Date:

## **<u>Graphing Absolute Value Equations in the form:</u>** g(x) = a|x-h|+k

**Four** major considerations for graphing absolute value equations in vertex form...

### 1. **Finding the vertex:** g(x) = 2|x + 3| - 5

The <u>opposite</u> of the number <u>inside</u> the brackets is your <u>x-value</u> of your vertex and the number <u>added or</u> <u>subtracted</u> to the absolute value is the <u>y-value</u> of your vertex.

The vertex of the above equation is (-3, -5)

### 2. Drawing the "V":

The coefficient in front of x (inside OR outside the brackets), is considered the "slope" and tells you how many units you must move up or down <u>AND</u> right and left. If there is a number <u>BOTH</u> inside <u>AND</u> outside the bracket, see #4 below to determine the correct slope.

- •If the coefficient is 3, you go <u>up</u> 3 and right <u>and</u> left 1.
- •If the coefficient is -3, you go <u>down</u> 3 and right <u>and</u> left 1.
- •If the coefficient is  $\frac{1}{2}$ , you go <u>up</u> 1 and right <u>and</u> left 2.

Move up or down\* **AND** <u>Both</u> left and right to plot the next sets of points. Repeat to plot several points before extending your lines.

\*(Remember the SIGN OUTSIDE the absolute value brackets determines whether you move up or down from the vertex, not the coefficient of x)

# 3. <u>Finding the VERTEX when you have a coefficient ≠ 1 INSIDE the absolute value brackets:</u>

The "x" value of the vertex must be CALCULATED when you have a coefficient other than 1 INSIDE the brackets.

$$g(x) = 2|3x + 6| - 4$$

To calculate, set what's between the absolute value bars equal to 0 and solve for x.

#### The x-coordinate of the vertex is -2.

Note: the y-coordinate of the vertex is just the number that's added to the absolute value term, in this case -4, because when you substitute the x-coordinate the absolute value term will always be 0.

The vertex is (-2, -4)

#### 4. Finding the slope when you have a coefficient INSIDE AND OUTSIDE the absolute value brackets\*:

You must **distribute** to determine the correct slope. Look at the above example. After you plot the vertex, (-2, -4), you would go up 6 and right and left 1 to plot the next set of points because you must multiply the 2 by 3.

\*Exception to this is when you have a negative coefficient INSIDE the absolute value brackets (check in calculator).

To find the **<u>domain</u>**, figure out what <u>**x-values**</u> are appropriate for the function (usually all real numbers) To find the <u>**range**</u>, figure out what <u>**y-values**</u> are appropriate for the function (it helps to look at your vertex)

# Consider the following examples:

	y	Example 1: $y = \frac{1}{3} x  + 2$
		1. Vertex:
		2. No Negative sign in front tells me the "V" goes
	x	<ol> <li>Slope is, so from the vertex move and BOTH RIGHT AND LEFT</li> <li>Use Interval Notation to identify: Domain:</li> </ol>
		Range:
Exa	mple 2: y = -3   x - 3   + 5	y
1.	Vertex:	
2.	Negative sign in front tells me the "V" goes	
3.	Slope is, so from the vertex move and BOTH RIGHT AND LEFT	- X
	Use Interval Notation to identify:	
	Domain:	
	Range:	
	y	Example 3: $y = -\frac{1}{2} 2x + 4  - 3$ 1. Vertex:
		2. Negative sign in front tells me the "V" goes
	× ×	<ol> <li>Slope is, so from the vertex move and BOTH RIGHT AND LEFT</li> </ol>
		Use Interval Notation to identify:
		Range: