

U2D5_T Quadratic Equations MCR 3UI

Monday, February 25, 2019 6:22 AM



U2D5_T
Quadratic...

U2D5 MCR 3UI

Solving Quadratic Equations

Warm Up

Simplify the following.

$$\begin{aligned}
 1. \quad & 4\sqrt{99} - 7\sqrt{12} + 3\sqrt{44} + 2\sqrt{75} \\
 & = 4\sqrt{9 \times 11} - 7\sqrt{4 \times 3} + 3\sqrt{4 \times 11} + 2\sqrt{25 \times 3} \\
 & = 4(3\sqrt{11}) - 7(2\sqrt{3}) + 3(2\sqrt{11}) + 2(5\sqrt{3}) \\
 & = 12\sqrt{11} - 14\sqrt{3} + 6\sqrt{11} + 10\sqrt{3} \\
 & = 18\sqrt{11} - 4\sqrt{3}
 \end{aligned}$$

$$\begin{aligned}
 2. \quad & (2\sqrt{3} + 5)(2\sqrt{3} - 8) \\
 & = 4(3) - 16\sqrt{3} + 10\sqrt{3} - 40 \\
 & = 12 - 6\sqrt{3} - 40 \\
 & = -28 - 6\sqrt{3}
 \end{aligned}$$

A quadratic equation is a quadratic function where $y = 0$. Solving a quadratic equation results in the roots or zeroes of the quadratic function. (finds all values of x that makes the equation true)
To solve, FACTOR or use the QUADRATIC FORMULA (if it doesn't factor).

1. Solve, using the most efficient method.

a. $x^2 + 5x = 0$
 $x(x+5) = 0$
 $x = 0$ or $x + 5 = 0$
 $x = -5$

b. $x^2 + 8x - 9 = 0$ $m-9$
 $A 8$
 $(x+9)(x-1) = 0$
 $x+9=0$ or $x-1=0$
 $x = -9$ $x = 1$

c. $x^2 + 16 = 0$
 DNF
 $x^2 = -16$
 $x = \pm \sqrt{-16}$
 \uparrow
 no real solution



d. $(x+5)^2 - 81 = 0$
 $(x+5-9)(x+5+9) = 0$
 $(x-4)(x+14) = 0$
 $x = 4$ or $x = -14$

$$\begin{aligned}
 (x+5)^2 &= 81 \\
 x+5 &= \pm \sqrt{81} \\
 x &= 5 \pm 9 \\
 x = 5+9 &\quad \text{OR} \quad x = 5-9 \\
 x = 14 &\quad \quad \quad x = -4
 \end{aligned}$$

2. Locate the roots for the following quadratic functions.

a. $y = 4x^2 - 4x - 3$

$$\begin{array}{r} 1\ 2\ 1\ 3 \\ 4\ 2\ 3\ 1 \end{array}$$

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

$$(2x+1)(2x-3) = 0$$

$$2x+1=0 \quad \text{OR} \quad 2x-3=0$$

$$2x = -1$$

$$2x = 3$$

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

$$x = \frac{3}{2}$$

b. $y = 2x^2 - 3x - 4$

DNF

* need quadratic formula

3. Solve the following quadratics using the Quadratic Formula

We need this formula for quadratic equations that do not factor.

If $ax^2 + bx + c = 0$ then $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

So ... Let's try again

a. $2x^2 - 3x - 4 = 0$

b. $y = 3x^2 - 5 - 6x$

$$x = \frac{3 \pm \sqrt{9 - 4(2)(-4)}}{4}$$

$$3x^2 - 6x - 5 = 0$$

$$x = \frac{6 \pm \sqrt{36 - 4(3)(-5)}}{6}$$

$$x = \frac{3 \pm \sqrt{9 + 32}}{4}$$

$$x = \frac{6 \pm \sqrt{36 + 60}}{6}$$

$$x = \frac{3 \pm \sqrt{41}}{4}$$

$$x = \frac{6 \pm \sqrt{96}}{6}$$

$$\begin{array}{r} 4\ 96 \\ 4\ 24 \\ \hline 6 \end{array}$$

$$x = \frac{3 + \sqrt{41}}{4} \quad \text{OR} \quad x = \frac{3 - \sqrt{41}}{4}$$

$$x = \frac{6 \pm \sqrt{16 \times 6}}{6} \quad \rightarrow \quad x = \frac{2(3 \pm 2\sqrt{6})}{6}$$

↑ exact answers.

