Write your questions here!

Steps for factoring (No Equal Sign)

#### Step 1

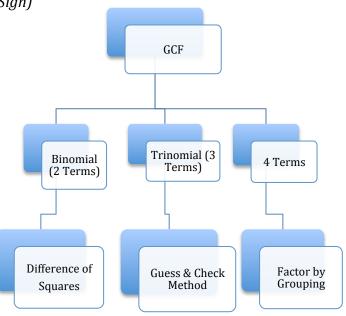
 Check to see if there is a greatest common factor you can take out of each term.

### Step 2

 Decide if its a binomial, Trinomial, or a polynomial with 4 terms

### Step 3

 Use the "Difference of Squares" or the "Guess & Check" method or the "grouping" method depending on the number of terms the polynomial has



# Factor by Grouping

$$x^3 - 2x^2 + 4x - 8$$







Steps for Solving Quadratic Equations (Equal Sign)

## Step 1

• Write the equation in Standard Form with zero on one side.

# Step 2

 Check to see if there is a greatest common factor (GCF) you can take out of each term.

## Step 3

 Decide if its a binomial, or trinomial, or a polynomial with 4 terms

### Step 4

 Use the "Difference of Squares" or the "Guess & Check" method or the "grouping" method depending on the number of terms the polynomial has

### Step 5

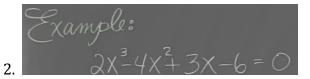
• Apply the Zero-Product Property by setting each factor equal to zero

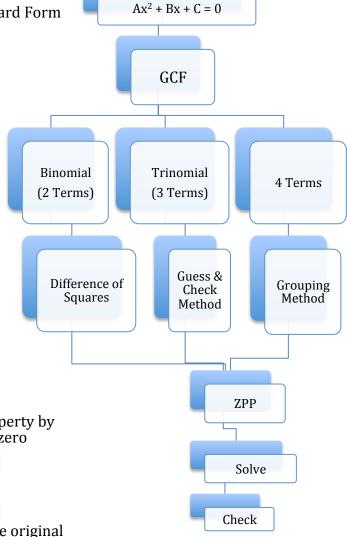
#### Step 6

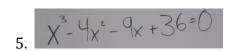
• Solve for the variable

#### Step 7

• Check your solution(s) in the original equation





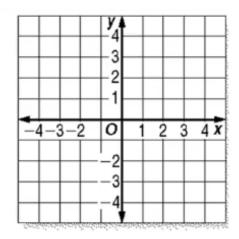




Ex 6.  

$$f(x) = x^2 + 3x - 1$$

$$x y$$



Summary:



11.6 Factor by Grouping & What Solutions Mean Graphically

**PRACTICE** 

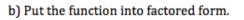
Factor Completely.		
1. $12x^3 + 2x^2 - 30x - 5$	$2.  56n^3 + 64n^2 + 70n + 80$	3. $6b^3 + 16b^2 - 15b - 40$
$4.  70n^4 + 40n^3 + 28n^2 + 16n$	5. $126r^5 - 144r^4 - 210r^3 + 240r^2$	$8r^3 - 64r^2 + r - 8$

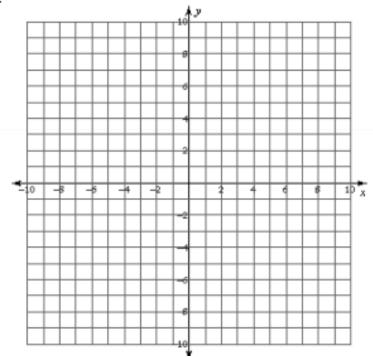
Calve the following polynomial equations			
Solve the following polynomial equations.			
7. $x^3 - x^2 - 3x + 3 = 0$	$8.  x^4 + 2x^3 - 5x^2 - 10x = 0$	$9.  x^6 - 2x^4 - x^2 + 2 = 0$	
10. $4b^3 + b^2 + 8b + 2 = 0$	$11. \ 3t^3 + 15t^2 + t + 3 = 0$	$12. \ x^3 - 3x^2 - 16x + 48 = 0$	

13. Graphing Quadratic Equations
Use the function  $f(x) = x^2 + 2x - 8$  to answer the following.

a) Complete the table. Plot points on the graph.

X	$f(x) = x^2 + 2x - 8$	F(x)	(x,y)
-5			
-3			
-2			
-1			
0			
1			
3			





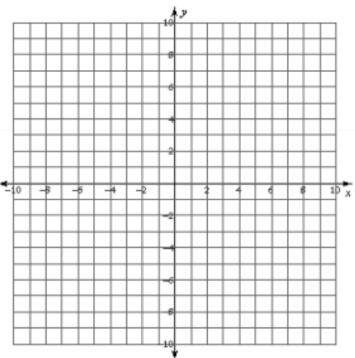
c) What shape does the graph make?

- d) How do the zeroes relate to the graph?
- e) How do the zeroes relate to the graph?

**14. Graphing Polynomial Equations** Use the function  $f(x) = x^3 + 2x^2 - 3x$  to answer the following.

b) Complete the table. Plot points on the graph.

X	$f(x) = x^3 + 2x^2 - 3x$	F(x)	(x,y)
-3.5			
-3			
-2			
-1			
0			
0.5			
1			
2			



- b) Put the function into factored form.  $\,$  c) What shape does the graph make?
- d) How do the zeroes relate to the graph?

Find the zeros of the function by rewriting the function in intercept form.			
$10) y = x^2 + 6x + 8$	11) $f(x) = x^2 - 4x - 32$	12) $f(x) = x^2 + 11x$	
13) $g(x) = x^2 + 19x + 84$	14) $y = x^2 - 64$	$15)  y = 4x^2 - 19x - 5$	
$16)  y = 11x^2 - 19x - 6$	$17)  y = 18x^2 - 6x - 4$	18) $f(x) = 4x^2 + 28x + 49$	

19) $y(x) = 15x^2 - 5x - 20$	$y = x^2 + 2$ 20)	2x + 121	21) $g(x) = 2x^3 - x^2 + 4x - 2$
22)What are the roots of the equation $2x^4 + 4x^3 - 126x^2 = 0$		23)What are t	he zeros of $x^3 - 4x^2 - 75x + 25$ ?
23 1 13 1203 = 0		$\int (x)^{-12x}$	130 733 1 25 1

# 11.6 Factor by Grouping & What Solutions Mean



- 1. Write a quadratic equation of the form  $x^2 + bx + c = 0$  that has roots 8 and 11.
- 2. For what integers b can the expression  $x^2 + bx + 7$  be factored? *Explain*.

# 3. Projectile Application

Directions: A projectile is an object that is propelled into the air, but has no power to keep itself in the air, like a thrown ball. The height of a projectile can be described by the vertical motion model:

- $s(t) = -16t^2 + vt + h$ , where **s(t)** represents the height of the projectile, **t** represents the time in seconds the object has been in the air, **v** is the initial velocity (in feet per second) and **h** is the initial height(in feet).
- 3) A cliff diver jumps from a ledge 96 feet above the ocean with an initial upward velocity of 16 feet per second.
  - a) Write an equation that represents this situation.
  - b) How long will it take until the diver enters the water? (Hint: You should factor out a GCF first).
  - c) How high above the water will the projectile be in 2 seconds?