

# ADDING FRACTIONS

BE CAREFUL !!  
THINK ABOUT IT !!

WE CAN ONLY ADD/SUBTRACT FRACTIONS IF THE NUMBERS ON THE BOTTOM ARE THE SAME.

eg  $\frac{3}{5} + \frac{1}{5} = \frac{4}{5}$

(DENOMINATORS)

IF THE NUMBERS ON THE BOTTOM ARE NOT THE SAME:

• WE NEED TO MAKE THEM THE SAME.

• TO DO THIS, RE-WRITE THE QUESTION AS A SINGLE FRACTION.

STEP 1:  
WORK OUT THE BOTTOM LINE

$$\frac{1}{5} + \frac{2}{3}$$

?? ? ? ?

3	5
6	10
9	15
12	
15	

SNAP!

15 ← THIS IS THE LOWEST COMMON DENOMINATOR (L.C.D.)

STEP 2: WORK OUT THE TOP LINE

SO WHAT GOES ON TOP?

DIVIDE THE NEW BOTTOM NUMBER BY THE BOTTOM OF EACH OF THE ORIGINAL FRACTIONS, AND PUT THAT ANSWER OUTSIDE A BRACKET ON THE TOP LINE

5 INTO 15 GOES 3 TIMES

$$\frac{1}{5} + \frac{2}{3}$$
$$= \frac{3( ) + 5( )}{15}$$

Q. WHAT GOES INSIDE THE BRACKETS ??

A. THE TOP LINE OF EACH OF THE ORIGINAL FRACTIONS.

STEP 3:

$$\left( \frac{1}{5} + \frac{2}{3} \right)$$
$$= \frac{3(1) + 5(2)}{15}$$

$$\rightarrow \frac{3 + 10}{15} = \frac{13}{15}$$

WHAT IF THERE ARE LETTERS AS WELL AS NUMBERS ??

IT'S THE SAME METHOD !

USE THE STEPS + INSTRUCTIONS  
FROM THE PREVIOUS PAGE  
TO FOLLOW THESE EXAMPLES.

eg ①  $\frac{x}{2} + \frac{x}{5}$

L.C.D = 10

$$= \frac{5(x) + 2(x)}{10}$$

$$= \frac{5x + 2x}{10} = \boxed{\frac{7x}{10}}$$

eg ②  $\frac{3x-2}{4} + \frac{2x+1}{3}$

L.C.D = 12

$$= \frac{3(3x-2) + 4(2x+1)}{12}$$

$$= \frac{9x-6 + 8x+4}{12}$$

$$= \boxed{\frac{17x-2}{12}}$$

# ALGEBRAIC FRACTIONS

(UGH - EVEN WORSE THAN FRACTIONS!)

Q. WHAT HAPPENS WHEN THE LETTERS ARE ON THE BOTTOM? A. EXACTLY THE SAME.

IF IT'S JUST ONE FRACTION:

- FACTORISE IF YOU CAN
- DIVIDE TOP AND THE BOTTOM BY SAME THING
- OR DIVIDE TOP BY THE BOTTOM.

eg ①  $\frac{a^7}{a^3} = a^4$

②  $\frac{20a^5}{15a^3} = \frac{4a^5}{3a^3} = \frac{4a^2}{3}$

← DIVIDE TOP + BOT BY 5

← DIVIDE  $a^5$  by  $a^3$

→ SEE NOTES ON FACTORISING

FACTORIZING

③  $\frac{x^2 + 6x + 8}{x + 4}$

$\frac{(x+4)(x+2)}{(x+4)} = \boxed{x+2}$

IF THERE'S MORE THAN ONE FRACTION

FIND L.C.D.

[NOW, WE CAN'T REALLY  
FIND L.C.D. OF LETTERS,  
SO WE MULTIPLY THEM TOGETHER]

eg WRITE

$$\frac{1}{x+2} + \frac{1}{x}$$

AS A SINGLE FRACTION.

$$\text{L.C.D.} = (x+2)(x)$$

$$\frac{x(1) + (x+2)(1)}{(x+2)(x)} = \frac{x + x + 2}{(x+2)(x)} = \frac{2x+2}{(x+2)(x)}$$

# ALGEBRA

# (LINEAR)

## • SOLVING LINEAR EQUATIONS

- ① TIDY UP
  - REMOVE ANY BRACKETS
  - GET RID OF FRACTIONS
  - ADD LIKE TERMS
- ② GET  $x$ 'S ON ONE SIDE [USUALLY LEFT]
- ③ GET NUMBERS ONTO OTHER SIDE.
- ④ DIVIDE BY NUMBER IN FRONT OF  $x$  TO SOLVE.

$$2(2x - 4) = 12 - 3(2x - 1)$$

①  $4x - 8 = 12 - 6x + 3$

$$4x - 8 = 15 - 6x$$

+6x

+6x

~~6x~~

I DON'T WANT  $x$ 'S OVER HERE, SO ADD  $6x$  TO BOTH SIDES

$$10x - 8 = 15$$

+8                      +8

NEED TO GET RID OF THIS -8, SO ADD 8 TO BOTH SIDES

$$10x = 23$$

÷10

÷10

THIS MEANS " $x$ " MULTIPLIED BY 10 SO TO UNDO THIS I DIVIDE (BOTH SIDES) BY 10

$$x = 2.3$$

### METHOD

① TIDY UP.

← GET RID OF BRACKETS

← ADD LIKE TERMS.

② GET  $x$ 'S ON ONE SIDE

③ GET NUMBERS ONTO OTHER SIDE.

④ DIVIDE BY NUMBER IN FRONT OF  $x$

WITH PRACTICE YOU WILL GET MUCH QUICKER AND WILL BE ABLE TO TAKE SHORT CUTS, BUT ONLY IF YOU UNDERSTAND WHY

## GOLDEN RULES:

- I CAN ONLY WORK ON ONE SIDE OF THE EQUATION AT ANY ONE TIME.
- WHATEVER I DO TO ONE SIDE, I HAVE TO DO THE EXACT SAME THING TO THE OTHER SIDE...

### EQUATIONS WITH FRACTIONS

→ UGH. GET RID...

TO GET RID OF FRACTIONS FROM OUR EQUATION WE MULTIPLY EVERYTHING BY THE LOWEST COMMON DENOMINATOR

← SNAP!!! WITH NUMBERS ON BOTTOM

eg

$$\frac{x}{6} - \frac{x}{2} = 5$$
$$\downarrow \quad \downarrow \quad \downarrow$$
$$6\left(\frac{x}{6}\right) - 6\left(\frac{x}{2}\right) = 6(5)$$
$$\cancel{6}\left(\frac{x}{\cancel{6}}\right) - \cancel{3}\left(\frac{x}{\cancel{2}}\right) = 6(5)$$

①  
L.C.D. = 6  
← [MULTIPLY EACH TERM BY 6]

②  
NOW DIVIDE EACH NUMBER ON THE BOTTOM INTO THE NUMBER OUTSIDE THE BRACKET.  
←

③  
← TIDY UP

$$x - 3x = 30$$

$$-2x = 30$$

$$2x = -30$$

← CHANGE SIGNS OF BOTH SIDES.

← DIVIDE BY 2

$$\boxed{x = -15}$$

## SIMULTANEOUS EQUATIONS

eg

$$\begin{aligned} 2x + 5y &= -15 \\ 4x + 3y &= -9 \end{aligned}$$

PROBLEM: • WE HAVE

2 LETTERS:  $x$ 's AND  $y$ 's.

• WE CAN ONLY SOLVE EQUATIONS WITH ONE LETTER.

SOLUTION: WE NEED TO GET RID OF ONE OF THE LETTERS.

GREAT.... HOW?

— IF WE HAVE THE SAME NUMBER OF  $y$ 's IN BOTH EQUATIONS, WITH 1  $\oplus$  AND 1  $\ominus$ , THEN ADDING THE EQUATIONS TOGETHER WILL LEAVE ME WITH NO  $y$ 's.... GREAT!!

— HOW? • MULTIPLY TOP LINE BY NUMBER IN FRONT OF  $y$  ON THE BOTTOM AND VICE VERSA.  
• YOU MIGHT NEED TO CHANGE THE SIGN OF ONE ENTIRE EQUATION.

So,  $\begin{aligned} \textcircled{x3} \textcircled{1} \quad 2x + \textcircled{5}y &= -15 \\ \textcircled{x5} \textcircled{2} \quad 4x + \textcircled{3}y &= -9 \end{aligned}$

$$\begin{array}{rcl} \textcircled{x3} \textcircled{1} & 6x + 15y & = -45 \\ \textcircled{x5} \textcircled{2} & 20x + 15y & = -45 \\ \hline & -6x - 15y & = 45 \\ & \rightarrow 20x + 15y & = -45 \\ \hline \end{array}$$

← CHANGE SIGNS OF TOP LINE

ADD  $\textcircled{2}$  EQUATIONS TOGETHER...

$y$ 's DISAPPEAR...

$$14x = 0$$

$$x = 0$$

CONTINUED ON NEXT PAGE...

$$x=0$$

BUT WE ALSO NEED TO FIND  $y$ .

①  $2x + 5y = -15$  ← CHOOSE EITHER OF YOUR FIRST TWO EQUATIONS

$2(0) + 5y = -15$  ← SUBSTITUTE IN YOUR ANSWER FOR  $x$  ( $x=0$ )

$$5y = -15$$

$$\boxed{y = -3}$$

ANS:  $\boxed{x = 0, y = -3}$

---

YOU SOMETIMES NEED TO RE-ARRANGE THE INITIAL EQUATIONS TO LOOK LIKE THIS...

- FOR EXAMPLE
- GET RID OF BRACKETS/FRACTIONS
  - GET  $x$ 'S AND  $y$ 'S ONTO SAME SIDE
  - GET NUMBERS ONTO OTHER SIDE.

---

IN THEORY, WHEN YOU GET AN ANSWER FOR  $x$  AND  $y$ , THIS IS A "POINT" ON

THE  $x$ - AND  $y$ -AXES. THIS IS THE

PLACE WHERE THE 2 LINES CROSS

eg  $2x + 5y = -15$  IS A LINE...



## INEQUALITIES

TREAT JUST LIKE EQUATIONS  
BUT

$< > \geq \leq$

[DON'T WORRY ABOUT THE SIGNS...]

NEVER CHANGE SIGNS OR  
MULTIPLY / DIVIDE BY A  
MINUS NUMBER.

eg

$$\begin{array}{rcl} 3x - 2 & \leq & 4 \\ + 2 & & + 2 \\ \hline 3x & \leq & 6 \\ \boxed{x \leq 2} \end{array}$$

GET x'S ON ONE SIDE  
GET NUMBERS ON OTHER SIDE

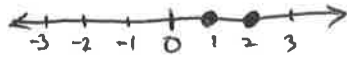
$\div$  BY 3

## GRAPHING INEQUALITIES

$$x \in \mathbb{N}$$

$$x \in \mathbb{Z}$$

$$x \in \mathbb{R}$$



$\mathbb{N}$  = NATURAL

$\mathbb{Z}$  = INTEGERS

$\mathbb{R}$  = REAL

(USE HEAVY BLACK LINE)

LESS THAN OR  
EQUAL TO 2

NUMBERS

WHOLE  
NUMBERS  
- USE DOTS

# MANIPULATING FORMULAS

# / REARRANGING EQUATIONS WITH LOTS OF LETTERS

- THESE LOOK HARD BUT ARE ACTUALLY EASIER THAN EQUATIONS BECAUSE THERE IS NO CALCULATION INVOLVED...

eg Express t in terms of u, v, and a.

$$v = u + at$$



$$\begin{array}{rcl} u + at & = & v \\ -u & & -u \end{array}$$

$$at = v - u$$

$$t = \frac{v - u}{a}$$

THIS IS NEARLY IT.

at means  
 $t \times a$   
↑  
UNDO  $\times a$   
SO  $\div a$

SWITCHED SIDES TO GET t ON LEFT.

NEED TO GET t ON ITS OWN

DIVIDE BY LETTER IN FRONT OF t

## METHOD

WE WANT TO GET  $t = ?$

- ① GET ANYTHING WITH t ON ITS OWN ON THE LEFT.
- ② IN REALLY HARD QUESTIONS YOU WILL NEED TO TAKE OUT A FACTOR OF t.

## WORD PROBLEMS (HARD)

- THEY GIVE YOU A "PROBLEM" IN WORDS. WE NEED TO SOMEHOW MAKE THIS INTO AN EQUATION AND SOLVE IT.
- READ QUESTION CAREFULLY
- HIGHLIGHT IMPORTANT WORDS.
- LET UNKNOWN NUMBER =  $x$
- IF THERE ARE 2 UNKNOWN, LET THE OTHER LETTER =  $y$ , THEN YOU WILL GET SIMULTANEOUS EQUATIONS...
- IF YOU'RE NOT SURE HOW TO FORM THE EQUATION, MAKE UP A NUMBER FOR  $x$ , AND WRITE DOWN HOW YOU WOULD WRITE DOWN THE EQUATION IF THIS WAS CORRECT.

eg Q. WHEN I MULTIPLY A NUMBER BY 12 AND ADD 37, THE RESULT IS 325. FIND THE NUMBER.

A.

NUMBER =  $x$

PRETEND  $x = 5$

MULTIPLY 5 BY 12 AND ADD 37

$$5 \times 12 + 37$$

BUT  $x$  IS NOT 5, SO WRITE THIS AS

$$x \times 12 + 37 = 325$$

$$12x + 37 = 325$$

SOLVE THIS

# ALGEBRA

## (QUADRATICS)

- A QUADRATIC EXPRESSION HAS AN  $x^2$  TERM  
(IT COULD BE A DIFFERENT LETTER)  
 $\left[ \begin{array}{l} \text{QUAD BIKE} = 4 \text{ WHEELS} \\ \text{SQUARE} = 4 \text{ SIDES} \end{array} \right]$

eg  $x^2 - 3x - 4$  IS A QUADRATIC EXPRESSION

- A QUADRATIC EQUATION HAS AN "=" SIGN.

eg  $x^2 - 3x - 4 = 0$

WE HAVE 2 WAYS TO  
SOLVE QUADRATIC EQUATIONS

FACTORS

BE CAREFUL  
OF THE SIGNS

-b FORMULA

BE CAREFUL  
OF THE SIGNS

THE "=" 0"  
BIT IS  
VERY VERY  
IMPORTANT

IF IT'S NOT = 0  
WE MIGHT NEED  
TO CHANGE THINGS  
AROUND TO GET  
A = 0

- ① MAKE SURE YOU GET AN "=" 0" IN YOUR EQUATION
- ② FACTORISE OR ② USE THE FORMULA.
- ③ LET EACH BRACKET = 0 AND SOLVE ③ THESE ARE YOUR 2 ANSWERS
- ④ THESE ARE YOUR 2 ANSWERS

YOUR EQUATION  
SHOULD LOOK  
LIKE :

$$ax^2 + bx + c = 0$$

EITHER WAY, YOU SHOULD ALMOST ALWAYS GET  
2 ANSWERS / SOLUTIONS. WE OFTEN CALL  
THESE THE ROOTS OF THE EQUATION.

# FACTORISING

## A EASIER ONES

- |                      |                      |                      |
|----------------------|----------------------|----------------------|
| 1. $x^2 + 3x + 2$    | 2. $x^2 + 4x + 3$    | 3. $x^2 + 6x + 5$    |
| 4. $x^2 + 8x + 7$    | 5. $x^2 + 12x + 11$  | 6. $x^2 + 6x + 8$    |
| 7. $x^2 + 5x + 4$    | 8. $x^2 + 7x + 12$   | 9. $x^2 + 7x + 10$   |
| 10. $x^2 + 11x + 10$ | 11. $x^2 + 8x + 12$  | 12. $x^2 + 13x + 12$ |
| 13. $x^2 - 9x + 14$  | 14. $x^2 - 10x + 21$ | 15. $x^2 - 8x + 12$  |
| 16. $x^2 - 2x - 8$   | 17. $x^2 + 8x - 20$  | 18. $x^2 - 4x - 12$  |
| 19. $x^2 + 2x - 15$  | 20. $x^2 - x - 12$   | 21. $x^2 + x - 30$   |

BE CAREFUL

WATCH THESE  
SIGNS !!

