

## C12 - 0.0 - Methods

<p><b>Transformations</b></p> <p><u>Substitute the Opposite Operation for the Variable</u></p> <p>"Put ( ) in for ( )"</p> <p>Horizontal/Vertical Translations Expansions/Compressions Reflections Inverse: Switch x and y Invariant Points Factor Brackets Do functions stuff 1st. BEDMAS, Inside Out Steps Layout Mapping/Order Function Notation</p>	<p><b>Trigonometry</b></p> <p>Radians &lt;-&gt; Degrees Arc Length/Sector Area ASTC/QI,II,III,IV/Unit Circle Special/Similar Triangles SOH-CAH-TOA <math>csc\theta, sec\theta, cot\theta</math> Solving Equations <math>let\ m = 2x</math> <math>let\ m = \sin x</math> <math>\theta_r = \sin^{-1}(+)</math> <math>\pm\theta_{stp}, \theta_r, \theta_{cot}, \theta_{pri}</math> <math>0 \leq x &lt; 2\pi</math> <math>\theta_{gen} = \theta + p^*n, n \in I</math> <math>x^2 + y^2 = r^2</math> Linear/Angular Velocity</p>	<p><b>Exponentials</b></p> <p>Exponent/Radical laws (Change of Base) Separating Exponents <math>y_1 = y_2</math> Find Intersection (Or use Logs) Same Base/Exponent: Make Exponents/Bases equal to each other. Take both/sides to reciprocal exponent of variable/things. <math>let\ m = 2^x</math></p> <p><b>Set P = 1 or 100</b></p>	
<p><b>Radicals</b></p> <p>Laws/Square both sides Domain: Set underneath the root <math>\geq 0</math> and solve <math>y = \sqrt{f(x)}</math> Pick an x value on <math>f(x)</math> Square root the y-value Draw the new point.</p>	<p><b>Trig Functions</b></p> <p>Box Model DACB</p> <p><b>Trig Identities</b></p> <p>Identities Fractions/LCD Factoring/FOIL Conjugates</p>	<p><b>Logarithms</b></p> <p>Log/Exponential Form/Laws/Change of Base. Bring Exponent down in front/Separate. Log both sides/De-log both side. Set Log arbitrarily = x <math>Let\ m = \log x</math> Domain: Set the thing you are logging &gt; 0 Set the base of the log &gt; 0 and <math>\neq 1</math> VA: Set the thing you are logging = 0 Graphing: Graph <math>b^x</math>-&gt;Switch x and y-&gt;Trans</p>	
<p><b>Polynomials</b> <span style="border: 1px solid black; padding: 2px;">Put it in!</span></p> <p>Definition Factoring Long Division - Synthetic Division + Factor Theorem Remainder Theorem Potential Factors (x-a) Solve by Inspection f(a) Store x/Graph 2nd Calc Zero Graphing End behavior Multiplicity</p> <p><math>y = a(x - z)^1(x - r)^2 \dots</math></p>	<p><b>M8-11 Methods</b></p> <p>Bedmas/# Forms Substitution, let m = # Algebra/Fractions/LCD <math>y = mx + b</math> Exponents/Geometry Systems/Radicals Factoring/Quad Form Rationals/Trigonometry Absolute Value Inequalities</p>	<p><b>Rationals</b></p> <p>Steps: Factor, Holes, VA, HA, SA's VA: Set Denominator = 0 and solve LCD Fractions Long/Synthetic Division</p>	
		<p><b>Function operations</b></p> <p><math>f(x) + g(x)</math> <math>f(x) - g(x)</math> <math>f(x) \times g(x)</math> <math>f(x) \div g(x)</math> <math>f(g(x))</math></p>	<p><b>Combinatorics</b></p> <p>FCP Factorials Tree Diagram nPr, nCr Cases All minus none Identical Objects Paths in Squares Pascal 'Triangle Binomial Theorem</p>