$$x = \frac{6 \pm 4\sqrt{6}}{6}$$

$$\therefore x = \frac{3 \pm 2\sqrt{6}}{3}$$

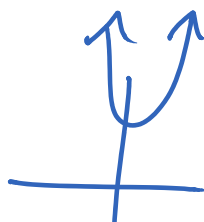
OR $x = \frac{3 - 2\sqrt{6}}{3}$

c. $y = x^2 - 4x + 6$

$$x^2 - 4x + 6 = 0$$

$$x = \frac{4 \pm \sqrt{16 - 4(1)(6)}}{2}$$

$$x = \frac{4 \pm \sqrt{16 - 24}}{2}$$



$$x = \frac{4 \pm \sqrt{16-24}}{2}$$

$$x = \frac{4 \pm \sqrt{-8}}{2}$$

∴ there is no solution.

4. Solve for the values of x that satisfy the following equation.

$$(2x+1)^2 + (2x+3)^2 = 26$$

$$4x^2 + 4x + 1 + 4x^2 + 12x + 9 - 26 = 0$$

$$8x^2 + 16x - 16 = 0$$

$$8(x^2 + 2x - 2) = 0$$

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

$$x = \frac{-2 \pm \sqrt{4 - 4(1)(-2)}}{2}$$

$$x = \frac{-2 \pm \sqrt{12}}{2}$$

$$x = \frac{-2 \pm 2\sqrt{3}}{2}$$

$$x = \frac{-1 \pm \sqrt{3}}{1}$$

$$\therefore x = -1 + \sqrt{3} \text{ OR } x = -1 - \sqrt{3}$$

5. Narein throws a ball that will move through the air in a parabolic path due to gravity.

The height, h , in metres, of the ball above the ground after t seconds can be modelled by the function

$$h(t) = -4.9t^2 + 40t + 1.5.$$

Find the zeros (rounded to the nearest thousandth) of the function and interpret their meaning.

For projectile problems, keep in mind:

- i) Object hits ground when the height = 0 m.
- ii) If solving for "when" (the time) then need a height (h), if solving for a "how high" (height) then need a time (t).
- iii) Object reaches max height at the vertex! (not necessarily at the halfway point if object has an initial height not equal to zero).
- iv) Initial height of object can be found at $t=0$ s

$$-4.9t^2 + 40t + 1.5 = 0$$

$$4.9t^2 - 40t - 1.5 = 0$$

$$t = \frac{40 \pm \sqrt{1600 - 4(4.9)(-1.5)}}{9.8}$$

$$t = \frac{40 \pm \sqrt{1629.4}}{9.8}$$

$$t = 8.200594\dots$$

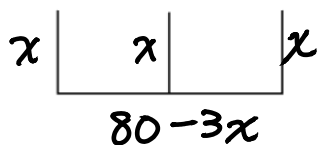
$$t \approx 8.201$$

$$t = -0.6373\dots$$

inadmissible
 $\{t \geq 0\}$

\therefore ball hits the ground after 8.201 sec.

6. A rectangular lot is bounded on one side by a river and on the other three sides by fencing. Then another section of fencing is used to divide the lot into two parts as shown. A total of 80m of fencing is used. Determine all possible dimensions of the lot with a total area of 400 m².