## B HARDER ONES

- |                     |                      |                    |
|---------------------|----------------------|--------------------|
| 1. $2x^2 + 5x + 3$  | 2. $3x^2 + 8x - 3$   | 3. $2x^2 - 7x + 6$ |
| 4. $3x^2 - 4x - 7$  | 5. $2x^2 - 9x - 5$   | 6. $5x^2 + 9x - 2$ |
| 7. $2x^2 + 7x - 15$ | 8. $3x^2 - 11x - 20$ | 9. $7x^2 + 5x - 2$ |

### EXAMPLES

A 8.  $x^2 + 7x + 12$

$$\begin{array}{rcl}
 x & \nearrow & 3 \quad 3x \\
 & \searrow & + \\
 x & \nearrow & 4 \quad 4x \\
 \hline
 & & 7x \checkmark
 \end{array}$$

$(x + 3)(x + 4)$

B 4.  $3x^2 - 4x - 7$

$$\begin{array}{rcl}
 3x & \nearrow & -7 \quad -7x \\
 & \searrow & + \\
 x & \nearrow & 1 \quad 3x \\
 \hline
 & & -4x \checkmark
 \end{array}$$

$(3x - 7)(x + 1)$

# FACTORISING TO SOLVE A QUADRATIC EQUATION

eg  $2x^2 + 15x + 7 = 0$  ① MAKE SURE EQUATION HAS  $=0$

$$\begin{array}{ccc} 2x & & 1 \\ & \searrow & \nearrow \\ & 7 & 14x \\ & & \hline & & 15x \checkmark \end{array}$$

② FACTORISE

$$(2x + 1)(x + 7) = 0$$

$$2x + 1 = 0$$

$$2x = -1$$

$$x = -\frac{1}{2}$$

$$x + 7 = 0$$

$$x = -7$$

2 ROOTS

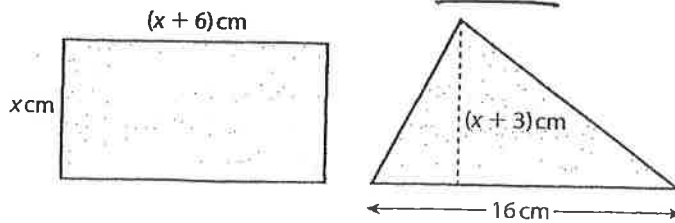
③ LET EACH FACTOR  $=0$  + SOLVE

THEY SOMETIMES LIKE TO HIDE THE QUADRATIC EQUATION, FOR EXAMPLE BY GIVING YOU A RECTANGLE / TRIANGLE AND ASKING YOU TO WORK OUT THE AREA. REMEMBER, ALGEBRA FOLLOWS THE SAME RULES AS NORMAL NUMBERS!

YOU WILL NEED TO RECOGNISE QUADRATIC EQUATIONS IN THESE UNFAMILIAR SITUATIONS.

SEE THE NEXT PAGE FOR AN EXAMPLE...

E6. The rectangle and triangle below each have the same area.



- (i) Write an expression in  $x$  for  
 (a) the area of the rectangle      (b) the area of the triangle.
- (ii) Form an equation and solve it to find the value of  $x$ .  
 Hence find the dimensions of the rectangle.  
 Why did you take only one value for  $x$ ?

(i)

(a)  $\text{LENGTH} \times \text{WIDTH}$   
 $x(x + 6)$   
 $= x^2 + 6x$

(b)  $\frac{1}{2} \text{ BASE} \times \text{HEIGHT}$   
 $= \frac{1}{2}(16)(x + 3)$   
 $= 8(x + 3)$   
 $= 8x + 24$

(ii) SAME AREA. SO

$$\begin{array}{rcl} x^2 + 6x & = & 8x + 24 \\ -8x & -24 & \quad -8x \quad -24 \end{array}$$

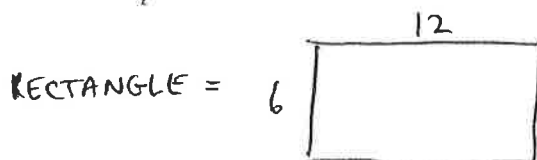
WE NEED  
AN  $= 0$

$$x^2 - 2x - 24 = 0$$

$$\begin{array}{rcl} x & & 4 \quad 4x \\ x & & -6 \quad -6x \\ \hline & & -24 \quad \checkmark \end{array}$$

$$(x + 4)(x - 6) = 0$$

$$\cancel{x = -4} \quad x = 6$$



RULE OUT  $x = -4$   
 BECAUSE A SIDE OF  
 A RECTANGLE MUST  
 BE A POSITIVE NUMBER.

THEY CAN ALSO HIDE QUADRATIC EQUATIONS IN  
EQUATIONS WITH FRACTIONS. FOLLOW ALL THE USUAL  
RULES FOR EQUATIONS WITH FRACTIONS.

YOU WILL NEED TO RECOGNISE A QUADRATIC EQUATION

eg 
$$\frac{x+7}{3} + \frac{2}{x} = 4$$

L.C.M. =  $3x$   
SO MULTIPLY EACH  
TERM BY  $3x$

$$3x \left( \frac{x+7}{\cancel{3}} \right) + \cancel{3} \left( \frac{2}{\cancel{x}} \right) = 3x(4)$$

$$x^2 + 7x + 6 = 12x$$

$-12x$

WE NEED AN  
 $= 0$

$$x^2 - 5x + 6 = 0$$

NOW SOLVE IN THE USUAL WAY.

SEE SECTION ON  
LINEAR EQUATIONS  
FOR OTHER EXAMPLES  
OF EQUATIONS WITH  
FRACTIONS



# QUADRATIC FORMULA

• THE OTHER METHOD TO SOLVE QUADRATIC EQUATIONS.

• YOU NEED TO KNOW THIS, AS IT CAN SOMETIMES COME UP IN THE "COMPLEX NUMBERS" QUESTION. IT CAN ALSO BE THE ONLY WAY TO ANSWER CERTAIN QUADRATIC EQUATIONS

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

## STEPS

① WRITE EQUATION IN CORRECT ORDER

eg  $ax^2 + bx + c = 0$

↑  
IMPORTANT.

② WRITE DOWN WHAT  $a =$  ,  $b =$  ,  $c =$   
(THESE TAKE WHATEVER SIGN IS ATTACHED TO THEM IN THE EQUATION)

eg  $3x^2 - 7x + 2 = 0$

$a = 3 \quad b = -7 \quad c = 2$

③ WORK OUT YOUR 2 ANSWERS. USE A CALCULATOR, BUT PLEASE... WATCH THE SIGNS

• IT CAN BE EASIER IF YOU DO THE  $\sqrt{\quad}$  BIT FIRST, ON SOME ROUGH WORK

EXAMPLE ON NEXT PAGE...

## SOME NOTES

- ① THE FORMULA IS ON THE FRONT COVER OF THE TABLES BOOK!
- ② BE CAREFUL WITH SIGNS.
- ③ YOU WILL GET 2 ANSWERS
- ④  $\pm$  MEANS "PLUS OR MINUS"

eg

$$3x^2 + 5x - 3 = 0$$

$a = 3 \quad b = 5 \quad c = -3$

$\pm$  MEANS YOU  
WILL GET  
2 ANSWERS  
 $1 \oplus / 1 \ominus$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$\frac{-5 \pm \sqrt{(5)^2 - 4(3)(-3)}}{2(3)}$$

$\rightarrow$   $\frac{RW}{\sqrt{(5)^2 - 4(3)(-3)}} = \sqrt{61}$

$\swarrow$

$$\frac{-5 \pm \sqrt{61}}{6}$$

$\swarrow$

$$\frac{-5 + \sqrt{61}}{6}$$

OR

$\swarrow$

$$\frac{-5 - \sqrt{61}}{6}$$

$$x = 0.468$$

OR

$$x = -2.135$$

# QUADRATIC EQUATIONS

## (WORKING BACKWARDS)

- SOMETIMES YOU WILL BE GIVEN THE ANSWERS/ROOTS AND BE ASKED TO FORM THE EQUATION.

FIRSTLY, LET'S LOOK AT WHAT THE "NORMAL" QUADRATIC EQUATION LOOKS LIKE

EQUATION  $x^2 - 6x + 5 = 0$

↓

BRACKETS  $(x - 5)(x - 1) = 0$

↓

ROOTS  $x = 5$      $x = 1$

Diagram showing the process of finding roots from the equation and brackets. The equation  $x^2 - 6x + 5 = 0$  is shown with a cross through it. The roots  $x = 5$  and  $x = 1$  are shown in boxes. The brackets  $(x - 5)(x - 1) = 0$  are shown in a box. The process is labeled "EQUATION", "BRACKETS", and "ROOTS".

NOW WE NEED TO GO THE OTHER WAY.

so,

ROOTS → BRACKETS  
BRACKETS → EQUATION

EG. FORM THE QUADRATIC EQUATION WITH THE ROOTS 3 AND -1

ROOTS →  $x = 3$      $x = -1$

↓

BRACKETS  $(x - 3)(x + 1) = 0$

↓

EQUATION  $x^2 - 2x - 3 = 0$

Diagram showing the process of forming the quadratic equation from the roots. The roots  $x = 3$  and  $x = -1$  are shown. The brackets  $(x - 3)(x + 1) = 0$  are shown. The equation  $x^2 - 2x - 3 = 0$  is shown. The process is labeled "ROOTS", "BRACKETS", and "EQUATION".

THIS MEANS  $x = 3$      $x = -1$

WE NEED  $= 0$


THESE ARE NOW THE BRACKETS

FOIL

$x^2 + 1x - 3x - 3 = 0$

# NIGHTMARE

## SIMULTANEOUS EQUATIONS WITH 1 QUADRATIC.

eg SOLVE:  $x^2 + y^2 = 10$  → QUADRATIC <sup>eg</sup>   
 $x - y = 4$  → LINEAR

- THESE ARE LONG, BUT CAN COME UP IN DIFFERENT PARTS OF THE COURSE, SO WE HAVE TO BE ABLE TO DO THEM...

### METHOD

- WE ARE BEING ASKED TO FIND THE POINTS OF INTERSECTION OF THE TWO FUNCTIONS / EQUATIONS.
- YOU WILL NEED TO DO A FEW BITS OF ROUGH WORK AT TIMES.
- IN THE MIDDLE, YOU WILL GET A QUADRATIC EQUATION. YOU CAN SOLVE THIS USING EITHER FACTORISING OR THE  $-b$  FORMULA.
- SEE THE EXAMPLE ON THE NEXT PAGE.

- ① WRITE EQUATIONS
- ② ISOLATE ONE OF THE LETTERS FROM THE LINEAR.
- ③ SUBSTITUTE THIS INTO THE QUADRATIC.
- ④ THIS GIVES YOU A QUADRATIC EQUATION WITH 1 LETTER
- ⑤ SOLVE [2 ANSWERS]
- ⑥ DON'T FORGET TO GET THE OTHER LETTER IN EACH CASE...

$$\textcircled{1} \quad x^2 + y^2 = 10$$

$$\textcircled{2} \quad x - y = 4$$

$$\textcircled{2} \quad x - \cancel{y} = 4 \quad +y$$

$$x = 4 + y \quad \textcircled{3}$$

ISOLATE ONE OF THE LETTERS

$$\textcircled{1} \quad x^2 + y^2 = 10$$

$$(4+y)^2 + y^2 = 10$$

$$16 + 8y + y^2 + y^2 = 10$$

SUB THU INTO QUADRATIC.

↑ RW

$$(4+y)^2$$

$$(4+y)(4+y)$$

$$4(4+y) + y(4+y)$$

$$16 + 4y + 4y + y^2$$

$$16 + 8y + y^2$$

TIDY UP TO GET = 0

$$2y^2 + 8y + 6 = 0$$

THIS IS YOUR NEW QUADRATIC EQUATION

METHOD 1 FACTORS

$$2y^2 + 8y + 6 = 0$$

$$\div 2 \quad y^2 + 4y + 3 = 0$$

$$\begin{array}{r} y \quad \quad 3 \\ \times \\ y \quad \quad 1 \end{array}$$

$$(y+3)(y+1) = 0$$

$$y = -3 \quad \text{OR} \quad y = -1$$

$$x = 4 + y \quad \textcircled{3} \quad x = 4 + y \quad \textcircled{3}$$

$$x = 4 - 3 = 1 \quad x = 4 - 1 = 3$$

$$x = 1$$

$$x = 3$$

$$(1, -3)$$

$$(3, -1)$$

METHOD 2 -b FORMULA

$$a = 2$$

$$b = 8$$

$$c = 6$$

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$\frac{-8 \pm \sqrt{(8)^2 - 4(2)(6)}}{2(2)}$$

$$\frac{-8 \pm \sqrt{64 - 48}}{4}$$

$$\frac{-8 + \sqrt{16}}{4}$$

$$\text{OR} \quad \frac{-8 - 4}{4}$$

$$y = -1$$

$$x = 4 - 1$$

$$x = 3$$

$$(3, -1)$$

$$\text{OR} \quad y = -3$$

$$x = 4 - 3$$

$$x = 1$$

$$(1, -3)$$

IT CAN HELP TO DRAW A GRAPH

OR

YOU MIGHT BE ASKED TO USE A GRAPH TO  
SOLVE QUADRATIC EQUATIONS.

VERY IMPORTANT

"ROOTS" = ANSWERS = WHERE GRAPH  
CROSSES  $x$ -AXIS

WHERE 2 GRAPHS CROSS / TOUCH ARE  
CALLED "POINTS OF INTERSECTION"

### METHOD

- EITHER DRAW THE GRAPH OR  
USE THE GRAPH GIVEN TO YOU.
- IDENTIFY THE "ROOTS" / "SOLUTIONS" /  
"ANSWERS" BY  
FINDING WHERE THE GRAPH CROSSES  
THE  $x$ -AXIS.
- THIS IS AN ESTIMATE - YOU  
MAY BE ASKED TO SUBSTITUTE  
YOUR ANSWER BACK IN TO THE  
ORIGINAL FUNCTION: REPLACE THE  
 $x$  IN THE FUNCTION WITH YOUR  
ANSWER(S) FOR  $x$ .

# COMPLEX NUMBERS

eg

$$3 + 4i$$

↑            ↑  
REAL        IMAGINARY

OR

$$a + bi$$

↑            ↑  
REAL        IM

JUST LIKE ALGEBRA

- EXCEPT

$$i^2 = -1$$

OR

$$i = \sqrt{-1}$$

## INTRODUCTION

- WE NEED COMPLEX NUMBERS TO DEAL WITH SQUARE ROOTS OF NEGATIVE NUMBERS.
- TRY ENTERING  $\sqrt{-4}$  INTO YOUR CALCULATOR  $\rightarrow$  YOU WILL GET AN ERROR.

- WE HAVE  $i = \sqrt{-1}$ . SO

$$\boxed{\sqrt{-4}} = \sqrt{4} \times \sqrt{-1} = \boxed{2i}$$

↑  
 $\sqrt{4} = 2$

- IN PRACTICE, A LOT OF WHAT WE DO WITH COMPLEX NUMBERS IS JUST NORMAL ALGEBRA EXCEPT:

EVERYWHERE YOU COME ACROSS  $i^2$   
REPLACE IT WITH  $-1$

SO  $3i^2 = -3$

$$-5i^2 = +5$$

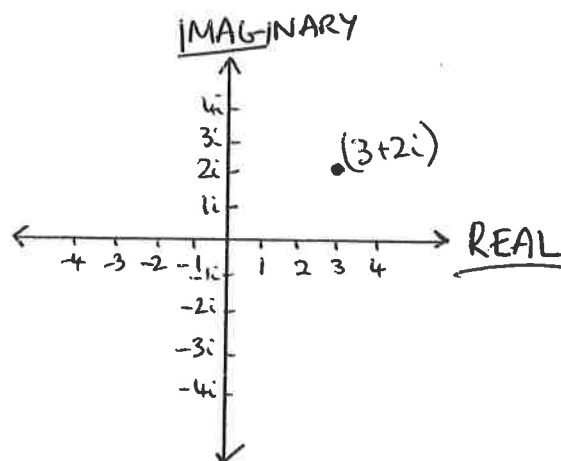
HINT:

IF YOU SEE  $i^2$ ,  
CHANGE THE SIGN  
AND DROP THE  $i^2$

# ARGAND DIAGRAM

IT OFTEN HELPS  
US TO DRAW A  
PICTURE.

THIS IS WHERE WE PLOT  
COMPLEX NUMBERS AS  
CO-ORDINATES, (LIKE X AND Y  
AXES)



## MODULUS

$|z|$

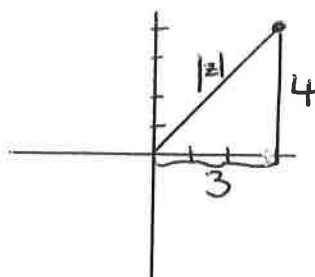
(THIS IS THE DISTANCE FROM THE "ORIGIN"  
TO THE "POINT" REPRESENTED ON  
THE ARGAND DIAGRAM)

BE VERY FAMILIAR  
WITH THE NOTATION/  
HOW THE MODULUS  
IS WRITTEN ...

- ① PLOT THE POINT  
ON THE ARGAND  
DIAGRAM. (THIS CAN BE  
A VERY QUICK  
SKETCH)
- ② DRAW A RIGHT-ANGLED  
TRIANGLE + LABEL SIDE  
LENGTHS
- ③ USE PYTHAGORAS

eg  $z = 3 + 4i$

CALCULATE  $|z|$



$$|z|^2 = 3^2 + 4^2$$

$$|z|^2 = 9 + 16$$

$$|z|^2 = 25$$

$$|z| = \sqrt{25} = \boxed{5}$$



WE OFTEN USE THE LETTERS  $z$  OR  $w$   
TO REPRESENT COMPLEX NUMBERS.

eg  $z = 3 + 2i$

WHAT IS  $z^2$

ANS:

$$\begin{aligned} & (3+2i)^2 \\ &= (3+2i)(3+2i) \\ &= 9 + 6i + 6i + 4i^2 \\ &= 9 + 12i - 4 \\ &= \boxed{5 + 12i} \end{aligned}$$

CONJUGATE eg IF  $z = 3 + 5i$

$\bar{z}$

YOU HAVE TO  
KNOW THE  
NOTATION

↓

$$\bar{z} = 3 - 5i$$

CHANGE THE SIGN OF THE IMAGINARY PART  
ONLY

eg ①  $z = 3 + 4i$

$$\bar{z} = 3 - 4i$$

②  $w = 2 - 5i$

$$\bar{w} = 2 + 5i$$

\* THIS WILL BECOME VERY USEFUL  
FOR DIVIDING COMPLEX NUMBERS

WHAT HAPPENS WHEN YOU  
MULTIPLY BY 2?

$$\begin{aligned} i &= \boxed{i} \\ i^2 &= i \times i = i^2 = \boxed{-1} \end{aligned}$$

$$i^2 = i \times i = i^2 = -1$$

$$\begin{aligned} i^3 &= i \times i \times i \\ &= (i \times i) \times i \\ &= -1 \times i = \boxed{-i} \end{aligned}$$

$$= (i \times i) \times i$$

$$= -1 \times i = \boxed{-i}$$

$$i^4 = i^3 \times i$$
$$= (-i) \times i = -i^2 = \boxed{1}$$

$$= (-i) \times i = -i^2 = \boxed{1}$$

$$i^5 = i^4 \times i$$
$$= 1 \times i = i$$

$$11 \quad | \quad x \quad | \quad 11 \quad | \quad \boxed{c}$$

etc

$$\left[ \begin{array}{l} i = i \\ i^2 = -1 \\ i^3 = -i \\ i^4 = 1 \\ i^5 = i \\ i^6 = -1 \\ i^7 = -i \\ i^8 = 1 \end{array} \right]$$

$$i^2 = -1$$

$$i^3 = -i$$

$$i^4 = 1$$

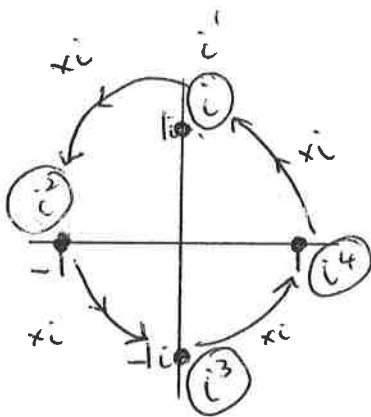
$$i^5 = i$$

16-1

$$i^7 = -i$$

$$i^8 = 1$$

REPEATS  
EVERY  
FOUR



So, MULTIPLYING BY  $i$   
IS A ROTATION BY  $90^\circ$

YOU SHOULD KNOW/REMEMBER  
THIS ...

## ADDING / SUBTRACTING COMPLEX NUMBERS

JUST LIKE IN ALGEBRA, WHEN WE CAN ONLY ADD "LIKE TERMS", WITH COMPLEX NUMBERS WE CAN ADD/SUBTRACT "REALS" AND "IMAGINARIES" SEPARATELY:

eg

$$\begin{array}{ccc} 3 + 4i & + & 2 - 3i \\ | & \times & | \\ \text{REAL} & & \text{IMAGINARY} \\ 3 + 2 & & 4i - 3i \\ \hline = & \boxed{5 + 1i} \end{array}$$

## MULTIPLYING COMPLEX NUMBERS

BEHAVES EXACTLY LIKE ALGEBRA, EXCEPT  $i^2 = -1$

EG.

$$\begin{aligned} \textcircled{1} \quad & 3(4 - 5i) \\ & = 12 - 15i \end{aligned}$$

$$\begin{aligned} \textcircled{2} \quad & 2(3 + 2i) - 4(2 + i) \\ & = 6 + 4i - 8 - 4i \\ & = \boxed{-2} \end{aligned}$$

$$\textcircled{3} \quad 3i(1 + 2i)$$

$$= 3i + 6i^2$$

$$= 3i - 6$$

$$= -6 + 3i$$

REMEMBER,  $i^2 = -1$

WE WRITE THE REAL BIT FIRST

$$\textcircled{4} \quad (-3 + 2i)(4 - 5i)$$

FOIL

$$= -12 + 15i + 8i - 10i^2$$

$$= -12 + 23i + 10$$

$$= -2 + 23i$$

# DIVIDING COMPLEX NUMBERS

eg  $\frac{3+2i}{4-5i}$

① EASY!

IF IT'S JUST  
A REAL NUMBER  
ON THE BOTTOM.

→ DIVIDE  
EACH TOP TERM  
BY THE NUMBER  
ON THE BOTTOM

eg. ①  $\frac{10 + 15i}{5}$

=  $\boxed{2 + 3i}$

②  $\frac{23 - 17i}{4}$

=  $\boxed{\frac{23}{4} - \frac{17}{4}i}$

② HARD

IF THE BOTTOM HAS AN  
IMAGINARY PART

→ MAKE IT  
INTO THE  
"EASY" TYPE

↑  
**HOW?**  
BY MULTIPLYING  
TOP AND BOTTOM  
BY THE CONJUGATE  
OF THE BOTTOM

eg  $\frac{5+5i}{1+2i}$

CONJUGATE  
OF  
 $1+2i$   
↓

**STEP 1** MULTIPLY TOP AND BOTTOM BY  $(1-2i)$

$\frac{(5+5i)(1-2i)}{(1+2i)(1-2i)}$

**STEP 2** LAY OUT IT LIKE THIS

**TOPS**  
 $(5+5i)(1-2i)$   
 $5(1-2i) + 5i(1-2i)$   
 $5 - 10i + 5i - 10i^2$   
 $5 - 5i + 10$   
**TOP:**  $\boxed{15 - 5i}$

**BOTS**  $(1+2i)(1-2i)$   
 $1(1-2i) + 2i(1-2i)$   
 $1 - 2i + 2i - 4i^2$   
 $1 + 4$   
**BOT:**  $\boxed{5}$

eg

COMPLEX NO.	CONJUGATE
$4+3i$	$4-3i$
$-2-4i$	$-2+4i$
$5-7i$	$5+7i$

ie CHANGE THE SIGN  
OF THE IMAGINARY PART

↓  
**WHY?**

BECAUSE IT MAKES  
THE BOTTOM A  
REAL NUMBER

**STEPS 3 + 4:** PUT  $\frac{\text{TOP}}{\text{BOT}}$  AND DIVIDE

$\frac{15 - 5i}{5} = \boxed{3 - i}$

# USING COMPLEX NUMBERS FOR QUADRATIC EQUATIONS

eg  $z^2 - 6z + 34 = 0$

$$\begin{aligned} a &= 1 \\ b &= -6 \\ c &= 34 \end{aligned}$$

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

THIS CAN'T BE SOLVED USING REAL NUMBERS ALONE!

SUB IN

$$\frac{-(-6) \pm \sqrt{(-6)^2 - 4(1)(34)}}{2(1)}$$

RW DO THE BIT UNDER THE SQUARE ROOT SIGN SEPARATELY.

$$\sqrt{(-6)^2 - 4(1)(34)}$$

$$= \sqrt{36 - 136}$$

$$= \sqrt{-100}$$

$$= \sqrt{100} \times \sqrt{-1}$$

$$= \boxed{10i}$$

$$\frac{6 \pm 10i}{2}$$

$$\boxed{3 + 5i}$$

OR

$$\boxed{3 - 5i}$$

THIS WILL ALWAYS HAPPEN. IF THE 2 ANSWERS ARE COMPLEX NUMBERS, ONE WILL BE THE "CONJUGATE" OF THE OTHER

YOU WILL NEED TO PRACTISE LOTS OF THESE

eg ①  $z^2 - 10z + 29 = 0$

②  $z^2 + 2z + 10 = 0$

③  $z^2 - 12z + 37 = 0$

④  $z^2 - 2z + 17 = 0$

## Course 1 Algebra Functions Differentiation

### Complex Numbers

#### Question 1

Joseph is doing a training session. During the session, his heart-rate,  $h(x)$ , is measured in beats per minute (BPM). For part of the session,  $h(x)$  can be modelled using the following function:

$$h(x) = -0.38x^3 + 2.6x^2 - 0.13x + 158$$

where  $x$  is the time, in minutes, from the start of the session, and  $0 \leq x \leq 6$ ,  $x \in \mathbb{R}$ .

- (e) Joseph has a smart watch that beeps every 15 seconds during the session. It beeps for the first time at exactly 2:55 p.m., as Joseph starts his session. It beeps for the last time at exactly 3:23 p.m., as Joseph finishes his session.

Work out how many times, in total, the smart watch beeps during the session, including the first and last beep.

- (f) Solve the equation

$$h'(x) = -1.14x^2 + 5.2x - 0.13 = 0$$

to find how long after the start of the session Joseph's heart-rate is at a maximum, for  $0 \leq x \leq 6$ ,  $x \in \mathbb{R}$ . Give your answer in minutes, correct to 2 decimal places.

## Question 2

### Question 2

(25 marks)

(a) Solve the equation:

$$\frac{9x-6}{2} = \frac{3x-14}{3} + \frac{9x}{4}.$$

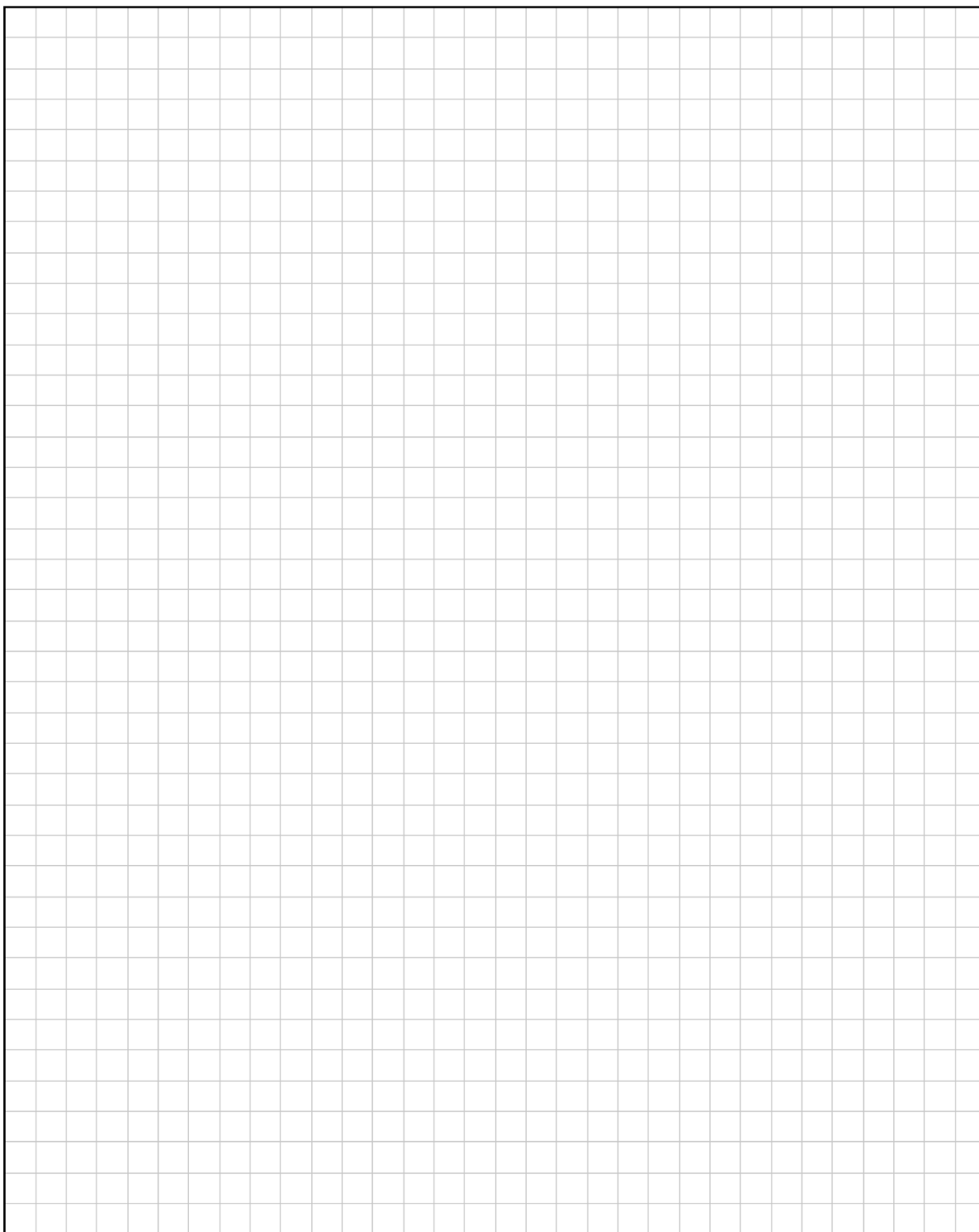




**(b)** Solve the simultaneous equations:

$$3x - y = 4$$

$$4x^2 - 3xy = 4.$$



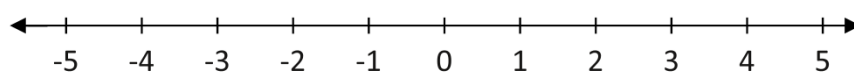
### Question 3

#### Question 6

(25 marks)

(a) Solve the following inequality for  $x \in \mathbb{R}$  and show your solution on the numberline below:

$$2(3 - x) < 8.$$



**(b)** Solve for  $x$ :

$$2^{2x-1} = 64.$$

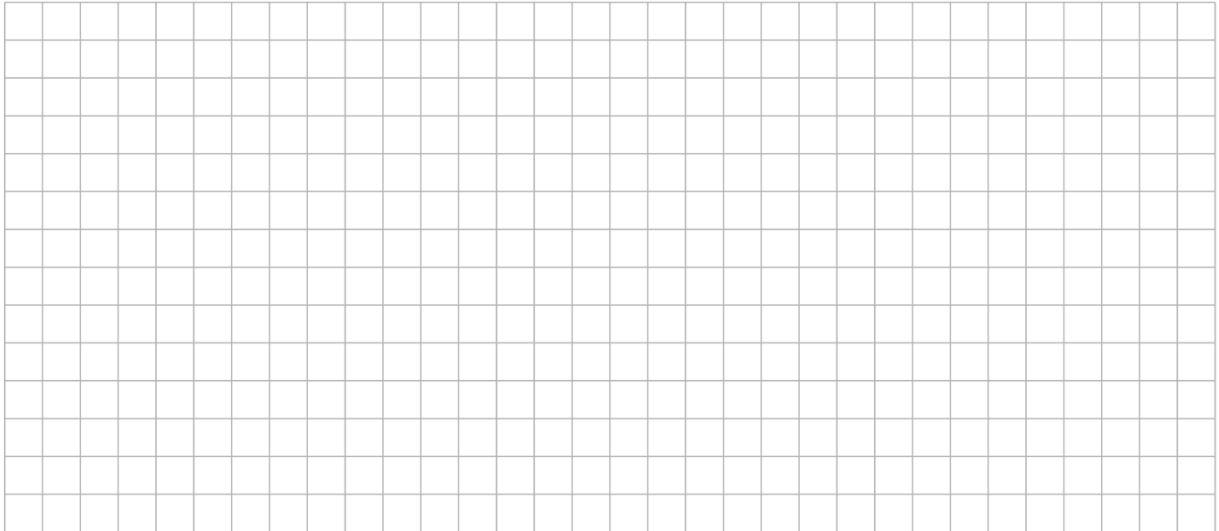


#### Question 4

#### Question 3

(25 marks)

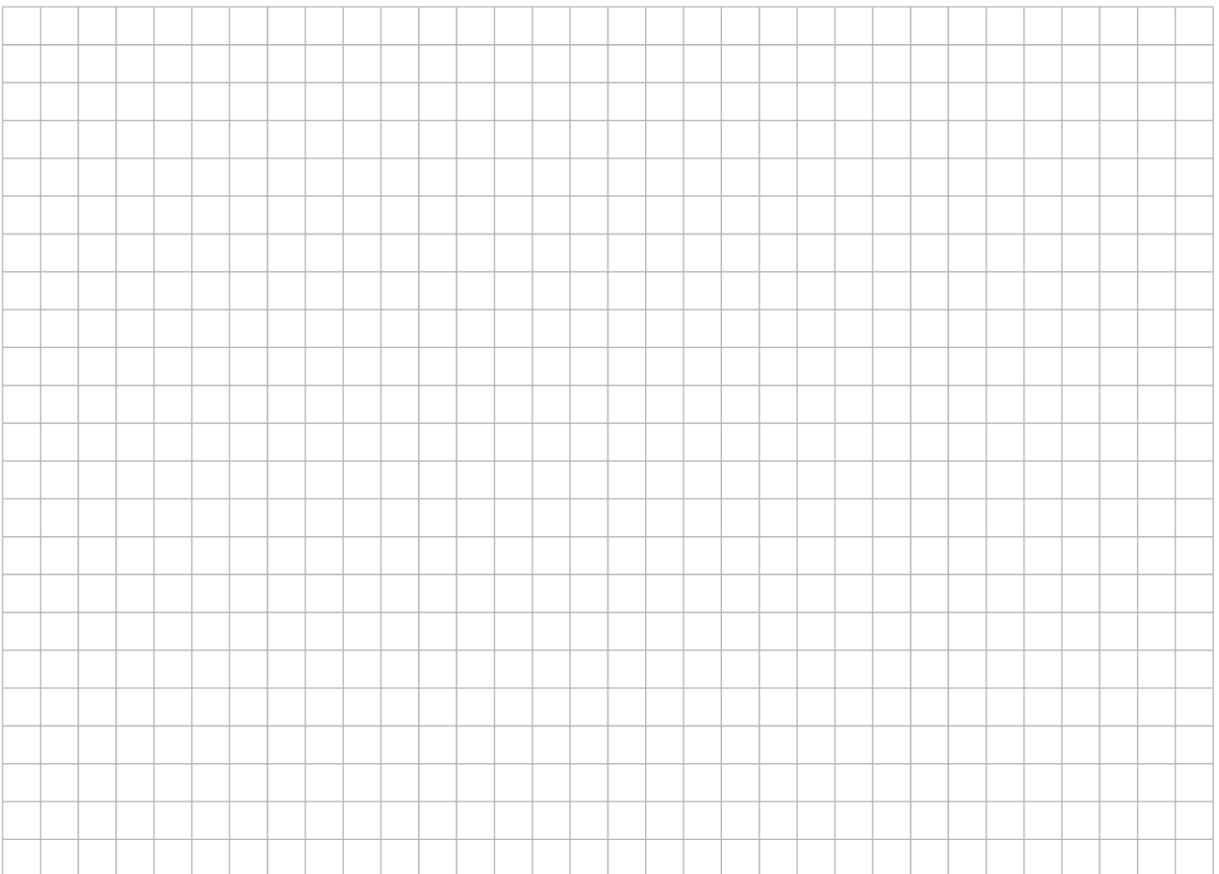
- (a) Solve the equation  $2x^2 - 7x - 3 = 0$ . Give each answer correct to 2 decimal places.



