm i\sqrt{35}}{2}$$

CYU Reflection: How far can you go: basic, intermediate, or advanced?

### Rate your mastery level!

How confident are you with the skills this CYU covered? Circle the

