

Coreq Support for Section 4.6

Topic 1: Determining if a Function is Even, Odd, or Neither

Knowing if a function is even, odd, or neither can help us to graph it. In section 3.2, we learned how to determine if a function is even, odd, or neither from its equation.

A function f is **even** if for every x in the domain, $f(-x) = f(x)$. Even functions are symmetric about the y -axis. For each point (x, y) on the graph, the point $(-x, y)$ is also on the graph.

A function f is **odd** if for every x in the domain, $f(-x) = -f(x)$. Odd functions are symmetric about the origin. For each point (x, y) on the graph, the point $(-x, -y)$ is also on the graph.

Topic 2: Graphing Transformations of the Reciprocal Function

In section 3.4, we learned how to use transformations to graph families of functions by starting with the graph of a basic function. One of the basic functions introduced in section 3.3 was the reciprocal

function, $f(x) = \frac{1}{x}$.

Topic 3: Identifying Rational Functions and Their Domains

The reciprocal function is an example of a rational function. Recall the definition of a rational function from section 3.1. A **rational function** is a function of the form $f(x) = \frac{g(x)}{h(x)}$ where g and h are polynomial functions such that $g(x)$ is any polynomial expression except 0 and the degree of $h(x)$ is greater than zero. If $h(x) = c$ where c is a real number not equal to zero, then we consider

the function $f(x) = \frac{g(x)}{h(x)} = \frac{g(x)}{c}$ to be a polynomial.

Topic 4: Simplifying Rational Expressions

Any numeric value of the variable that causes the denominator of a rational expression to equal zero is called a **restricted value**.

One way to simplify a rational expression is to factor the polynomials in the numerator and denominator and divide out any common factors. The restricted values from the original rational expression are still restricted values for the simplified expression.

Topic 5: Finding Intercepts from an Equation

Topic 6: Evaluating Rational Functions for Given Inputs