- (b) Solve the simultaneous equations below to find the value of  $a$  and the value of  $b$ .

$$2a + 3b = 15$$

$$5a + b = -8$$



## Question 5

**Question 5****(25 marks)**

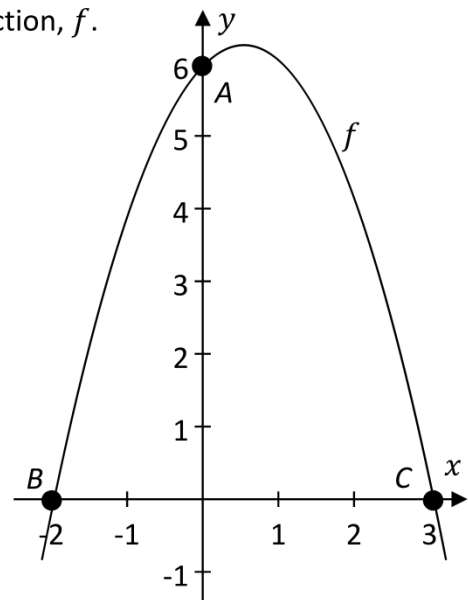
The diagram on the right shows the graph of a quadratic function,  $f$ .

- (a) Write down the co-ordinates of  $A$ ,  $B$ , and  $C$ .

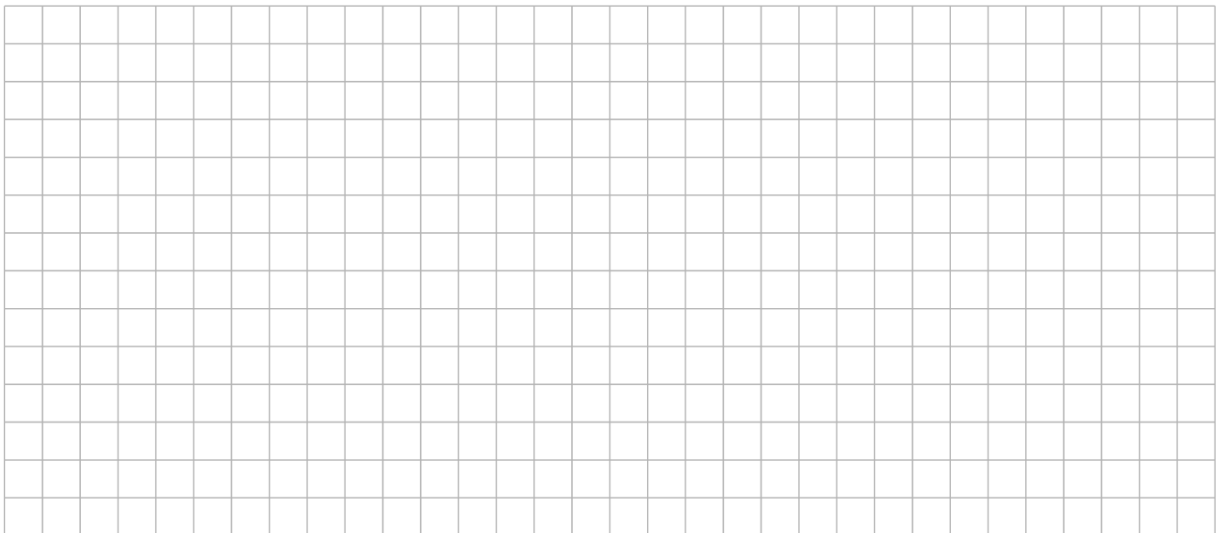
$$A = ( \quad , \quad )$$

$$B = ( \quad , \quad )$$

$$C = ( \quad , \quad )$$



- (b) Show that the function can be written as  $f(x) = -x^2 + x + 6$ .



- (c) Show, **using calculus**, that the maximum point of  $f(x)$  is  $(0.5, 6.25)$ .



Question 6

The function  $f: x \mapsto x^3 + x^2 - 2x + 7$  is defined for  $x \in \mathbb{R}$ .

- (a)** Find the coordinates of the point at which the graph of  $f$  cuts the  $y$ -axis.

- (b)** Verify, using algebra, that the point  $A(1, 7)$  is on the graph of  $f$ .

- (c) (i) Find  $f'(x)$ , the derivative of  $f(x)$ .  
Hence find the slope of the tangent to the graph of  $f$  when  $x = 1$ .

[illegible]

- (ii)** Hence, find the equation of the tangent to the graph of  $f$  at the point  $A(1, 7)$ .

A full-page sheet of graph paper featuring a uniform grid of thin, light gray lines on a white background. The grid consists of small squares covering the entire area.

## Question 7

### Question 10

(50 marks)

Keith plays hurling.

- (a) During a match, Keith hits the ball with his hurl.  
The height of the ball could be modelled by the following quadratic function:

$$h = -2t^2 + 5t + 1.2$$

where  $h$  is the height of the ball, in metres,  $t$  seconds after being hit, and  $t \in \mathbb{R}$ .

- (i) How high, in metres, was the ball when it was hit (when  $t = 0$ )?

- (ii) The ball was caught after 2.4 seconds.  
How high, in metres, was the ball when it was caught?



- (iii) When the ball passed over the halfway line, it was at a height of 3.2 metres and its height was decreasing.

How many seconds after it was hit did the ball pass over the halfway line?

Remember that  $h = -2t^2 + 5t + 1.2$ .

Answer: \_\_\_\_\_

- (iv) Find  $\frac{dh}{dt}$  and hence find how long it took the ball to reach its greatest height.

Give your answer in seconds.

$\frac{dh}{dt} =$  \_\_\_\_\_

Length of time = \_\_\_\_\_

*This question continues on the next page.*

- (b) Later in the game, Keith hit the ball again. This time, the height of the ball  $t$  seconds after it was hit could be modelled by a different quadratic function,  $y = k(t)$ , where  $k$  is in metres.

This time, the ball was 1 metre high when Keith hit it.

Its greatest height was 5 metres, which it reached after 2 seconds.

It hit the ground without being caught.

Using the information above, write down the co-ordinates of three points that **must** be on the graph of  $y = k(t)$ , **and** draw the graph of  $y = k(t)$  on the axes below, from when the ball is hit until it hits the ground.

Points: 

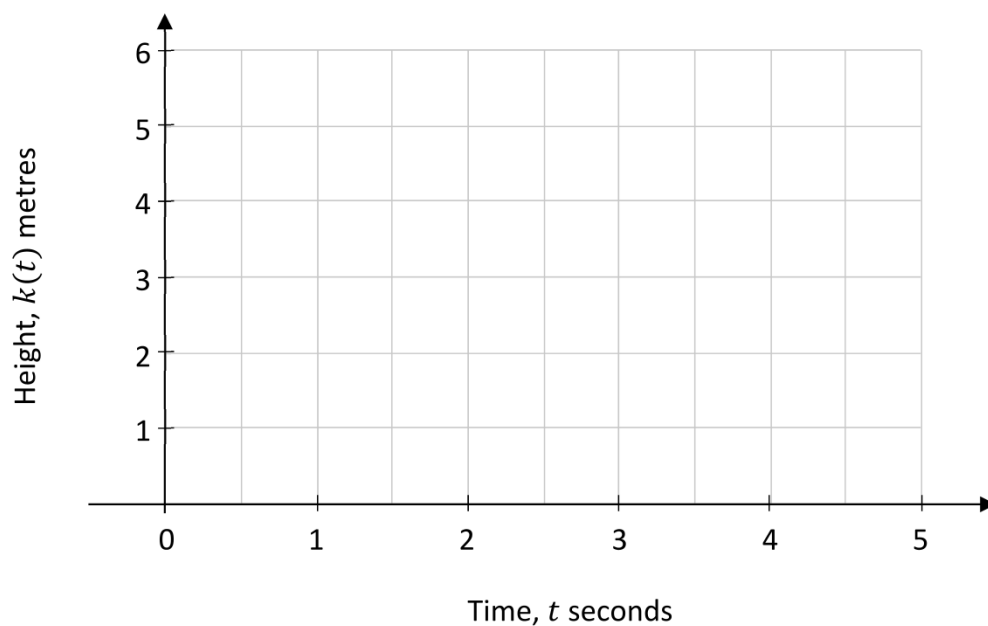
(      ,      )
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## Question 8

### Question 6

(25 marks)

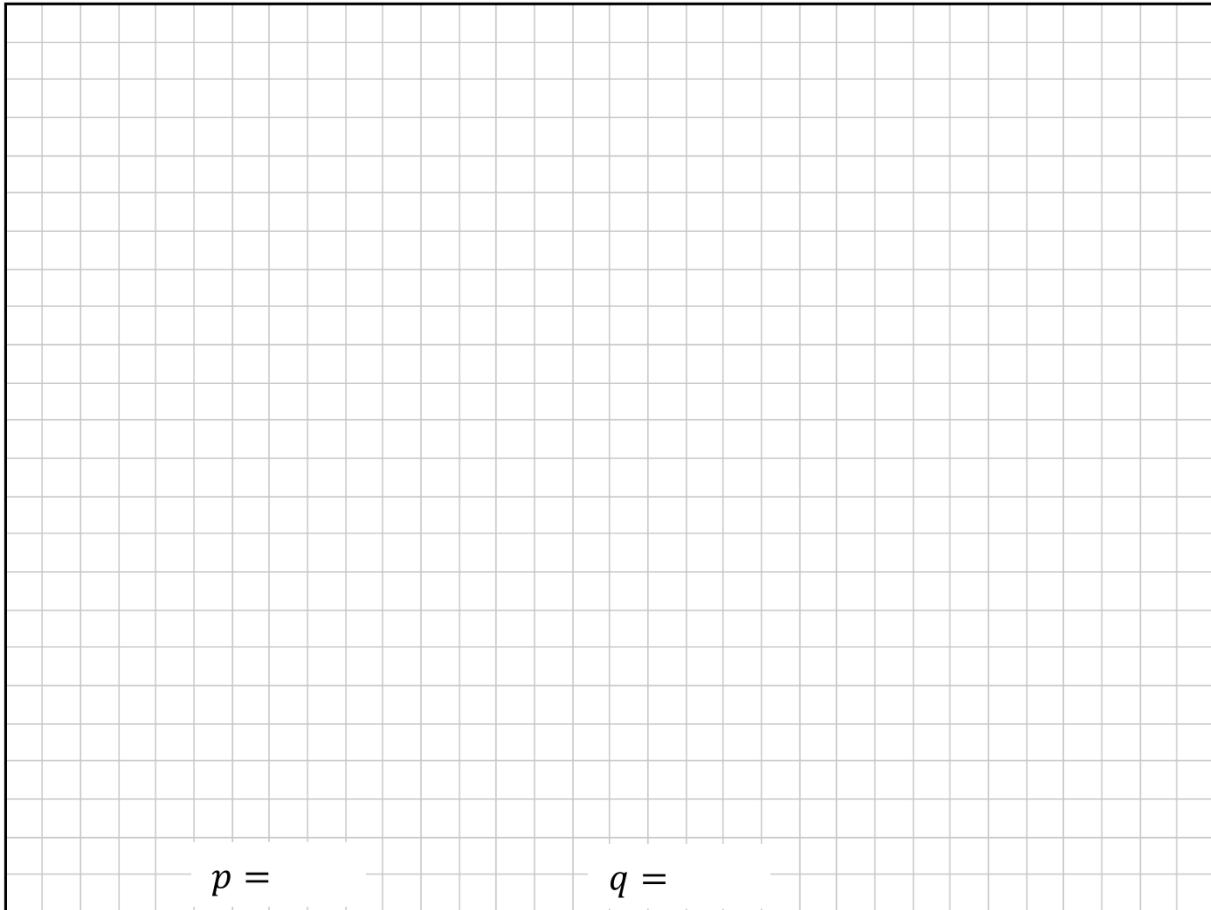
- (a) (i) Differentiate the function  $f(x) = 4x^3 - 3x^2 + x - 7$ , where  $x \in \mathbb{R}$ , with respect to  $x$ .

- (ii) Find the slope of the tangent to the graph of  $f(x) = 4x^3 - 3x^2 + x - 7$  at the point  $(1, -5)$ .

- (iii) Hence find the equation of the tangent to the graph at this point.

- (b) The function  $g(x) = 2x^2 + px + q$ , where  $p, q \in \mathbb{Z}$ , and  $x \in \mathbb{R}$ .  
Given that  $g(2) = 6$  and  $g'(3) = 9$ , find the value of  $p$  and the value of  $q$ .

**Note:**  $g'(3)$  is the value of the derivative of  $g(x)$  at  $x = 3$ .



$p =$   $q =$

Question 9

**Question 8** (65 marks)

The amount, in appropriate units, of a certain medicinal drug in the bloodstream  $t$  hours after it has been taken can be estimated by the function:

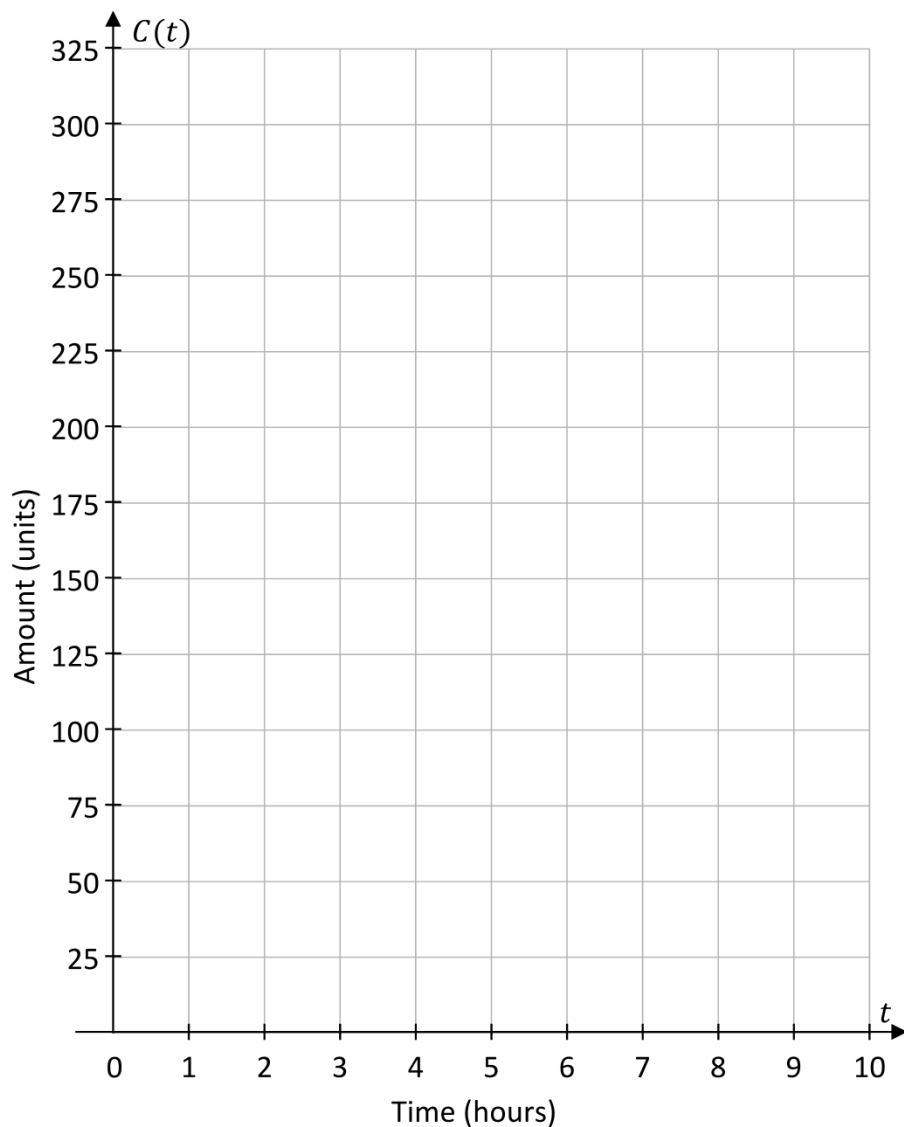
$$C(t) = -t^3 + 4.5t^2 + 54t, \text{ where } 0 \leq t \leq 9, t \in \mathbb{R}.$$

- (a) Use the drug amount function,  $C(t)$ , to show that the amount of the drug in the bloodstream 4 hours after the drug has been taken is 224 units.

