

# Course Summary - Math 120

The core of your studying should be the assigned homework problems: make sure you really understand those well before moving on to other things (like the old midterms on the test archive).

## • Chapter 1 - Warm Up

- One of the most important ideas of this chapter is that of *multiplying by one* as a means of unit conversion. This idea makes all unit conversions have a common method, and helps one's notekeeping.
- Introduction of variables for unknown quantities is a crucial idea illustrated in this chapter.

## • Chapter 2 - Imposing Coordinates

- This chapter introduced the use of the *coordinate system* and the *distance formula*.
- A classic problem from this chapter is one in which two objects are moving and we need to describe the distance between them.

## • Chapter 3 - Three Simple Curves

- This chapter introduces circles, and horizontal and vertical lines. You should be sure you are comfortable finding the equation of a circle from a variety of descriptions.
- You should be able to complete the square on a circle equation in order to find the circle's center and radius.
- You should be able to find the intersection of a circle with a vertical or horizontal line.

## • Chapter 4 - Linear Modeling

- In this chapter, we got the general line definition.
- Be sure you are able to find the intersection of a given circle with a general line.
- We used the idea of perpendicular lines, and have a method for finding the shortest distance between a line and a point not on that line.
- We considered tangent lines to circles.
- Uniform linear motion was introduced. You should be able to model the motion of anything moving at a constant speed along a line with a pair of **parametric equations**.

## • Chapter 5 - Functions and Graphs

- Here the *function* is introduced.
- Every function has a domain, range and graph. Be sure to know what each is, and how to determine it for a given function. As we said, finding the range and graph can be hard; rest assured, if you are asked to find the range or graph of a given function, it will be doable.
- Given a function  $f(x)$ , you should be able to simplify expressions like

$$\frac{f(x + 2h) - f(x - 2h)}{h}.$$

- You should be comfortable with *multipart* functions (what are they, how to evaluate one, how to solve equations involving them, etc.) What's an example of a multipart function?

## • Chapter 6 - Graphical Analysis

- Chapter 6 talks about a variety of function-related topics.
- You should understand how to graph a multipart function, where each part is linear.
- You should be able to create multipart functions from geometric descriptions (e.g., "pizza" problems, "baseball diamond" problems, "trough" problems).
- You should be able to solve equations involving multipart functions.
- You should understand the effect of applying absolute value to a function. How does the graph of  $f(x)$  compare with the graph of  $|f(x)|$ ?

## • Chapter 7 - Quadratic Functions

- You should know that quadratic functions are those of the form  $f(x) = ax^2 + bx + c$  and that these can always be put into vertex form  $f(x) = a(x - h)^2 + k$ . You should be able to find the vertex of a quadratic function.
- You should be able to create quadratic models given three generic points, or the vertex and one other point.
- You should be able to find the maximum or minimum value of a quantity determined by a quadratic function by considering the vertex of the function's graph.
- You should be able to set up parametric equations for two things (e.g., persons) exhibiting uniform linear motion and determine when the things are closest together.

## • Chapter 8 - Composition

- You should know what it means to compose two functions. You should understand what is meant by  $f(g(x))$ . You should know that  $f(g(x))$  and  $g(f(x))$  are generally different functions. You should be able to write simplified rules for compositions  $f(g(x))$  and  $g(f(x))$  given rules for  $f(x)$  and  $g(x)$ .

## • Chapter 9 - Inverse Functions

- You should understand what an **inverse function** is, what conditions a function must satisfy in order to have an inverse (do all functions have inverses? can you tell if a function has an inverse by looking at its graph?), and how to find the inverse of a given function
- You should understand what a **one-to-one function** is, and what is special about the graph of a one-to-one function

## • Chapters 10, 11, 12 - Exponential functions, modeling and logarithms

- You should be able to recognize functions of the form  $f(x) = A_0b^x$  or, equivalently,  $f(x) = A_0e^{kx}$ . You should be able to put exponential functions into these forms.
- You should be able to create exponential models of quantities that change over time. Given two values of the quantity at two data points in time, you should be able to come up with an exponential model that fits the data. Given a single data point and information about the quantity's rate of growth (e.g., percentage annual increase, or doubling time), you should be able to come up with an exponential model that fits.
- You should be able to solve equations involving exponential functions using the natural logarithm.

## • Chapter 13 - Three Construction Tools

- You should understand horizontal and vertical **shifting**, and horizontal and vertical **scaling** (aka dilating, compressing/stretching)
- You should understand how to create the graph of  $g(x) = af(bx + c) + d$  from the graph of  $f(x)$ .

## • Chapter 14 - Rational Functions

- You should be able to find the **asymptotes** (horizontal and vertical) of a **linear-to-linear rational function**, and be able to sketch the graph of a linear-to-linear rational function.
- You should be able to model with **linear-to-linear rational functions**. This comes down to finding a rational function of the form

$$f(x) = \frac{ax + b}{x + c}$$

whose graph

1. passes through three given points  
or
2. has a given asymptote and passes through two given points  
or
3. has two given asymptotes and passes through one given point

You will need to translate the language of the modeling problem.

Pay particularly close attention to the words “linear-to-linear”.

Note that a linear-to-linear function is not a **linear function**. A linear function is one of the form  $f(x) = ax + b$ .

## • Chapter 15 - Measuring an Angle

- You should understand how to convert between **degrees** and **radians**.
- You should understand and be able to use the relationships between **radii**, **angle**, **arc length** and **area**.

## • Chapter 16 - Measuring Circular Motion

- You should understand the various measures of **angular speed** (aka **angular velocity**), like rpm, radians per second, or degrees per hour.
- You should understand the relationship between **radius**, **angular speed** and **linear speed**.
- You should know how solve a belt-and-pulley problem (e.g., the bicycle example from lecture).

## • Chapter 17 - The Circular Functions

- This chapter introduces the **trigonometric functions**.
- You should be able to solve problems using the idea of trigonometric functions as ratios of sides of right triangles and some algebra.
- You should understand the definitions of  $\sin x$  and  $\cos x$  using the **unit circle**; you should be able to determine certain simple properties of the functions  $\sin x$  and  $\cos x$  from this definition (e.g., the range, the domain, the graph, the values at certain value of  $x$ , like  $x = 5\pi/2$ ).

- You should be able to determine the location of an object moving circularly given information about its speed, starting location, and direction of motion.
- You should be able to utilize information about the time of first passing of two things moving circularly at constant speeds.

## • Chapter 18 - Trigonometric Functions

- This is a short chapter which adds some final touches to our knowledge of the functions  $\sin x$  and  $\cos x$  and related functions.
- You should be thoroughly familiar with the graphs of  $y = \sin x$  and  $y = \cos x$

## • Chapters 19, 20 - Sinusoidal Functions

- You should understand the notion of a **sinusoidal function** as a shifted/dilated version of the function  $\sin x$ .
- You should understand the effect of the four parameters  $A, B, C$  and  $D$  on the graph of

$$f(x) = A \sin \left( \frac{2\pi}{B}(x - C) \right) + D.$$

- You should be able to model with sinusoidal functions. In particular, you should be able to determine the parameters  $A, B, C$ , and  $D$  from a verbal description of a quantity that varies sinusoidally with time.
- You should be able to solve equations of the form  $f(x) = k$  where  $f$  is a sinusoidal function; if there are any solutions, there are infinitely many, and you should be able to find them as many of them as you need. You should be able to do this in the context of a modeling problem.