$$A(x) = x(80 - 3x)$$

$$80x - 3x^2 = 400$$

$$-3x^2 + 80x - 400 = 0$$

⋮



U2D5 MCR3UI Worksheet Solving Quadratic Equations

- Determine the roots of each equation by factoring.
 - $x^2 + 5x + 4 = 0$
 - $4x^2 - 9 = 0$
 - $x^2 - 11x + 18 = 0$
 - $2x^2 - 7x - 4 = 0$
- Use the quadratic formula to determine each of the roots to two decimal places.
 - $x^2 - 4x - 9 = 0$
 - $3x^2 + 2x - 8 = 0$
 - $-2x^2 + 3x - 6 = 0$
 - $0.5x^2 - 2.2x - 4.7 = 0$
- For each equation, decide on a strategy to solve it and explain why you chose that strategy.
 - Use your strategy to solve the equation. When appropriate, leave your answer in simplest radical form.
 - $2x^2 - 3x = x^2 + 7x$
 - $4x^2 + 6x + 1 = 0$
 - $x^2 + 4x - 3 = 0$
 - $(x + 3)^2 = -2x$
 - $3x^2 - 5x = 2x^2 + 4x + 10$
 - $2(x + 3)(x - 4) = 6x + 6$
- Locate the x -intercepts of the graph of each function.
 - $f(x) = 3x^2 - 7x - 2$
 - $f(x) = -4x^2 + 25x - 21$
- The flight of a ball hit from a tree that is 0.6 m tall can be modelled by the function $h(t) = -4.9t^2 + 6t + 0.6$. Where $h(t)$ is the height in metres at time t seconds. How long will it take for the ball to hit the ground?
- Determine the break-even quantities for each profit function, where x is the number sold, in thousands.
 - $P(x) = -x^2 + 12x + 28$
 - $P(x) = -2x^2 + 18x - 40$
 - $P(x) = -2x^2 + 22x - 17$
 - $P(x) = -0.5x^2 + 6x - 5$
- A rectangular swimming pool measuring **10 m by 4 m** is surrounded by a deck of uniform width. The **combined area** of the deck and the pool is **135 m²**. What is the **width** of the deck?
- The sum of the squares of two consecutive integers is 685. What could the integers be? (list all possibilities)
- Sally is standing on the top of a river slope and throws a ball. The height of the ball at a given time is modeled by the function $h(t) = -5t^2 + 30t + 10$, where $h(t)$ is the height in metres and t is the time in seconds.
 - How long is the ball in the air, to the nearest tenth of a second?
 - How high is the ball after 4 seconds?
 - When will the ball be 10m above the ground?
 - What is the maximum height of the ball?
- The height, $h(t)$, in metres, of an object fired upwards from the ground at 50 m/s is given approximately by the equation $h(t) = -5t^2 + 50t$ where t seconds is the time since the object was launched.
 - Does an object fired upwards at 50 m/s reach a height of 150 m? If so, after how many seconds is the object at this height?
 - When will the object hit the ground?
 - When does it reach its maximum height?
- The population of an Ontario city is modeled by the function $P(t) = 0.5t^2 + 10t + 300$ where $P(t)$ is the population in thousands and t is the time in years. (Note: $t = 0$ corresponds to the year 2000)
 - What was the population in 2000?
 - What will be the population in 2012?
 - When is the population expected to be 1,050,000?
- The profit of a skateboard company can be modeled by the function $P(x) = -63 + 133x - 14x^2$, where $P(x)$ is the profit in thousands of dollars and x is the number of skateboards sold, also in thousands.
 - What is the maximum profit the company can earn?
 - Determine when the company is profitable by calculating the break-even points.
- In Vancouver, the height, h , in kilometres, that you would need to climb to see to the east coast of Canada can be modelled by the equation $h^2 + 12\,740h = 20\,000\,000$. If the positive root of this equation is the solution, find the height, to the nearest kilometre.

ANSWERS:

- $\{-4, -1\}$
 - $\{2, 9\}$
 - $\left\{\frac{-3 \pm \sqrt{33}}{2}\right\}$
 - $\left\{\frac{-1}{2}, 4\right\}$
 - $\{-1.61, 5.61\}$
 - $\left\{-2, \frac{21}{4}\right\}$
 - $\{ \}$ -- means there is no solution
 - $\{-1.57, 5.97\}$
- | | Easiest method | Roots | Easiest Method | Roots |
|----|------------------------------|-----------------------|-----------------------------|--|
| a) | Common Factoring | $\{0, 10\}$ | b) DNF -- Quadratic Formula | $\left\{\frac{-3 \pm \sqrt{5}}{4}\right\}$ |
| c) | DNF -- use Quadratic Formula | $\{-2 \pm \sqrt{7}\}$ | d) DNF -- use Quad. Formula | $\{-4 \pm \sqrt{7}\}$ |
| e) | Simple Trinomial Factoring | $\{-1, 10\}$ | f) DNF -- use Quad. Formula | $\{2 \pm \sqrt{19}\}$ |

 - $\left\{\frac{7 \pm \sqrt{73}}{6}\right\}$
 - $\left\{1, \frac{21}{4}\right\}$
 - $\frac{30 \pm \sqrt{1384}}{49}$ or about 1.32 seconds
 - 14 000 units
 - 4000 units or 5000 units
 - 836 units or 10 164 units
 - 901 units or 11 099 units
 - 6.3 seconds
 - 50 m
 - 2.5 m
 - 55 m
 - no
 - 10 sec.
 - 5 sec.
 - 300 000
 - 492 000
 - 2030
 - 5252 875
 - 500 units or 9000 units
 - 1413 km