

Domain Restriction Practice WS

REMINDER: 3 rules when domain restriction is necessary.

1. Denominators cannot equal zero. So, set the denominator $\neq 0$ and solve. If a quadratic or higher degree function factor first and set each factor $\neq 0$. It can be more than one number that is restricted.
2. Since the even root of a negative number creates imaginary numbers we need to ensure that any even rooted radicand is ≥ 0 . This guarantees any radicand will not be negative.
3. This situation is a combination of the first two rules. When the first two rules are combined you cannot have a negative under a radical and you cannot have a value of zero in the denominator. So, we combine the two methods and set the denominator > 0 because it cannot be negative and it can no longer = 0.

Determine the domain for each function provided. Remember the rules above as well as real-world restrictions when applicable.

1. $f(x) = 3x^2 - 4$

 No Rule applies.
 $D: (-\infty, \infty)$

2. $h(x) = \frac{2x+1}{x-1}$ Rule #1

$$\frac{x-1 \neq 0}{+1 \quad +1}$$

$$x \neq 1$$
 $D: (-\infty, 1) \cup (1, \infty)$

3. $g(x) = \sqrt{2x-5}$ Rule #2

$$\frac{2x - 5 \geq 0}{+5 \quad +5}$$

$$2x \geq 5$$

$$x \geq \frac{5}{2}$$
 $D: [\frac{5}{2}, \infty)$

4. $z(x) = \sqrt[3]{10x-2}$ No Rule applies (odd $\sqrt{\quad}$)
 $D: (-\infty, \infty)$

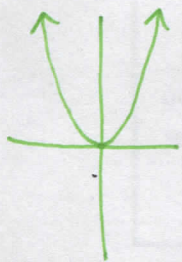
5. $w(x) = \frac{3}{x} + \frac{3}{x-1} + \frac{3}{x+1}$ Rule #1
 $x \neq 0$
 $x-1 \neq 0$
 $x \neq 1$
 $x+1 \neq 0$
 $x \neq -1$
 $D: (-\infty, -1) \cup (-1, 0) \cup (0, 1) \cup (1, \infty)$

6. $m(x) = \frac{\sqrt{1-x}}{\sqrt{1+x}}$ Rule #3
 $1-x > 0$
 $x > -1$
 $D: (-1, \infty)$

7. $n(x) = \frac{\sqrt{x^2 - 5x + 6}}{x-2}$ Rule #2
 $= \sqrt{(x-3)(x-2)}$

$x-3 \geq 0$ $x-2 > 0$
 $x \geq 3$ $x > 2$

$D: [3, \infty)$



9. $v(t) = 1000 - \frac{1}{2}(-32.2)t^2$

No Rule Applies.

$D: (-\infty, \infty)$

8. $c(x) = \frac{1}{x^2 - 8x + 12}$ Rule #1
 $(x-6)(x-2)$

$x-6 \neq 0$ $x-2 \neq 0$
 $x \neq 6$ $x \neq 2$

$D: (-\infty, 2) \cup (2, 6) \cup (6, \infty)$

10. In the previous problem, if the function represents real-time velocity of an object t seconds after launch, how does that change the domain restriction?

only positive values would work

$D: [0, \infty)$

11. $j(x) = \sqrt{\frac{x-2}{x+3}}$ Rule #3

$= \frac{\sqrt{x-2}}{\sqrt{x+3}}$ $x+3 > 0$
 $x > -3$

$D: (-3, \infty)$

12. $f(x) = \frac{(2x+3)(x-3)}{(2x+3)}$ = $x-3$ with hole

Rule #1
 $2x+3 \neq 0$
 $2x \neq -3$
 $x \neq -\frac{3}{2}$

$D: (-\infty, -\frac{3}{2}) \cup (-\frac{3}{2}, \infty)$

13. $k(x) = \sqrt[5]{\frac{x}{x-1}}$ Rule #1
 (odd $\sqrt{\quad}$)

$\frac{\sqrt[5]{x}}{\sqrt[5]{x-1}}$

$x-1 \neq 0$
 $x \neq 1$

$D: (-\infty, 1) \cup (1, \infty)$

15. $p(x) = \sqrt{\frac{x^2-1}{x^2-4}}$ Rule #3

$= \frac{\sqrt{x^2-1}}{\sqrt{x^2-4}}$

$D: (2, \infty)$

$x^2 - 4 > 0$

$x^2 > 4$

$x > \pm 2$

14. $q(x) = \frac{\sqrt{x^3 + 4x^2 - 4x - 16}}{\sqrt{x^2(x+4) - 4(x+4)}}$ Rule #2

$\frac{\sqrt{x^2(x+4) - 4(x+4)}}{\sqrt{(x^2-4)(x+4)}}$
 $\frac{\sqrt{(x+2)(x-2)(x+4)}}{\sqrt{(x+2)(x-2)(x+4)}}$

$x+2 \geq 0$ $x-2 \geq 0$ $x+4 \geq 0$
 $x \geq -2$ $x \geq 2$ $x \geq -4$

$D: [2, \infty)$