

Section 2.5

Solving Polynomial Functions Using Tech.

- A polynomial inequality results when the equal sign in a polynomial equation is replaced with an inequality symbol.
 

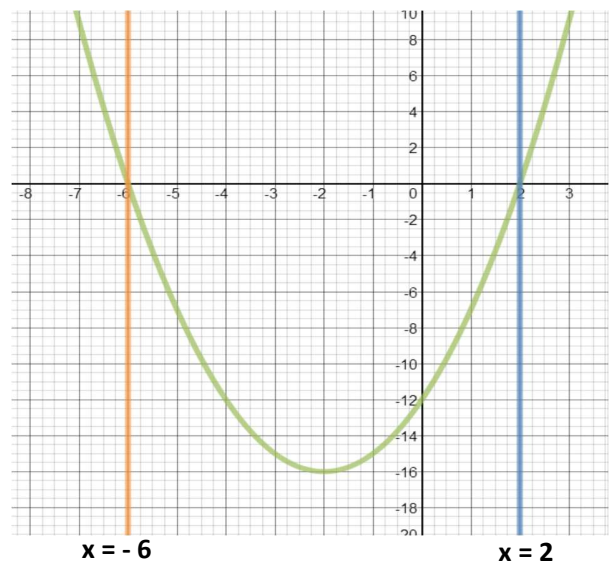
$<$	$>$
Less than	Greater than
- The real zeros of a polynomial function, or x-intercepts of the corresponding graph, divide the x-axis into intervals that can be used to solve a polynomial inequality.
- Polynomial inequalities may be solved graphically by determining the x-intercepts and then using the graph to determine the intervals that satisfy the inequality.
- A CAS (computer algebra system) on a graphing calculator may be used to solve a polynomial inequality numerically by determining the roots of the polynomial equation and then testing values in each interval to see if they make the inequality true.

Examine the graph of  $f(x) = x^2 + 4x - 12$

The x-intercepts are -6 and 2. These correspond to the zeros of the function  $f(x) = x^2 + 4x - 12$

By moving from left to right along the x-axis, we can make the following observations.

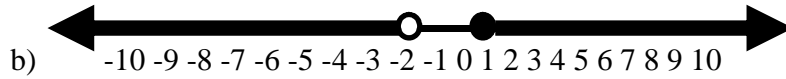
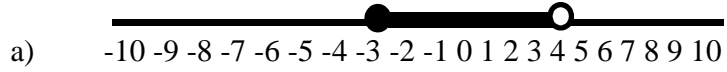
- The function is positive when  $x < -6$  since the y-values are positive
- The function is negative when  $-6 < x < 2$  since the y-values are negative.
- The function is positive when  $x > 2$  since the y-values are positive



The zeros -6 and 2 divide the x-axis into three intervals:  $x < -6$ ,  $-6 < x < 2$  and  $x > 2$ . In each interval, the function is either positive or negative. The information can be summarized in a table, as shown below.

Interval	$x < -6$	$-6 < x < 2$	$x > 2$
Sign of Function	+	•	+

Examples: Write inequalities for the values of  $x$  shown.



Example: Write intervals into which the  $x$ -axis is divided by each set of  $x$ -intercepts of a polynomial function.

a)  $-1/2, 5$

b)  $-4, 0, 1$

Example: Sketch a graph of a cubic polynomial function  $y = f(x)$  such that

$$f(x) < 0 \text{ when } x < -3 \text{ or } -1 < x < 5, \text{ and}$$

$$f(x) > 0 \text{ when } -3 < x < -1 \text{ or } x > 5.$$

Example: For the following graphs, write the

- i) x-intercepts
- ii) intervals of x for which the graph is positive
- iii) intervals of x for which the graph is negative

