1-1

Attributes of a function

Obj: I can identify different attributes of a function

Attributes
Domain
Range
Increasing
Decreasing
x-intercepts
y-intercepts
Even/Odd/Neither
one-to-one
Maximum
Minimum
End Behavior
Asymptotes/Discontinuities

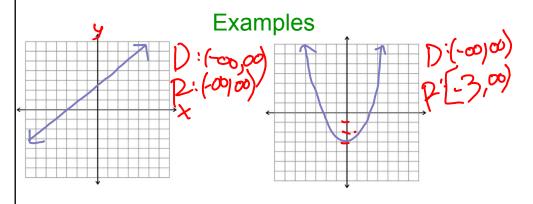
Domain: Represents the **x-values.** These are read left to right

Range: Represents the **y-values**. These are read from low to high

Interval notation:

(smallest value, biggest value)

(,) values not included [,] values included ーの , ぬ



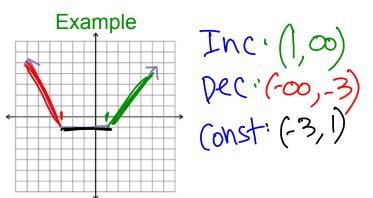
Increasing: as you move from left to right the y-values

increase

Decreasing: as you move from <u>left to right</u> the y-values decrease

Constant: as you move from left to right the y-values do not change

this behavior is reported using interval notation for the X-VALUES where the graph has a certain behavior



x-intercepts: where the graph crosses the x-axis (x,0)
y-intercepts: where the graph crosses the y-axis (0, y)

These are written as ordered pairs (x, y)

Example

(-2,0)

(0,3)

Symmetry: Even/Odd/Neither

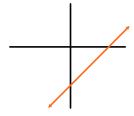
Even: If the graph is symmetric to the y-axis, it is an even

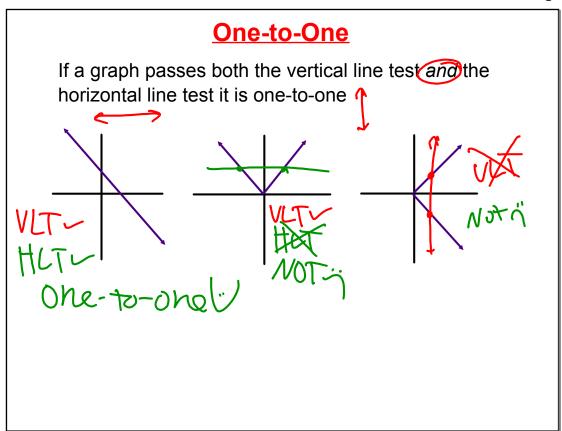
function

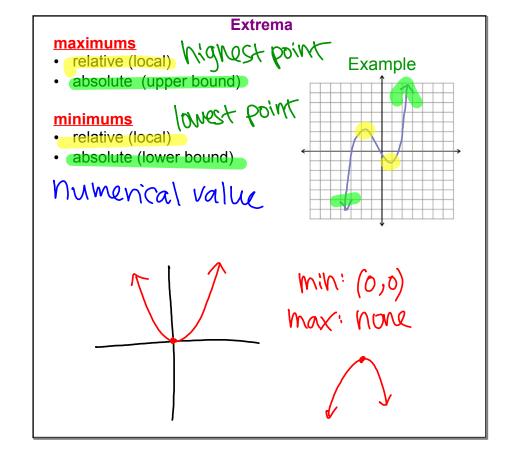
Odd: If the graph is symmetric to the origin (quadrants I and III are the same, and quadrants II and IV are the same), it is an odd function

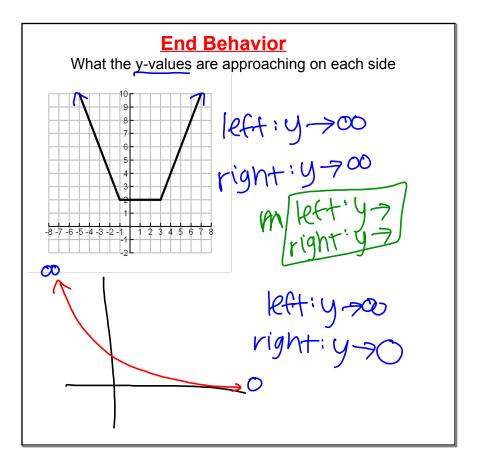


Neither: If it doesn't fit either odd or even, then it is neither



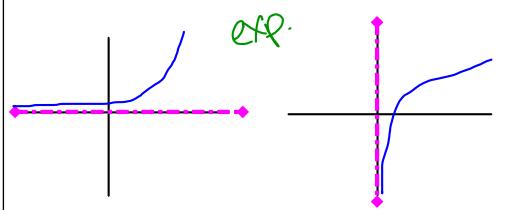








A line that a graph approaches but never touches*



*This is true for vertical asymptotes, we will go into more detail for horizontal asymptotes later

Continuous: A function is continuous if you can draw it in one motion without picking up your pencil.

Discrete: made of ordered pairs or individual parts

Continuous
Function

Discrete
Function

