## Pre-Calculus 11 Piece₃wise Notation

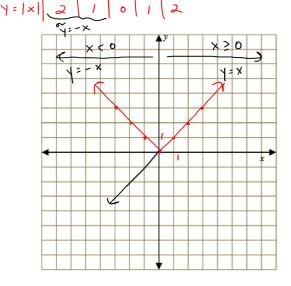
Piece-wise Notation is used to describe a function that has different definitions for different subsets of the domain. The absolute value of a number is often defined using piece wise notation.

Graph 
$$y = |x|$$

Notice how the graph of y = |x| is really the graph of y = x and y = -x, joined together at the point (0, 0), the critical value.

We could write this in piece-wise notation as:

$$y = \begin{cases} x, & \text{if } x \ge 0 \\ -x, & \text{if } x < 0 \end{cases}$$



0

To write an absolute value function in piece-wise notation, we need to identify when the expression in the absolute value symbols is positive or zero, and negative.

Write the function y = |x + 2| in piece-wise notation.

The critical value of x-intercept is -2.

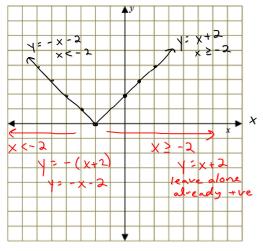
When 
$$x \ge -2$$
, the  $|x + 2| = x + 2$  for  $x \ge -2$ 

When 
$$x < -2$$
, the  $|x + 2| = (x + 2)$   
or  $-x - 2$  for  $x < -2$ .

Using Piece-wise Notation:

Using Piece-wise Notation:  

$$y = \begin{cases} x + 2, & \text{if } x \ge -2 \\ -x - 2, & \text{if } x < -2 \end{cases}$$



Examples: Write each function in piece-wise notation.

1. 
$$y = |2x - 1|$$

Determine x-intercept x=2x-1

critical value,
critical value,
turning point
turning point
separates domain
separates domain
subsets
left of x = \( \frac{1}{2} \text{ x-1} \)
we change the egn to Y = -(2x-1)we change the egn to Y = -(2x-1)

2. y = |4x - 3|

$$y = -4x-3$$
 $0 = -4x-3$ 

$$o = -4x-3$$

$$\gamma = \begin{cases}
2x-1 & x \ge \frac{1}{2} \\
-2x+1 & x < \frac{1}{2}
\end{cases}$$

$$\chi_{-i} = \chi_{-i} = \chi$$

$$y = \begin{cases} -4x-3 & x \le -\frac{3}{4} \\ 4x+3 & x > -\frac{3}{4} \end{cases}$$

3. 
$$y = |-x^2 + 2x + 3|$$

$$y = -x^{2} + 2x + 3$$

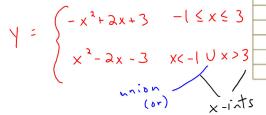
$$0 = -x^{2} + 2x + 3$$

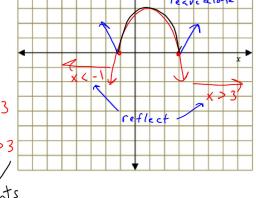
$$x^{2} - 2x - 3 = 0$$

$$(x-3)(x+1) = 0$$

$$x = 3 \quad x = -1$$

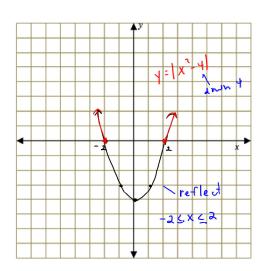
x-ints





4. 
$$y = |x^2 - 4|$$

$$x = \frac{1}{2}$$
 $x = \frac{1}{2}$ 
 $x = \frac{1}{2}$ 



Assignment: Pg. 623; #9, \$\) 15a