- (b)** Use the function  $C(t)$  to complete the table below.

$t$ (Hours)	0	1	2	3	4	5	6	7	8	9
$C(t)$ (Units)	0	57.5			224					

- (c) Draw the graph of the function  $C(t)$  for  $0 \leq t \leq 9$  where  $t \in \mathbb{R}$ .



- (d) Use your graph to estimate each of the following values.  
In each case show your work on the graph above.

(i) The amount of the drug in the bloodstream after  $3\frac{1}{2}$  hours.

(ii) How long after taking the drug will the amount of the drug in the bloodstream be 100 units?

- (e) (i) Use the drug amount function  $C(t) = -t^3 + 4.5t^2 + 54t$  to find, in terms of  $t$ , the rate at which the drug amount is changing after  $t$  hours.

- (ii) Use your answer to part **e(i)** to find the rate at which the drug amount is changing after 4 hours.

- (iii) Use your answer to part **e(i)** to find the maximum amount of the drug in the bloodstream over the first 9 hours.

- (iv)** Use your answer to part **e(i)** to show that the drug amount in the bloodstream is decreasing 7 hours after the drug has been taken. Explain your reasoning.

Show:

Explanation:

## Question 10



**Question 8****(50 marks)**

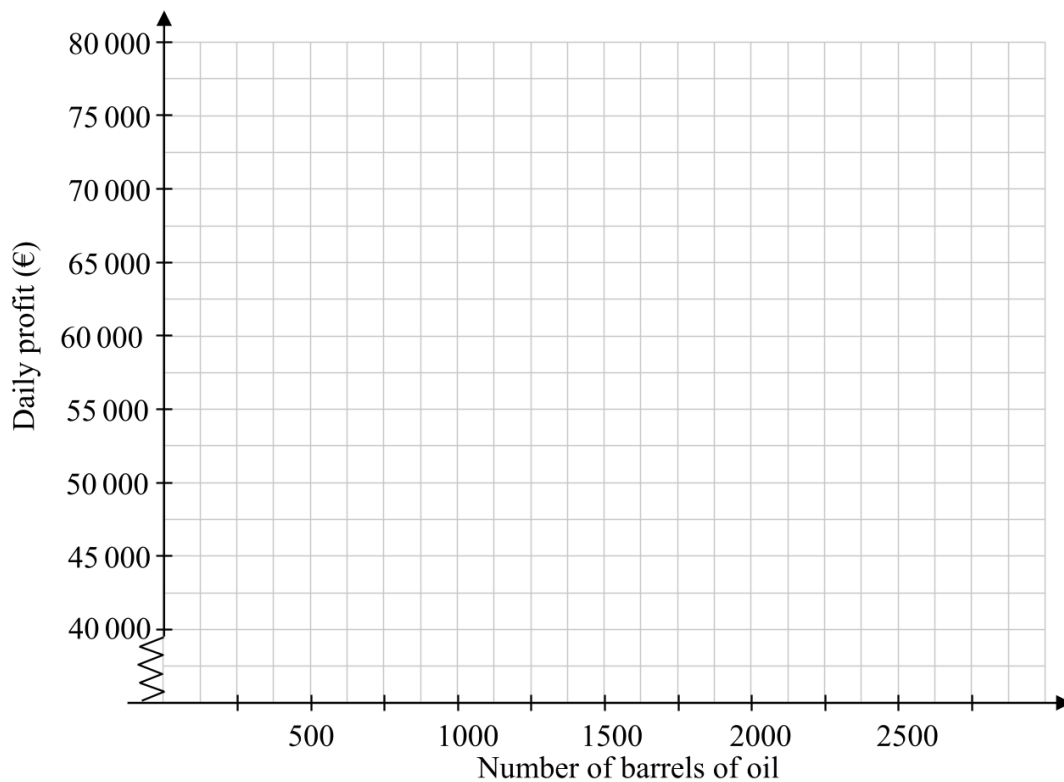
The daily profit of an oil trader is given by the profit function  $p = 96x - 0.03x^2$ , where  $p$  is the daily profit, in euro, and  $x$  is the number of barrels of oil traded in a day.

(a) Complete the table below.

Number of barrels traded in a day	$x$	500	1000	1500	2000	2500
Daily profit (€)	$p$	40 500				



(b) Draw the graph of the trader's profit function on the axes below for  $500 \leq x \leq 2500$ ,  $x \in \mathbb{R}$ .



(c) Use your graph to estimate:

(i) The daily profit when 1750 barrels are traded. Answer: \_\_\_\_\_

(ii) The numbers of barrels traded when the daily profit is €60 000.

Answer: \_\_\_\_\_ or \_\_\_\_\_

- (d) (i) Use calculus to find the number of barrels of oil traded that will earn the maximum daily profit.



- (ii) Find this maximum profit.



- (e) The trader will not make a profit if he trades more than  $k$  barrels of oil in a day. Calculate the value of  $k$ .

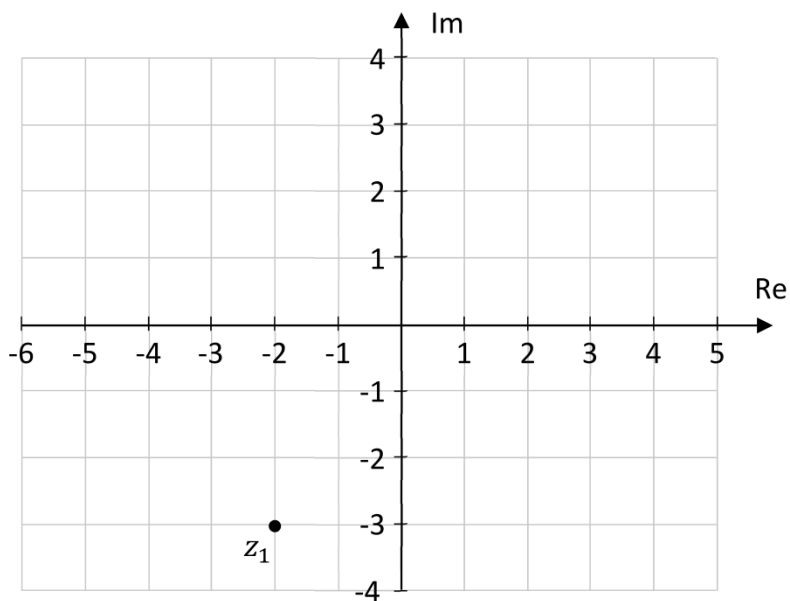


## Question 11

### Question 1

(30 marks)

The complex number  $z_1$  is shown on the Argand diagram below.



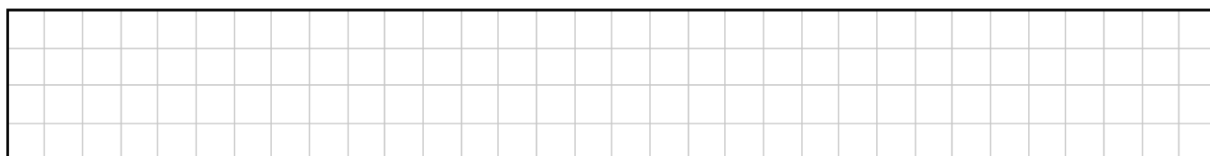
(a) Using the Argand diagram:

(i) write down the values of  $z_1$  and  $\bar{z}_1$ , where  $\bar{z}_1$  is the complex conjugate of  $z_1$

$$z_1 = \boxed{\phantom{000000}}$$

$$\bar{z}_1 = \boxed{\phantom{000000}}$$

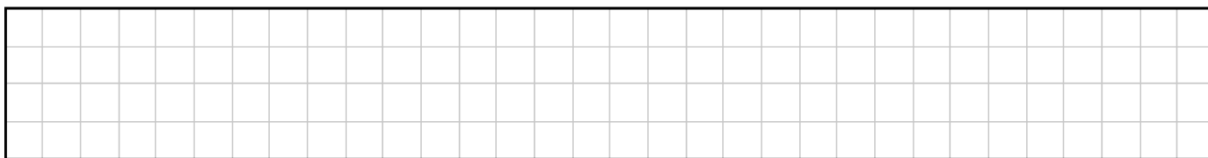
(ii) plot and label  $\bar{z}_1$  on the Argand diagram above.



$z_2$  and  $z_3$  are two other complex numbers.

$z_2 = -5 + 3i$  and  $z_3 = 4 - 2i$ , where  $i^2 = -1$ .

**(b)** Plot and label  $z_2$  and  $z_3$  on the Argand diagram on the previous page.



**(c)** Write  $z_2 - z_3$  in the form  $a + bi$ , where  $a, b \in \mathbb{R}$ ,  $i^2 = -1$ , **and** hence find  $|z_2 - z_3|$ .

$z_2 - z_3 =$  \_\_\_\_\_

$|z_2 - z_3| =$  \_\_\_\_\_

**(d)** Investigate if  $z_3 = 4 - 2i$  is a solution of the equation  $z^2 + 2iz - 7i = 0$ .

Conclusion: \_\_\_\_\_

## Question 12

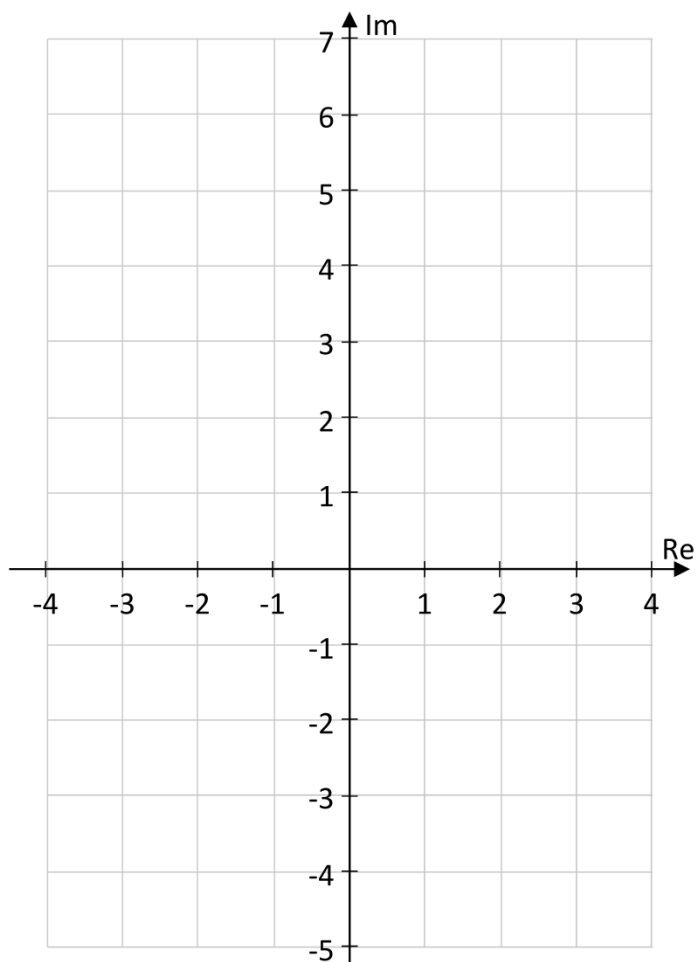
### Question 2

(30 marks)

$z_1 = -3 + 4i$  and  $z_2 = 4 + 3i$ ,  
where  $i^2 = -1$ .

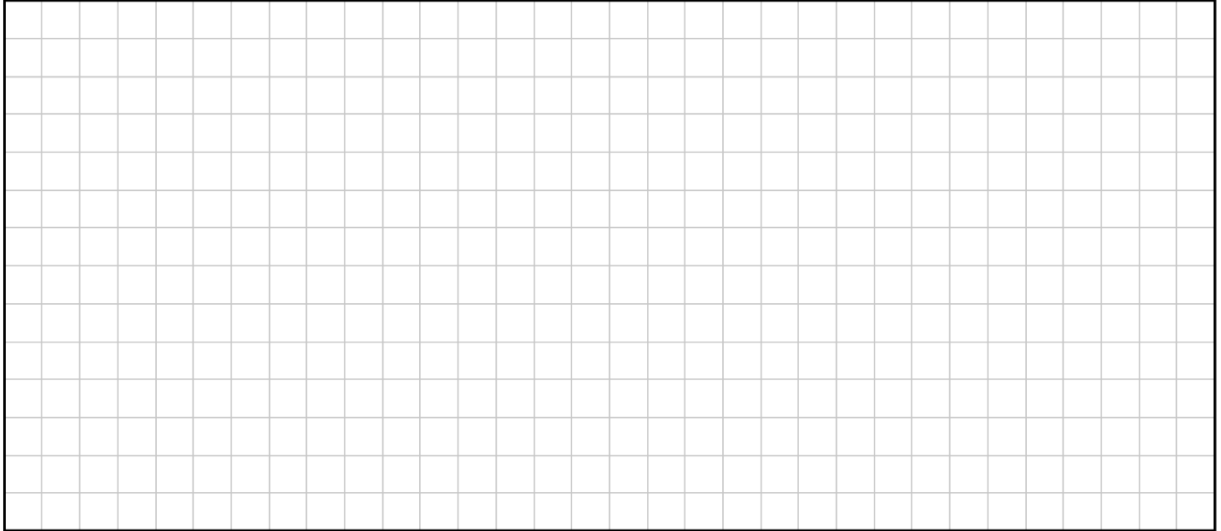
- (a) Plot and label  $z_1$ ,  $z_2$ , and  $z_1 + z_2$  on the Argand Diagram.

$z_1 + z_2 =$  \_\_\_\_\_



- (b)  $z_3 = \frac{z_1}{z_2}$ . Find  $z_3$  in the form  $a + bi$ , where  $a, b \in \mathbb{Z}$ .

- (c) Find  $|\bar{z}_1 - z_2|$ , where  $\bar{z}_1$  is the complex conjugate of  $z_1$ .  
Give your answer in the form  $p\sqrt{q}$ , where  $p$  and  $q \in \mathbb{N}$ .



Question 13

**Question 3** (25 marks)

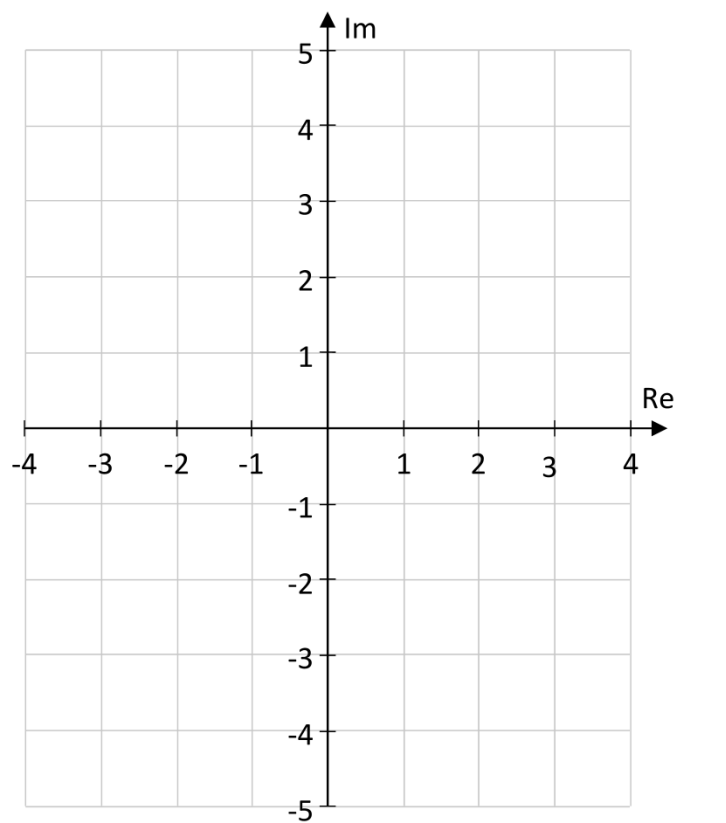
**Question 3** (25 marks)

$z_1 = 3 - 4i$ ,  $z_2 = -2 + i$  and  $z_3 = 2iz_2$ , where  $i^2 = -1$ .

