

## QUADRATIC MODELS

When to use a quadratic model:

\*Values decrease and then increase



\*Values increase and then decrease



\*Values depend on surface area and volume

$$SA = 2\pi \cdot r^2 + 2\pi \cdot r \cdot h \quad V = h \cdot \pi \cdot r^2$$

### EXAMPLE #1

Use the given values to find an equation of the form  $f(x) = ax^2 + bx + c$ .

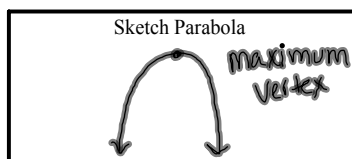
$f(1) = 4$ $4 = a(1)^2 + b(1) + c$ $4 = a + b + c$ $\downarrow$ (multiply by -1) $4 = 3 + -1 + c$ $4 = 2 + c$ $\frac{-2 \quad -2}{\hline} \quad \frac{-2 \quad -2}{\hline}$ $\underline{\underline{2 = c}}$	$f(2) = 12$ $12 = a(2)^2 + b(2) + c$ $12 = 4a + 2b + c$ $\frac{-4 \quad -4 \quad -c}{\hline} \quad \frac{-4 \quad -4 \quad -c}{\hline}$ $(8 = 3a + b) \times (-3) \rightarrow$ $\frac{8 = 3(3) + b}{8 = 9 + b}$ $\frac{-9 \quad -9}{\hline}$ $\underline{\underline{-1 = b}}$	$f(4) = 46$ $46 = a(4)^2 + b(4) + c$ $46 = 16a + 4b + c$ $\frac{-4 \quad -4 \quad -c}{\hline} \quad \frac{-4 \quad -4 \quad -c}{\hline}$ $42 = 15a + 3b$ $\frac{-24 \quad -24 \quad -36}{\hline}$ $\frac{18 = 15a}{\frac{6}{6} \quad \frac{6}{6}}$ $\underline{\underline{a = 3}}$
<div style="border: 2px solid red; padding: 10px; display: inline-block;"> <math>f(x) = 3x^2 - x + 2</math> </div>		

## Alg III 1.8 lesson

### EXAMPLE #2

In an electric circuit, the available power  $P$  in watts when a current of  $I$  amperes is flowing is given by  $P = 110I - 11I^2$ .

If you were to plot coordinates  $(I, P)$



- a. If the current is increased from 2 amperes to 3 amperes, by how much will the power increase?

$$\begin{aligned} P(2) &= 110(2) - 11(2)^2 \\ &= 220 - 44 \\ &= 176 \end{aligned}$$

$$\begin{aligned} P(3) &= 110(3) - 11(3)^2 \\ &= 231 \end{aligned}$$

$$231 - 176 = 55 \text{ watts}$$

- b. Find the maximum power that can be produced by the circuit.

vertex  $(-\frac{b}{2a}, y)$

$$\frac{-b}{2a} = \frac{-110}{2(11)} = 5 \text{ amps}$$

$$\begin{aligned} P(5) &= 110(5) - 11(5)^2 \\ &= 550 - 275 = 275 \text{ watts} \end{aligned}$$

### EXAMPLE #3

An object thrown into the air with an initial velocity ( $v_0$ ) meters per second from a height ( $h_0$ ) meters above ground is modeled by the function  $h(t) = -4.9t^2 + v_0t + h_0$  (model does not account for air resistance). The height of the object will be  $h(t)$  after  $t$  seconds.

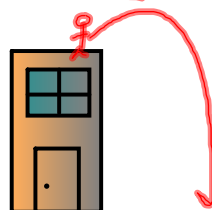
A ball is tossed with an upward velocity of 16 m/s from a building 20m high.

- a. Find its height above the ground  $t$  seconds later.

$$h(t) = -4.9t^2 + 16t + 20$$

- b. When will the ball reach its highest elevation?

- c. When will the ball hit the ground?



# Homework

p45 #1, 7, 10, 11