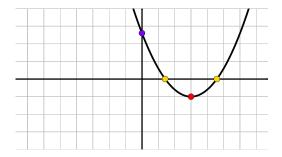
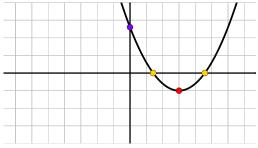
Graphing Quadratic Equations with 2 variable Graphing the solutions to $y = f(x) = ax^2 + bx + c$

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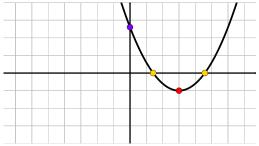
To graph a quadratic equation, we need to find our important points:



The *y*-intercept

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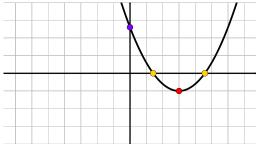


The *y*-intercept

The *x*-intercept(s)

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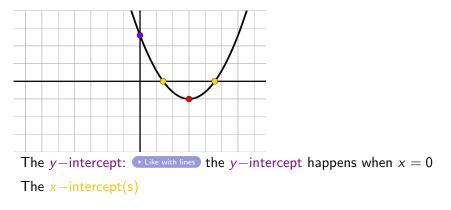


The y-intercept

The *x*-intercept(s)

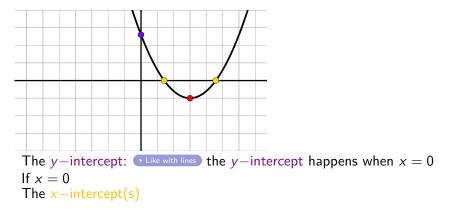
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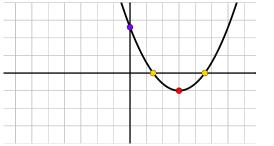
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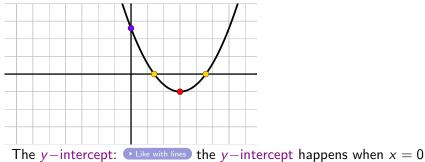
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The *y*-intercept: • Like with lines the *y*-intercept happens when x = 0If x = 0, $y = a \cdot 0^2 + b \cdot 0 + c$ The *x*-intercept(s)

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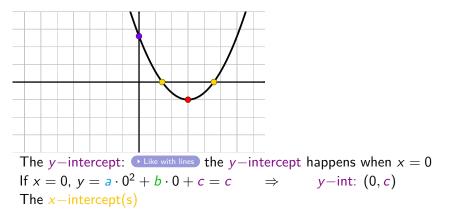
To graph a quadratic equation, we need to find our important points:



If x = 0, $y = a \cdot 0^2 + b \cdot 0 + c = c$ The x-intercept(s)

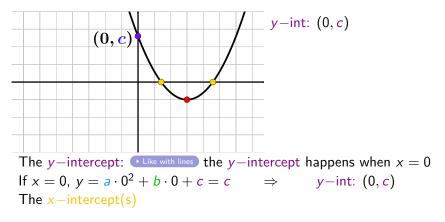
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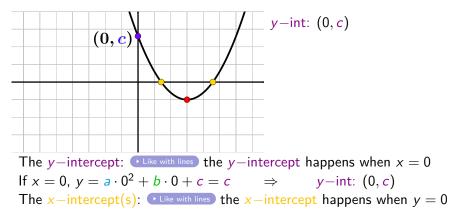
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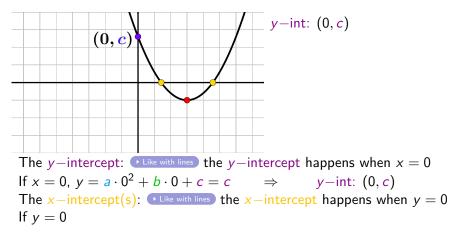
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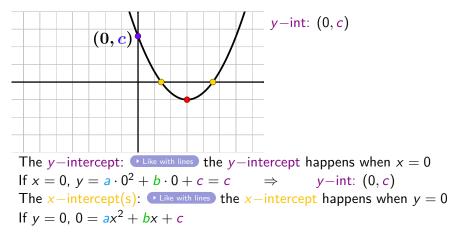
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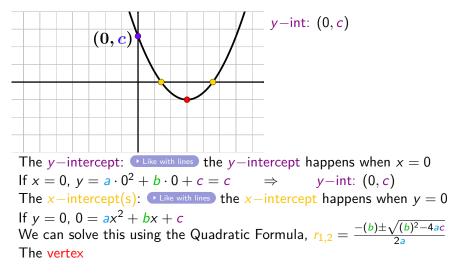