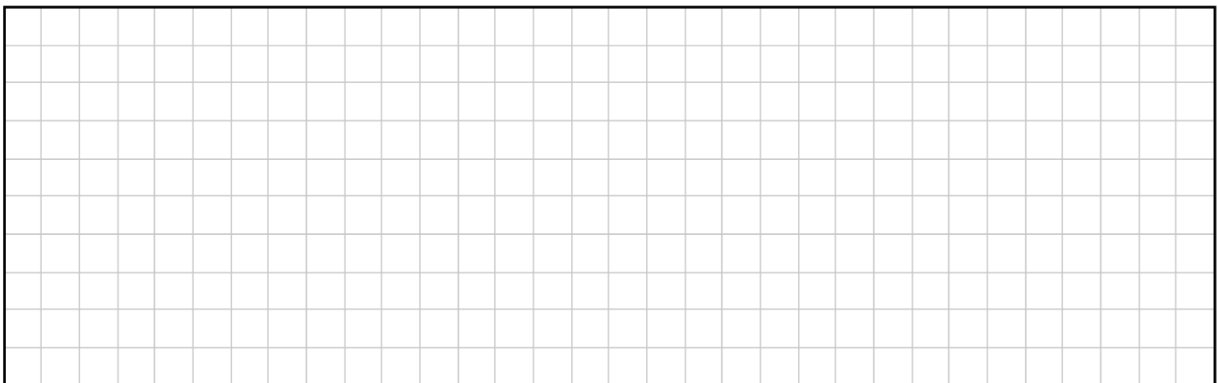
(a) (i) Write  $z_3$  in the form  $a + bi$ , where  $a, b \in \mathbb{Z}$ .

$$z_3 = 2iz_2 =$$

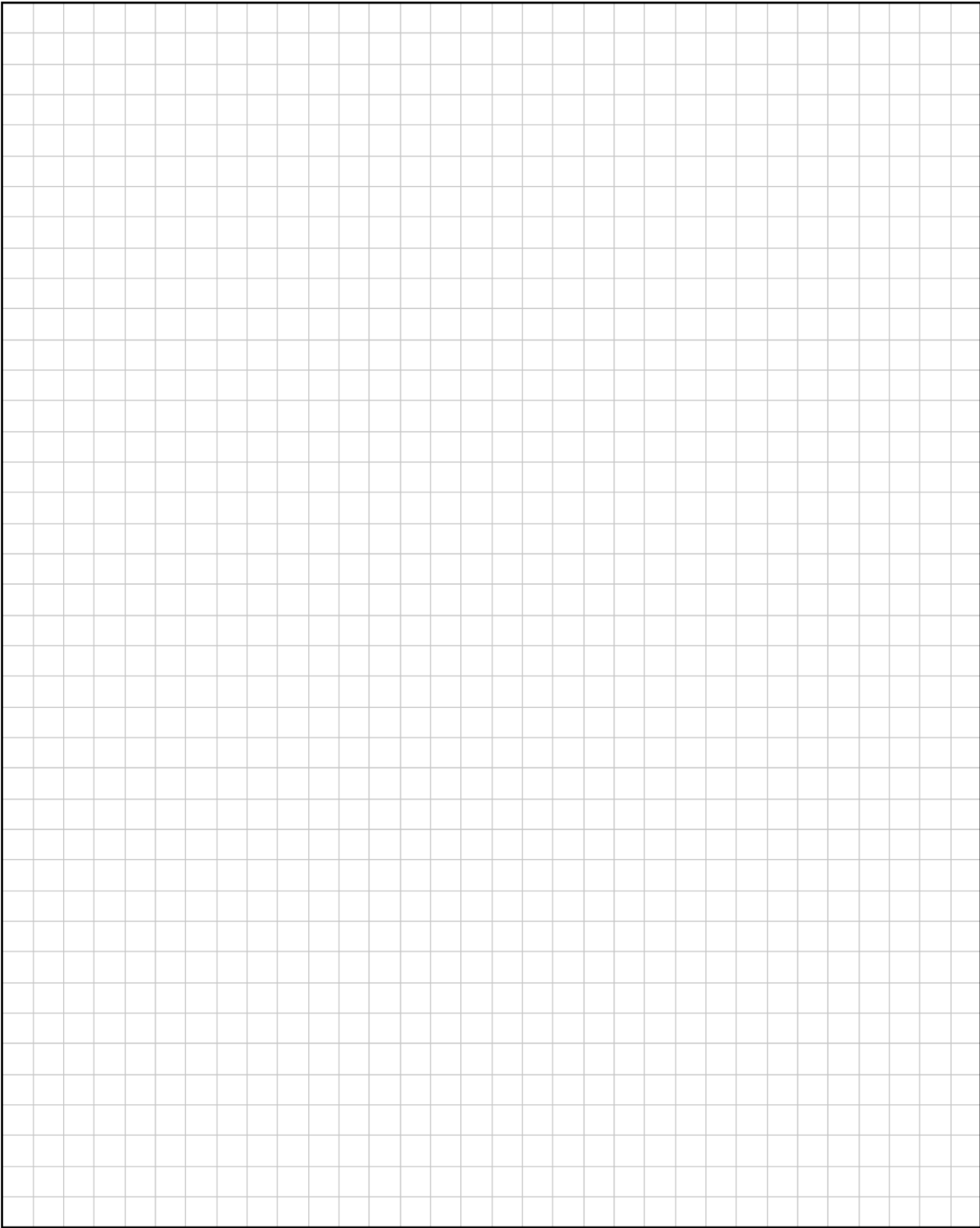
(ii) Plot  $z_1$ ,  $z_2$  and  $z_3$  on the given Argand Diagram. Label each point clearly.



(iii) Find  $|z_1|$ .



(b) If  $z_1 \times z_4 = 29 + 3i$ , write  $z_4$  in the form  $a + bi$ , where  $a, b \in \mathbb{R}$ .





## Question 14

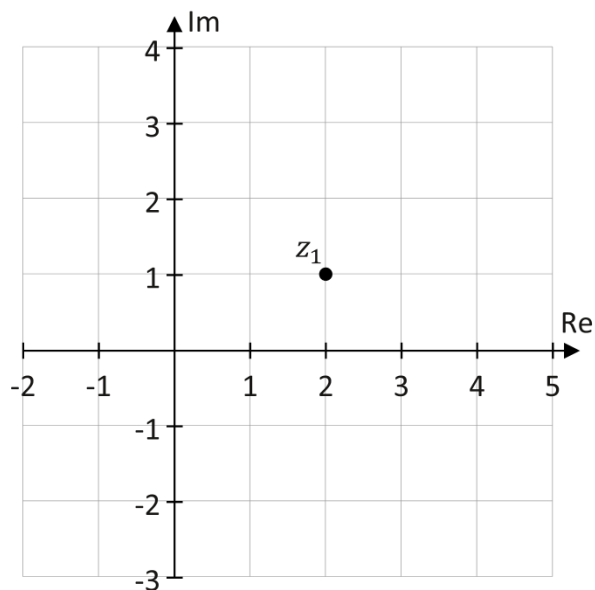
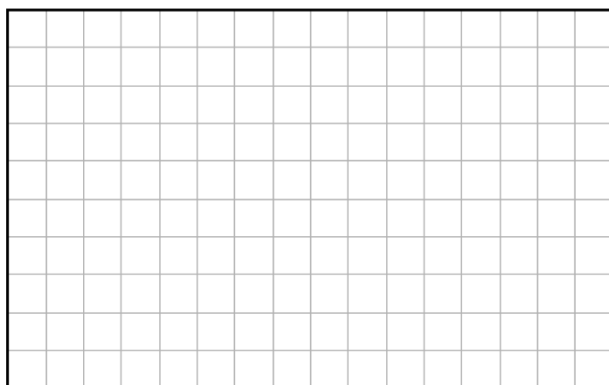
### Question 2

(25 marks)

The complex number  $z_1 = 2 + i$ , where  $i^2 = -1$ , is shown on the Argand Diagram below.

(a) (i)  $z_2 = 2z_1$ .

Find the value of  $z_2$ , and **plot and label** it on the Argand Diagram.

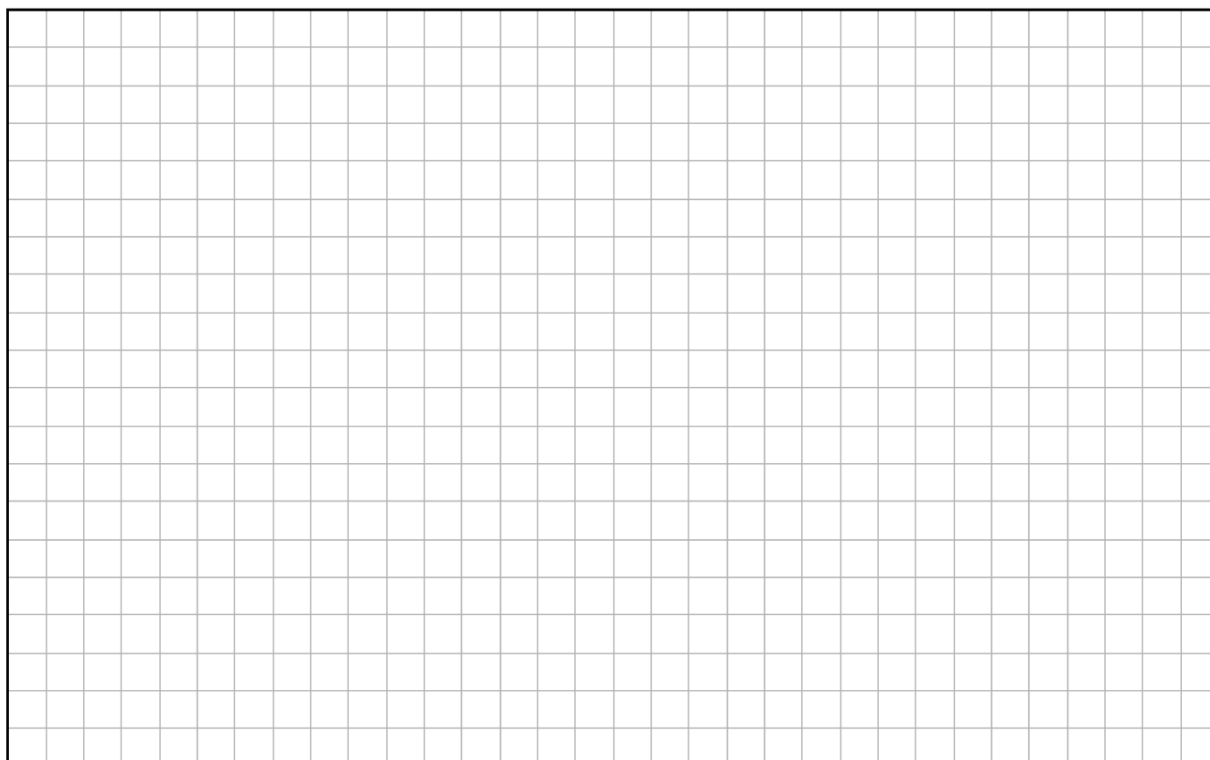


(ii)  $\bar{z}_1$  is the complex conjugate of  $z_1$ .

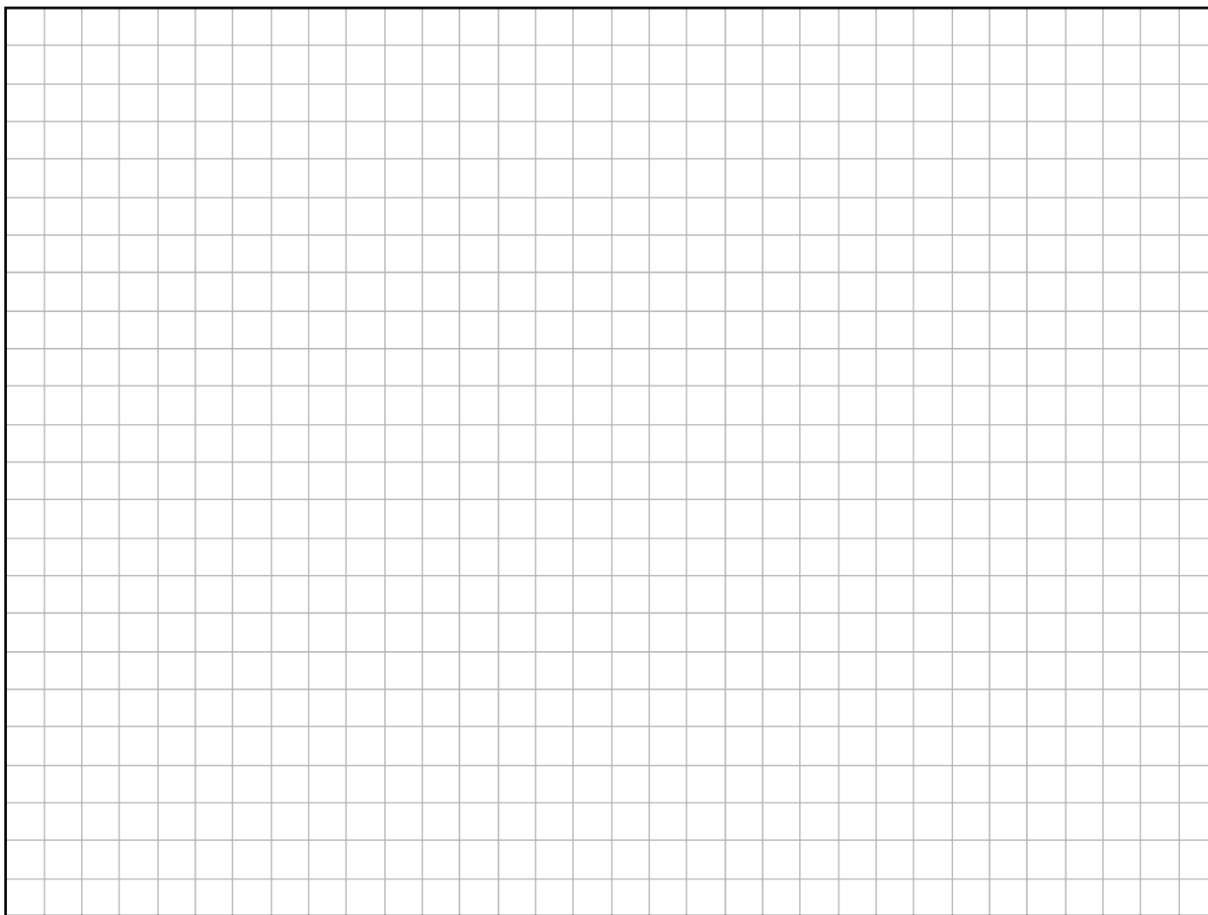
Write down the value of  $\bar{z}_1$ , and **plot and label** it on the Argand Diagram.

$\bar{z}_1 =$

(iii) Investigate if  $|z_2| = |z_1 + \bar{z}_1|$ .



(b) Show that  $z_1 = 2 + i$  is a solution of the equation  $z^2 - 4z + 5 = 0$ .



Question 15

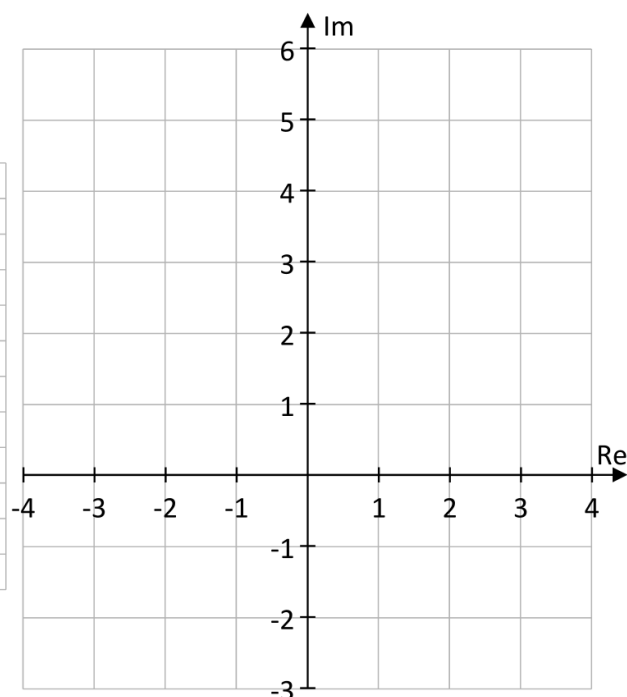
## Question 2

(25 marks)

$z_1 = -2 + 3i$  and  $z_2 = -3 - 2i$ , where  $i^2 = -1$ .

$z_3 = z_1 - z_2$ .

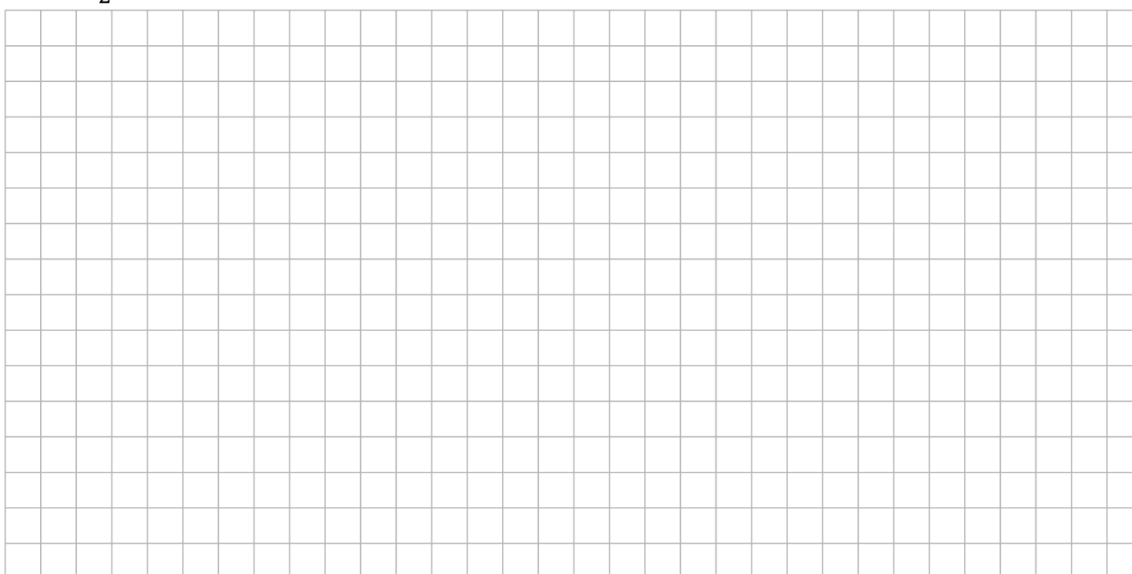
- (a) Plot  $z_1, z_2$ , and  $z_3$  on the Argand Diagram. Label each point clearly.



- (b) Investigate if  $|z_3| = |z_1| + |z_2|$ .



- (c)  $z_4 = \frac{z_1}{z_2}$ . Write  $z_4$  in the form  $x + yi$ , where  $x, y \in \mathbb{R}$ .



# DIFFERENTIATION / CALCULUS

THE RATE OF CHANGE OF  
ONE VARIABLE COMPARED TO ANOTHER.

"THE MATHEMATICS OF CHANGE"

eg SPEED = HOW FAST YOUR DISTANCE  
IS CHANGING OVER TIME.

## KEY WORDS:

- DERIVATIVE
- SLOPE OF TANGENT
- FIRST DERIVATIVE
- MAXIMUM / MINIMUM VALUES
- LIMIT.
- RATE OF CHANGE.

DIFFERENTIATION IS ALL ABOUT

SLOPES

SLOPE =

HOW FAST IS  $y$  CHANGING  
COMPARED TO  
HOW FAST IS  $x$  CHANGING

(RISE)

(RUN)

THIS IS WHAT DIFFO IS ALL ABOUT.

ANY QUESTION THAT MENTIONS

YOU NEED  
TO IMMEDIATELY  
THINK

DIFFO

• SLOPES

• MAXIMUM / MINIMUM VALUES

$\left[ \overset{\text{METHOD}}{\frac{dy}{dx}} = 0 \right]$

• RATE OF CHANGE

## BASIC RULE OF DIFFO

IN WORDS : MULTIPLY THE NUMBER BY THE POWER  
AND REDUCE THE POWER BY 1

eg ①  $y = 3x^5$   
 $\frac{dy}{dx} = 15x^4$

②  $y = 4x^2$   
 $\frac{dy}{dx} = 8x$

③  $y = 5x$   
 $\frac{dy}{dx} = 5$

\* NOTE WHEN YOU DIFF A CONSTANT, IT BECOMES ZERO

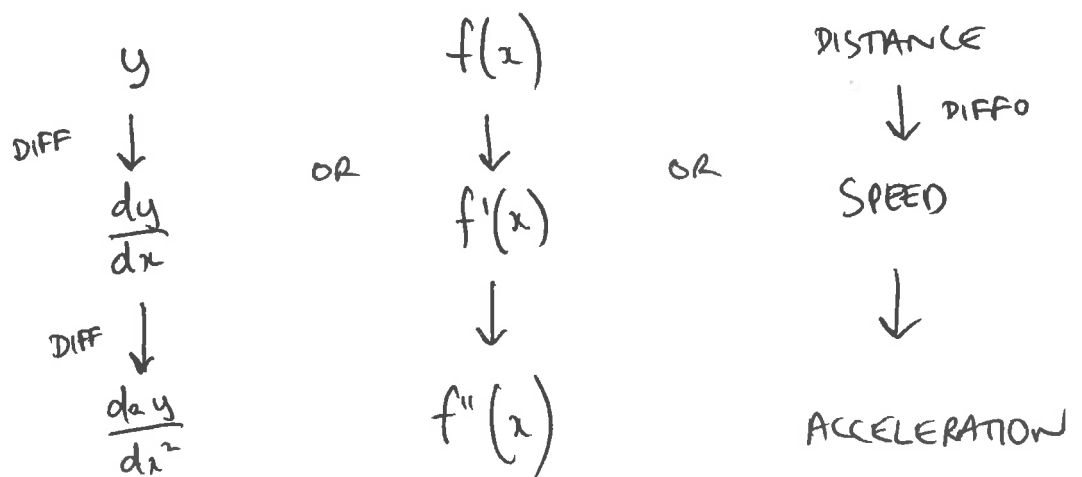
eg  $y = 7$   
 $\frac{dy}{dx} = 0$

NOTE THIS CAN BE DONE FOR MORE THAN ONE TERM

eg  $y = x^5 + 4x^3 - 7x + 3$   
 $\downarrow \text{DIFF} \quad \downarrow \text{DIFF} \quad \downarrow \text{DIFF} \quad \downarrow \text{DIFF}$   
 $\frac{dy}{dx} = 5x^4 + 12x^2 - 7$

## 2<sup>ND</sup> DERIVATIVE

SOMETIMES YOU NEED TO DIFFO TWICE [ONLY IF YOU'RE ASKED TO...]



## EXTRA BIT

THEY MIGHT ASK YOU TO FIND  
 $\frac{dy}{dx}$  AT A PARTICULAR POINT OR  
FOR A CERTAIN VALUE OF  $x$ .

eg IF  $y = x^2 - 5x$  FIND THE VALUE OF  
 $\frac{dy}{dx}$  WHEN  $x = 1$  (COULD BE ANYTHING)

FIRST... FIND  $\frac{dy}{dx} = 2x - 5$

THEN SUBSTITUTE.  $\frac{dy}{dx} = 2(1) - 5$   
@  $x=1$  =  $-3$  (USE YOUR CALCULATOR)

DON'T SUBSTITUTE INTO  $y$ . IT MUST BE  $\frac{dy}{dx}$ .

REMEMBER, 2 DIFFERENT NOTATIONS

$$y = f(x)$$

$$\frac{dy}{dx} = f'(x)$$

$$\frac{d^2y}{dx^2} = f''(x)$$

MAKE SURE YOU  
SUBSTITUTE INTO  
THE CORRECT ONE

ALL THIS TIME WHEN WE'VE BEEN JUST FOLLOWING SET ROUTINES OF HOW TO DIFFERENTIATE... WE HAVE BEEN WORKING OUT

## SLOPES

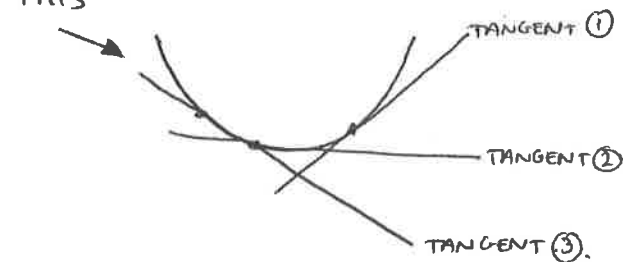
$\frac{dy}{dx}$  IS A METHOD FOR CALCULATING THE SLOPE OF THE TANGENT TO A CURVE AT ANY POINT OR FOR ANY VALUE OF  $x$

eg.  $y = x^2 - 2x + 3$  • IS A QUADRATIC FUNCTION.

$$\frac{dy}{dx} = 2x - 2$$

• SO IT LOOKS LIKE

THIS



• THE SLOPE OF THE TANGENT IS DIFFERENT/CHANGING FOR DIFFERENT VALUES OF  $x$ .

(i) SLOPE at  $x = 3$  ?

(ii) SLOPE at  $(-1, 6)$  ?

$$\begin{aligned} \text{(i)} \quad \frac{dy}{dx} &= 2(3) - 2 \\ @ x=3 &= \boxed{4} \end{aligned}$$

$$\begin{aligned} \text{(ii)} \quad \frac{dy}{dx} &= 2(-1) - 2 \\ @ x=-1 &= \boxed{-4} \end{aligned}$$

IS IT INCREASING OR DECREASING ???

IF  $\frac{dy}{dx}$  IS:

POSITIVE  $\rightarrow$  INCREASING

NEGATIVE  $\rightarrow$  DECREASING

## DIFFICULT QUESTIONS

• THEY MIGHT ASK YOU TO FIND A POINT WHERE THE SLOPE IS A CERTAIN VALUE

• TO DO THIS...

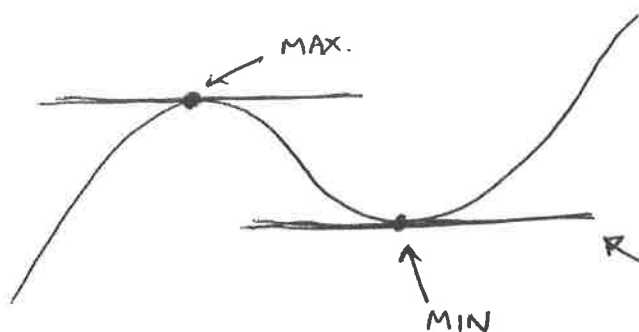
FIND  $\frac{dy}{dx}$  AND MAKE

IT = TO THE SLOPE THEY GAVE YOU.

# 1. TURNING POINTS

## MAXIMUM / MINIMUM

eg



REMEMBER :

MAX/MIN

$$\frac{dy}{dx} = 0$$

↑  
SLOPE = 0 (HORIZONTAL LINE)

- AT THE "TURNING POINTS", THE FUNCTION CHANGES FROM INCREASING TO DECREASING, OR VICE VERSA

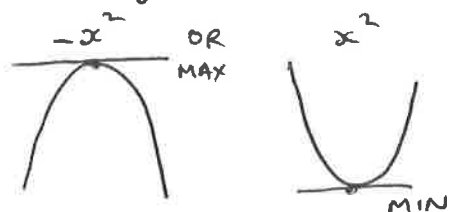
- AT THESE POINTS, THE SLOPE OF THE TANGENT = 0

i.e.

$$\frac{dy}{dx} = 0$$

## QUADRATIC

(EASY) - 1 TURNING POINT



eg.  $y = 2x^2 + 8x - 5$

$$\frac{dy}{dx} = 4x + 8$$

$$\frac{dy}{dx} = 0$$

so  $4x + 8 = 0$

$$4x = -8$$

$$x = -2$$

NOW WE NEED TO FIND  $y$ .

$$y = 2x^2 + 8x - 5$$

$$y = 2(-2)^2 + 8(-2) - 5 = -13$$

so  $(-2, -13)$  IS THE MIN

## CUBIC

(HARD)

- 2 TURNING POINTS
- SOLVE QUADRATIC EQUATION.

eg  $y = x^3 - 6x^2 + 9x - 10$

$$\frac{dy}{dx} = 3x^2 - 12x + 9 = 0$$

(÷3)  $x^2 - 4x + 3 = 0$

$$(x - 1)(x - 3) = 0$$

$x = 1$        $x = 3$

$$y = x^3 - 6x^2 + 9x - 10$$

↓  $x=1$

$$y = (1)^3 - 6(1)^2 + 9(1) - 10$$

$$y = -6$$

$$(1, -6)$$

MIN

↓  $x=3$

$$y = (3)^3 - 6(3)^2 + 9(3) - 10$$

$$y = 26$$

$$(3, 26)$$

THIS IS MAX  
BECAUSE 26 IS HIGHER THAN -6.



## RATES OF CHANGE

## DISTANCE, SPEED, ACCELERATION

ANOTHER WAY TO THINK OF DIFFERENTIATION IS

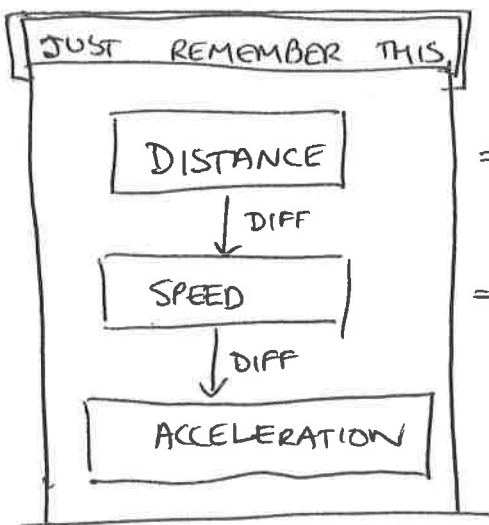
HOW FAST IS ONE VARIABLE (USUALLY  $y$ )  
CHANGING, COMPARED TO ANOTHER (USUALLY  $x$ )

SPEED = HOW FAST IS MY DISTANCE CHANGING OVER TIME?

ACCELERATION = HOW FAST IS MY SPEED CHANGING OVER TIME?

SO. IF I DIFF DISTANCE I GET SPEED

AND IF I DIFF SPEED I GET ACCELERATION



eg

$$t^3 - 2t^2 + 3t \quad \leftarrow \text{[THIS IS A FORMULA FOR DISTANCE]}$$

↓      ↓ DIFF ↓

$$= 3t^2 - 4t \quad \leftarrow \text{[FORMULA FOR SPEED]}$$

$$= 6t \quad \leftarrow \text{[FORMULA FOR ACCELERATION]}$$

SO IF I WANT THE SPEED AFTER 3 SECONDS,  
I USE THE SPEED FORMULA.

$$\begin{aligned} \text{SPEED} &= 3t^2 - 4t \\ [t=3] &= 3(3)^2 - 4(3) \\ &= 27 - 12 = \boxed{15 \text{ m/s}} \end{aligned}$$

IF A QUESTION IS USING HEIGHT FOR DISTANCE, THEY  
OFTEN ASK ABOUT MAXIMUM HEIGHT (REMEMBER ?  
MAX  $\Rightarrow \frac{dy}{dx} = 0$ )

✶ AT THE HIGHEST POINT,  $\boxed{\text{SPEED} = 0}$   $\rightarrow$  SOLVE.

## LIMITS

(LOOKS WEIRD - IT'S ACTUALLY VERY EASY!)

- WE SOMETIMES NEED TO KNOW THE "LIMIT" OF A FUNCTION FOR A PARTICULAR VALUE OF  $x$ .
- THIS SIMPLY MEANS: WHAT IS THE VALUE OF THE FUNCTION AT THIS POINT?
- THIS USUALLY MEANS SUBSTITUTE THE VALUE OF  $x$  INTO THE FUNCTION.

eg

$$\lim_{x \rightarrow 3} (x + 4)$$

SUBSTITUTE 3 IN FOR  $x$

$$= 3 + 4$$
$$= 7$$

THIS MEANS / WE SAY:  
"WHAT IS THE  
"LIMIT" OF  $x+4$   
WHERE  $x=3$ "

- IT CAN BE MORE DIFFICULT IF THE FUNCTION IS "UNDEFINED" AT THAT POINT. (ie. IF SUBSTITUTION DOESN'T WORK)

eg

$$\lim_{x \rightarrow 4} \frac{x^2 - 16}{x - 4}$$

IF SUBSTITUTION DOESN'T WORK  
 $\Rightarrow$  TIDY UP FIRST

- IF WE SUBSTITUTE  $x=4$  INTO THE BOTTOM, WE WOULD BE DIVIDING BY  $4-4$  WHICH IS 0.  $\rightarrow$  WHICH IS NOT ALLOWED!!
- INSTEAD, FACTORISE + TIDY UP FIRST

ie  $x^2 - 16$  IS  $(x-4)(x+4)$  [D.O.T.S]

so  $\frac{(x-4)(x+4)}{(x-4)} = x+4$  AND  $\lim_{x \rightarrow 4} x+4 = \boxed{8}$

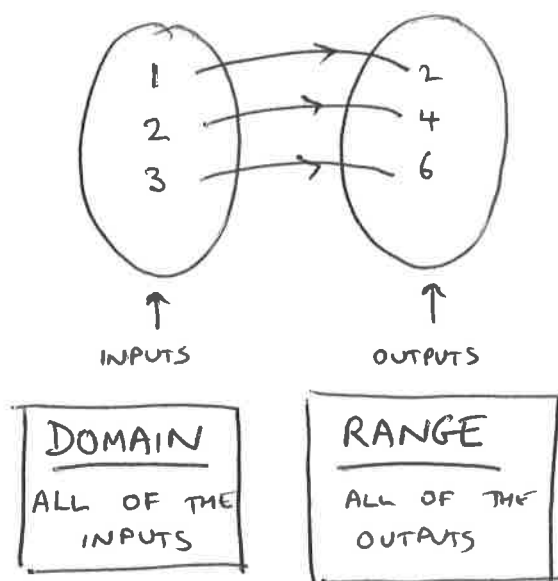
# FUNCTIONS

[INPUTS  $\rightarrow$  OUTPUTS]

