## Algebra 2 - Unit 2.6

Solving Equations using Quadratic Factoring

## Refresher over "Basic Quadratic Factoring":

What to think about: What two numbers Multiply to give you C but Add to give you B?

$$f(x) = ax^2 + bx + c$$

Once you figure that out, write out your factors like (x )(x )

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

$$(\chi - 1)(\chi - \lambda)$$

Ex: Factor 
$$g(x) = x^2 + 8x + 15$$

which is to give

Aces to give

$$g(x) = (x+5)(x+3)$$

$$5 \in 3$$

## **Solving Quadratic Equations:**

- 1. Get all of your terms on one side so that it is equal to 0.
- 2. Factor using any method.
- 3. Set each factor equal to 0.
- 4. Solve each of those equations.

Ex: Solve 
$$x^2 - 4x - 32 = 0$$
  
Step 1: Get = 0.  
It is already = 0 V  
Step 2: Factor.  
multiplies to give - 32  
Adds to give -4  
 $(x-8)(x+4)=0$   
Step 4: Solve  $x=-4$ 

Ex: Solve 
$$|x^2 - 9x + 18 = 0$$

$$-6 \stackrel{!}{\leftarrow} -3$$

$$(x-6)(x-3) = 0$$

$$x-6 = 0 \quad x-3 = 0$$

$$x-6 = 0 \quad x-3 = 0$$

$$x = 3$$
Solve  $x = 3$ 

For problems like this, when you move terms over you will be combining like terms.

Try to move the terms to the side that makes your x squared positive.

Solve: 
$$x^{2} - x + 3 = 4x - 3$$
  
 $-4x + 3 - 4x + 3$   
 $x^{2} - 5x + 6 = 0$   
 $(x - 3)(x - 2) = 0$   
 $x - 3 = 0$   $x - 2 = 0$   
 $x - 3 = 0$   $x - 2 = 0$   
 $x - 3 = 0$   $x - 2 = 0$ 

Ex: 
$$3x^{2} + 4x - 13 = x + 2x^{2} + 15$$
  
-  $2x^{2} - x - 15 - x - 2x^{2} - 15$   
Which side should I move stuff  
to?? To the Left! To keep  
 $x^{2}$  positive!  

$$x^{2} + 3x - 28 = 0 factor$$

$$(x+7)(x-4) = 0$$

$$x+7 = 0 x-4 = 0$$

$$x=-7 ix x=4$$

Before moving everything to one side, decide which side would be best. Look to see what side you have to move things to so that x squared would be positive.

Solve: 
$$2-3x+4x^2=5x^2+14-10x$$
  
 $2-4x^2-4x^2-4x^2-2+3x$   
 $0=x^2-7x+12$   
 $0=(x-4)(x-3)$   
 $x=4$ 

## **Homework:**

U2.6 & U2.7 WS

You will have a QA over this lesson, so make sure you are prepared to take it by the end of class tomorrow.