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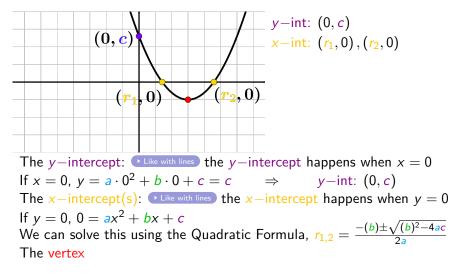
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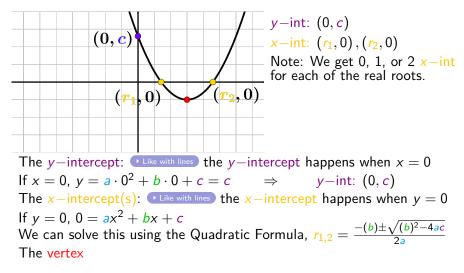
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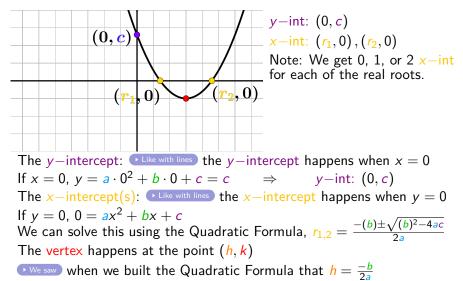
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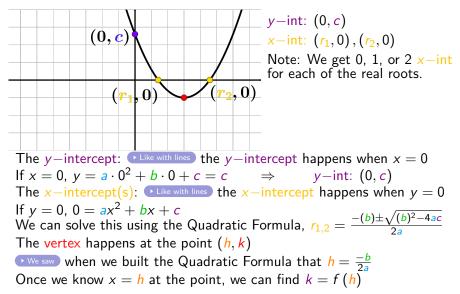
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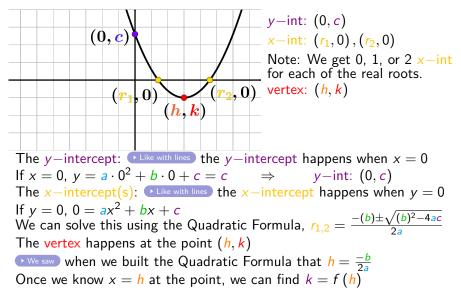
Graphing the solutions to $y = f(x) = ax^2 + bx + c$ To graph a quadratic equation, we need to find our important points:

y - int: (0, c)(0, c) $x - int: (r_1, 0), (r_2, 0)$ Note: We get 0, 1, or $2 \times -int$ for each of the real roots. $(r_{2}, 0)$ **(**0) The y-intercept: \bigcirc Like with lines the y-intercept happens when x = 0If x = 0, $y = a \cdot 0^2 + b \cdot 0 + c = c \Rightarrow y - \text{int:} (0, c)$ The x-intercept(s): \checkmark Like with lines the x-intercept happens when y = 0If y = 0, $0 = ax^2 + bx + c$ We can solve this using the Quadratic Formula, $r_{1.2} = \frac{-(b)\pm\sqrt{(b)^2-4ac}}{2a}$ The vertex happens at the point (h, k)• We saw when we built the Quadratic Formula that $h = \frac{-b}{2a}$ Once we know x = h at the point, we can find k

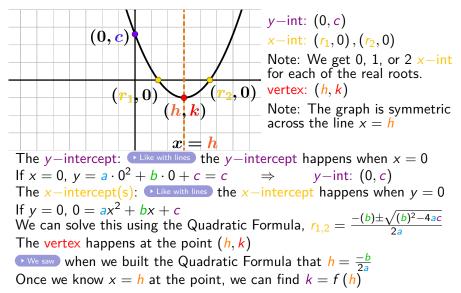
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