A FUNCTION IS LIKE A "RULE", OR  
A "MACHINE" FOR EVERY INPUT, A  
FUNCTION GIVES US A PARTICULAR OUTPUT

WAYS OF SHOWING A FUNCTION :

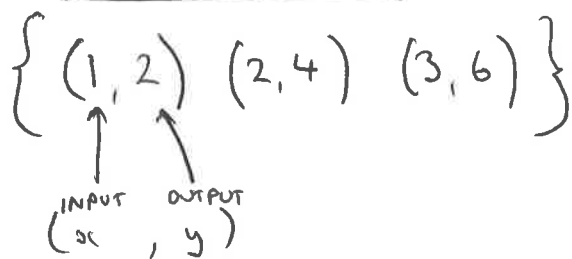
## MAPPING DIAGRAM



## TABLE

INPUT	FUNCTION (RULE)	OUTPUT
-1	ADD 3	2
0	ADD 3	3
1	ADD 3	4
2	ADD 3	5

## COUPLES / PAIRS



## FUNCTION NOTATION

$$f(x) = x^2$$

$$f(1) = (1)^2 = 1$$

$$f(2) = (2)^2 = 4$$

$$f(7) = (7)^2 = 49$$

↑  
INPUT

↑  
OUTPUT

## IMPORTANT NOTES / TERMS

$x$  = INPUT

$y$  = OUTPUT → ALSO

THESE MEAN  
SAME THING.

$$y = f(x)$$

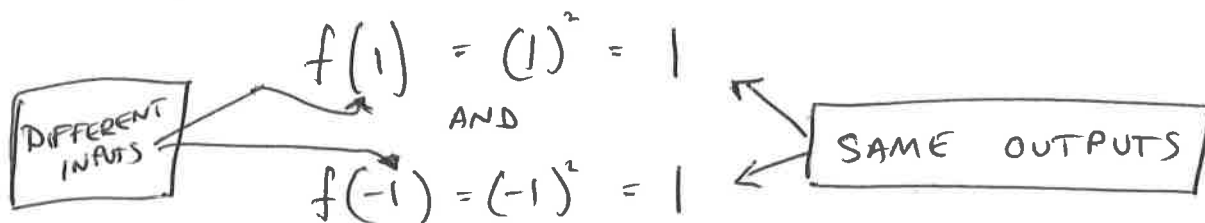
DOMAIN = ALL THE INPUTS

RANGE = ALL THE OUTPUTS

CODOMAIN = ALL THE 'POSSIBLE' OUTPUTS

TWO INPUTS COULD HAVE THE SAME OUTPUT.

eg  $f(x) = x^2$



BUT

ONE INPUT CAN'T HAVE TWO DIFFERENT OUTPUTS.

i.e. THERE IS ONLY ONE OUTPUT FOR EACH INPUT.

SUBSTITUTION : • IF YOU'RE GIVEN THE  
FUNCTION eg  $f(x) = 2x + 3$

- REPLACE THE  $x$  WITH EACH  
INPUT (IN A BRACKET)

so  $f(2) = 2(2) + 3$

$$f(2) = 7$$

$$(2, 7)$$

## COMPOSITE FUNCTIONS

WHERE WE HAVE TO DO  
ONE FUNCTION AFTER  
ANOTHER...

eg

$$f(g(x))$$

OR

$$f \circ g(x)$$

eg  $f(x) = 3x + 4$  AND  $g(x) = x^2$

FIND (i)  $f \circ g(2)$

(ii)  $g(f(2))$

(i)  $f \circ g(2)$  ← MEANS  $f$  AFTER  $g(2)$   
← SO DO  $g(2)$  FIRST, THEN  
DO  $f$  TO YOUR ANSWER.

$$g(2) = (2)^2$$

$$= 4$$

$$f(4) = 3(4) + 4$$

$$= \boxed{16}$$

(ii)  $g(f(2))$  ← MEANS  $g$  OF  $f(2)$   
← SO DO  $f(2)$  FIRST, THEN  
DO  $g$  TO YOUR ANSWER

$$f(2) = 3(2) + 4$$

$$f(2) = 10$$

$$g(f(2)) = g(10) = (10)^2$$

$$= \boxed{100}$$

IN GENERAL THE ORDER MATTERS

$g \circ f(x)$  IS NOT THE SAME AS

$$f \circ g(x)$$

# GRAPHING FUNCTIONS

- FUNCTIONS CAN BE GRAPHED ON THE X-AXIS AND Y-AXIS.
- REMEMBER THAT A FUNCTION IS A RULE THAT "maps" A PARTICULAR INPUT  $\uparrow$   $x$  TO A PARTICULAR OUTPUT  $\leftarrow$   $y$
- THESE CAN BE WRITTEN AS PAIRS OF INPUTS + OUTPUTS.  $(x, y)$  or  $(x, f(x))$
- THESE POINTS CAN THEN BE PLOTTED ON X-AXIS / Y-AXIS, MAKING A CERTAIN SHAPE
- WE NEED TO BE FAMILIAR WITH 4 PARTICULAR TYPES OF FUNCTION:

## ① LINEAR

(JUST  $x$  - NO  $x^2$ 's etc)

LOOKS LIKE A LINE

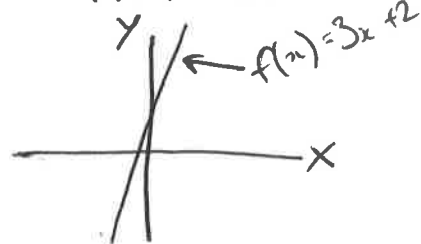
eg

$$y = 3x + 2$$

OR

$$f(x) = 3x + 2$$

PICTURE

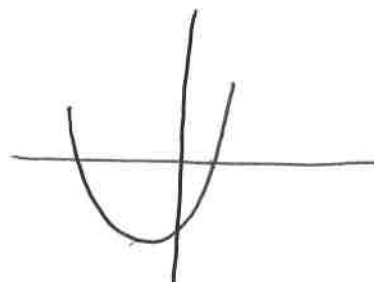


## ② QUADRATIC

( $x^2$  IN IT)

LOOKS LIKE  $\cup$  OR  $\cap$   
 $x^2$   $-x^2$

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



## ③ CUBIC ( $x^3$ IN IT)

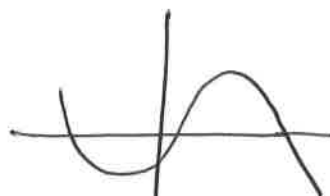
LOOKS LIKE

$\cup$   
 $-x^3$

OR

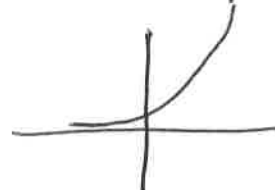
$\cap$   
 $x^3$

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



## ④ EXPONENTIAL ( $x$ IN THE POWER)

$$f(x) = 2(3^x)$$



## TRANSFORMATIONS

[WHAT HAPPENS WHEN WE CHANGE THE ORIGINAL FUNCTION?]

[USE THE GRAPHING APPLET'S ON THE WEBSITE]

### • LINEAR - [EASY]

- WE KNOW FROM CO-ORDINATE GEOMETRY THAT

$$y = mx + c$$

↑                      ↑  
SLOPE                  Y-INTERCEPT

SO IN OUR FUNCTIONS, IF WE CHANGE

$$[eg \ f(x) = 3x + 2]$$

THE NUMBERS, WE ARE ALTERING THE SLOPE OR THE Y-INTERCEPT.

• REMEMBER, PARALLEL LINES HAVE THE SAME SLOPE

- IF WE CHANGE THE "m" PART, THE SLOPE CHANGES
- IF WE PLAY AROUND WITH THE "+c" PART THE GRAPH MOVES UP OR DOWN

### • QUADRATICS $y = ax^2 + bx + c$

- IF WE CHANGE a, THE GRAPH GETS STEEPER/NARROWER
- IF WE CHANGE c, THE GRAPH MOVES UP/DOWN

(DON'T WORRY ABOUT b.)

$$y = (x + b)^2$$

- CHANGING b MOVES THE GRAPH LEFT/RIGHT.

CUBICS  $y = ax^3 + bx^2 + cx + d$

- CHANGING  $d$  MOVES GRAPH  $\uparrow$  OR  $\downarrow$

- CHANGING  $a$  MAKES IT TALL + SKINNY  
OR  
SHORT + FAT.

(DON'T WORRY ABOUT  $b$  AND  $c$ )

$$y = (x + b)^3$$

→ AS WITH QUADRATICS,  $b$  MOVES  
THE GRAPH  $\leftarrow$  OR  $\rightarrow$

---

EXPONENTIAL

$$y = a k^x + b$$

→ CHANGING  $a$  MAKES IT STEEPER

→ CHANGING  $b$  MOVED IT  $\uparrow$  OR  $\downarrow$

→ CHANGING  $x$  [THE POWER] MOVES  
GRAPH  $\leftarrow$  OR  $\rightarrow$

---

FOR ALL THESE TRANSFORMATIONS, TRY  
MAKING A TABLE + PLOTTING NEW GRAPHS  
TO GET AN IDEA OF THE NEW SHAPE



# INDICES

THIS IS ANOTHER WORD FOR "POWERS"

eg  $2^6$   
 $2 \times 2 \times 2 \times 2 \times 2 \times 2$

• WHAT DO INDICES MEAN ?

BASE  $\rightarrow 2$   $\leftarrow$  POWER 6

THE "BASE" MULTIPLIED BY ITSELF  
THE NUMBER OF TIMES INDICATED  
BY THE "POWER"

THIS MEANS  $\rightarrow 2 \times 2 \times 2 \times 2 \times 2 \times 2$

TWO MULTIPLIED BY ITSELF  
6 TIMES.

• THIS IS NOT THE SAME AS THIS

$\downarrow$   
 $2^6$

DO NOT MAKE  
THIS MISTAKE

$\downarrow$   
 $2 \times 6$

eg  $3^4 = 3 \times 3 \times 3 \times 3$

$$5^3 = 5 \times 5 \times 5$$

$$(-4)^2 = (-4) \times (-4)$$

$$a^5 = a \times a \times a \times a \times a$$

## MULTIPLYING POWERS / INDICES

eg  $5^3 \times 5^4 = ?$

THIS MEANS  $\downarrow$  THIS MEANS  $\downarrow$

$$(5 \times 5 \times 5) \times (5 \times 5 \times 5 \times 5)$$

WHICH MEANS / IS THE SAME AS

$$5 \times 5 \times 5 \times 5 \times 5 \times 5 \times 5 = 5^7$$

SO,  $5^3 \times 5^4 = 5^7$

IF BASE IS  
THE SAME

## MULTIPLYING

① RULE  
ADD THE "POWERS"

eg  $a^2 \times a^3 = a^5$

## DIVIDING POWERS / INDICES

eg  $\frac{6^5}{6^3} = \frac{6 \times 6 \times 6 \times 6 \times 6}{6 \times 6 \times 6}$

← NOW WE CAN  
"CANCEL" THE  
6'S ON TOP AND  
BOTTOM.

$$\frac{\cancel{6} \times \cancel{6} \times \cancel{6} \times 6 \times 6}{\cancel{6} \times \cancel{6} \times \cancel{6}} = 6^2$$

SO  $\frac{6^5}{6^3} = 6^2$

DIVIDING / FRACTION RULE

②

SUBTRACT THE  
POWERS.

YOU NEED TO KNOW THESE RULES, AND  
EQUALLY IMPORTANTLY, YOU NEED TO KNOW  
WHY THEY WORK.

# A POWER TO A POWER (BRACKETS)

eg  $(2^3)^4$

MEANS

$$(2 \times 2 \times 2)^4$$

SO

$$(2 \times 2 \times 2) \times (2 \times 2 \times 2) \times (2 \times 2 \times 2) \times (2 \times 2 \times 2)$$

$$(2^3)^4 = 2^{12}$$

③

RULE

MULTIPLY THE POWERS

$$(\text{ANYTHING})^0 = 1$$

④

YOU NEED TO JUST REMEMBER THIS ONE. eg.

$$5^0 = 1 ; 3^0 = 1 ; 2^0 = 1$$

WHY?

eg  $\frac{3^7}{3^7}$

REMEMBER RULE ② ? (SUBTRACT THE POWERS)

$$\text{So } \frac{3^7}{3^7} = 3^{7-7} = 3^0$$

AND WE ALSO KNOW,  $\frac{\text{ANYTHING}}{\text{ITSELF}} = 1$

eg  $\frac{5}{5} = 1 ; \frac{2}{2} = 1 ; \frac{-4}{-4} = 1$

$$\frac{3^7}{3^7} = 3^0$$

$$\frac{3^7}{3^7} = 1$$

so  $3^0 = 1$

## NEGATIVE POWERS

eg ⑤  $3^{-4} = \frac{1}{3^4}$

YOU NEED TO KNOW THIS BACKWARDS.

so  $\frac{1}{a^5} = a^{-5}$

## FRACTIONAL POWERS

= ROOTS

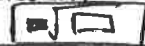
eg

⑥  $16^{\frac{1}{2}} = \sqrt{16}$

$$a^{\frac{1}{k}} = k\sqrt[k]{a}$$

" $k^{\text{TH}}$  ROOT"

[BUTTON ON CALCULATOR]



$$a^{\frac{1}{2}} = \sqrt{a}$$

THERE ARE OTHER LAWS OF INDICES, BUT THESE ARE THE MAIN ONES ...

THE LAWS / RULES ARE ON p 21 OF THE TABLES BOOK. (IT <sup>BUT</sup> IS SLIGHTLY CONFUSING AND BADLY WRITTEN)

THE MOST IMPORTANT THING IS TO UNDERSTAND WHAT INDICES / POWERS MEAN AND BE ABLE TO WORK OUT QUESTIONS YOURSELF

eg  $3^4 \times 3^3$

IF I FORGET THE RULE, THIS MEANS

$$\underbrace{3 \times 3 \times 3 \times 3}_{3^4} \times \underbrace{3 \times 3 \times 3}_{3^3}$$

WHICH IS  $3 \times 3 \times 3 \times 3 \times 3 \times 3 \times 3$   
 $= 3^7$

## EQUATIONS WITH INDICES

- THESE ARE TRICKY, BUT NOT IMPOSSIBLE.

- MAIN RULE:

- GET SAME "BASE" ON BOTH SIDES
- LET POWER = POWER

eg

$$2^x = 2^5$$

← SAME BASE

so  $x = 5$

- THEY ARE USUALLY NOT THIS EASY...

eg

$$2^x = 32$$

←

PROBLEM  
NOT SAME BASE

REWRITE AS

$$2^x = 2^5$$

← SAME BASE!

$$32 = 2^5$$

NOW  $x = 5$

• HARD

EXAMPLE

$$3^{3x-1} = \left(\frac{27}{\sqrt{3}}\right)^5$$

$$27 = 3^3$$

$$\sqrt{3} = 3^{1/2}$$

UGH... WE  
NEED THIS AS  
3 SOMETHING

so  $\frac{27}{\sqrt{3}} = \frac{3^3}{3^{1/2}}$

WHICH EQUALS  
 $3^{2\frac{1}{2}}$  [SUBTRACT POWERS]

NOW,

$$3^{3x-1} = \left(3^{2\frac{1}{2}}\right)^5$$

[BRACKETS  $\Rightarrow$  MULTIPLY POWERS]

$$5 \times 2\frac{1}{2} = \frac{25}{2}$$

$$3^{3x-1} = 3^{\frac{25}{2}}$$

so

$$3x - 1 = \frac{25}{2}$$

$\Rightarrow$

$$6x - 2 = \frac{25}{2}$$

$$6x = \frac{27}{2} \therefore x = 4\frac{1}{2}$$

## SURDS

( $\sqrt{\quad}$ )

- SQUARE ROOTS

WHICH DON'T HAVE A NICE ANSWER.

→ THESE ARE IRRATIONAL NUMBERS

eg  $\sqrt{2}$  or  $\sqrt{3}$

### \* MOST IMPORTANT THING

WHEN YOU "SQUARE" A SURD  
IT CANCELS OUT. (BECAUSE THEY  
ARE OPPOSITES  
OF EACH OTHER)

eg

$$\sqrt{9} = 3$$

$$3^2 = 9$$

$$\longrightarrow \text{SO } (\sqrt{9})^2 = 9$$

$$\text{AND } (\sqrt{7})^2 = 7$$

$$\text{AND ALSO } \sqrt{6^2} = 6$$

### OTHER STUFF TO KNOW

$$\bullet \sqrt{3} \times \sqrt{2} = \sqrt{6} \quad \left[ \begin{array}{c} \text{YOU CAN} \\ \text{MULTIPLY} \end{array} \right]$$

$$\bullet \frac{\sqrt{9}}{\sqrt{3}} = \sqrt{\frac{9}{3}} = \sqrt{3} \quad \left[ \begin{array}{c} \text{YOU CAN} \\ \text{DIVIDE} \end{array} \right]$$

LET YOUR CALCULATOR DO MOST OF THESE  
QUESTIONS FOR YOU.

- IF YOU HAVE AN EQUATION WITH SURDS,

SQUARE BOTH SIDES TO GET RID OF THE SURDS.

- IF A QUESTION SAYS "IN SURD FORM" IT  
MEANS IT HAS A  $\sqrt{\quad}$  SIGN IN IT.