

GRADE 12 MATHS

Charmaine



Functions of the form y = mx + c are called straight line functions. In the equation, y = mx + c, m and c are constants and have different effects on the graph of the function.

m is the gradient

As m increases, the gradient of the graph increases. If m > 0 then the graph increases from left to right (slopes upwards). If m < 0 then the graph increases from right to left (slopes downwards)

c is the y intercept

If *c* > 0 the graph shifts vertically upwards. If *c* < 0 the graph shifts vertically downwards.



Domain and range

The domain is $\{x : x \in \mathbb{R}\}$ because there is no value of x for which f(x) is undefined.

The range of f(x) = mx + c is also $\{f(x) : f(x) \in \mathbb{R}\}$ because f(x) can take on any real value.



Intercepts

The *y*-intercept:

Every point on the y-axis has an x-coordinate of 0. Therefore to calculate the y-intercept, let x = 0

For example, the *y*-intercept of g(x) = x - 1 is given by setting x = 0:

```
g(x) = x - 1g(0) = 0 - 1= -1
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This gives the point (0; -1).

The *x*-intercept:

Every point on the *x*-axis has a *y*-coordinate of 0. Therefore to calculate the *x*-intercept, let y = 0.

For example, the *x*-intercept of g(x) = x - 1 is given by setting y = 0:

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g(x) = x - 10 = x - 1\therefore x = 1
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This gives the point (1; 0).



In order to sketch graphs of the form, f(x) = mx + c, we need to determine three characteristics:

- 1. sign of m
- 2. y-intercept
- 3. *x*-intercept



Sketch the graph of g(x) = x - 1 using the dual intercept method

Step 1: Examine the standard form of the equation

In this example, m = 1 in other words m > 0. This means the graph increases as x increases

Step 2: Calculate the intercepts

For the *y*-intercept, let x = 0; therefore g(0) = -1. This gives the point (0; -1).

For the *x*-intercept, let y = 0; therefore x = 1. This gives the point (1; 0).

Functions

Step 3: Plot the points and draw the graph



Sketch the graph of $p(x) = \frac{1}{2}x - 3$ using the gradient-intercept method. Step 1: Use the intercept

c = -3, which gives the point (0; -3).

Functions

Step 2: Use the gradient

$$m = \frac{change \text{ in } y}{change \text{ in } x} = \frac{1}{2}$$

Start at (0; -3). Move 1 unit up and 2 units to the right. This gives the cond point (2; -2).

Step 3: Plot the points and draw the graph



EXERCISE: FUNCTIONS

1. Determine the *x*-intercept and the *y*-intercept of the following equations.

a)
$$y = x - 1$$
 b) $y = x + 2$ c) $y = x - 3$

2. Write the following in standard form (y = mx + c):
a) 2y + 3x = 1
b) 3x - y = 5
c) 3y - 4 = x
d) y + 2x - 3 = 1



EXERCISE: FUNCTIONS

3. Look at the graphs below. Each graph is labelled with a letter. In the questions that follow, match any given equation with the label of a corresponding graph.

a)
$$y = 5 - 2x$$

b) $x + 5$
c) $y = 2x - 6$
d) $y = -3x$
e) $y = 1$
f) $y = \frac{1}{2}x$







FOR THE FUNCTIONS IN THE DIAGRAM BELOW, GIVE THE EQUATION OF EACH LINE:



SOLUTIONS: FUNCTIONS

d) y = -2x + 4

1. a) x-intercept = 1 and y-intercept = -1
b) x-intercept = -2 and y-intercept = 2
c) x-intercept = 3 and y-intercept = -3
2. a)
$$y = -\frac{3}{2}x + \frac{1}{2}$$

b) $y = -3x + 5$
c) $y = \frac{1}{3}x + \frac{4}{3}$

Functions

SOLUTIONS: FUNCTIONS

c) B f) C

3. a) E d) F b) A e) D 4. a) $a(x) = -\frac{3}{4}x + 3$ b) $b(x) = \frac{3}{2}x - 6$ c) c(x) = 3d) $d(x) = -\frac{3}{4}x$



FUNCTIONS: INVERSE

The inverse of a function takes the y-values (range) of the function to the corresponding x-values (domain) and vice versa. Therefore the x and y values are interchanged.

The function is reflected along the line y = x to form the inverse.

The notation for the inverse of a function is f^{-1} .



FUNCTIONS: INVERSE

Given f(x) = 2x + 6. Determine $f^{-1}(x)$. Sketch the graphs of f(x), $f^{-1}(x)$ and y = x on the same set of axis.

Step 1: Swap the x and y y = 2x + 6 becomes x = 2y + 6

Step 2: Make y the subject of the formula

$$2y = x - 6$$
$$y = \frac{1}{2}(x - 6)$$
$$y = \frac{1}{2}(x - 6)$$

$$\therefore f^{-1} = \frac{1}{2}x - 3$$



FUNCTIONS: INVERSE

Every point on the function has the same coordinates as the corresponding point on the inverse function, *except that they are swapped around*. For example: (-3; 0) on the function is reflected to become (0; -3) on the inverse function.

