Graphing Piecewise Functions Classic View

Objectives:

- See why we need TEST to graph piecewise functions
- Use TEST to compare numbers and numbers stored in a variable
- Use TEST to compare many values of a variable to a test value
- Graph one piece of a piecewise function
- Graph a piecewise function

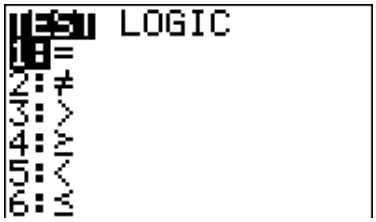
See why we need TEST to graph piecewise functions

Results from TEST are either zero or one.

To graph a piecewise function like $f(x)=\begin{cases}2x+3 & x\le 0\\ -x-1 & x>0\end{cases}$, use only some values of x for each piece.

The calculator needs to zero out the values of x which are not used.

Use TEST to compare numbers and numbers stored in a variable

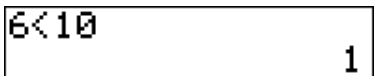
The TEST menu is the second function above MATH: Press 2nd (test) math (A) See: 

KEY POINT: When using TEST, a result of 1 means "yes" or "true", while 0 means "no" or "false".

Example 1: Use TEST to show if

a) $6<10$

b) $6\le 3$

a) Press: 6 2nd (V) math (test A) 5 (L5) 1 (U L1) 0 (Y catalog ␣) enter (entry solve) See: 

$6<10$ is a true statement, so GC says 1.

b) Press: 6 (L6) 2nd (V) math (test A) 6 (L6) 3 (V L3 θ) enter (entry solve) See: 

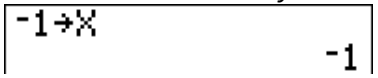
$6\le 3$ is a false statement, so GC says 0.

Example 2: Store $x=-1$ in memory and determine if

a) $x<10$

b) $x\ge 3$

To store $x=-1$ in memory location *x* (graphing *x*), press: (–) (ans ? L1) 1 (Y rcl) sto→ (X link) X,T,θ,n (entry solve) enter

See: 

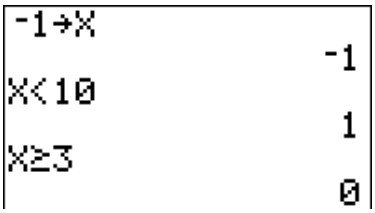
a) Test $x<10$, which means $-1<10$ for the stored value of x.

Press: 

Result 1 means yes, $-1 < 10$.

b) Test $x \geq 3$, which means $-1 \geq 3$ for the stored value of x.

Press: 

See: 

Result 0 means no, so $-1 \geq 3$ is a false statement.

Use TEST to compare many values of a variable to a test value

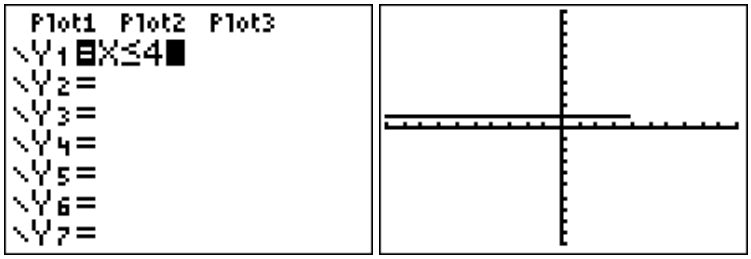
Example 3: Graph the TEST results for $x \leq 4$

CAUTION: This is NOT graphing the inequality $x \leq 4$, which is graphed on a number line, not a plane!

The GC automatically generates the values of *x* from Xmin and Xmax in WINDOW.
For each x, TEST assigns a y-coordinate which is either 0 or 1.

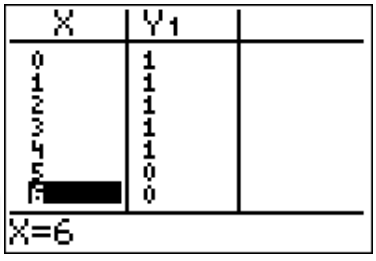
a) Type the test $x \leq 4$ as a function in the Y=menu, then graph in a standard viewing window.

Press: 

See: 

This is a horizontal line $y = 1$ for *x* values less than 4, then a horizontal line $y = 0$ for x-values more than 4.
We can't see what it did at $x = 4$ without checking a table.

Press: 



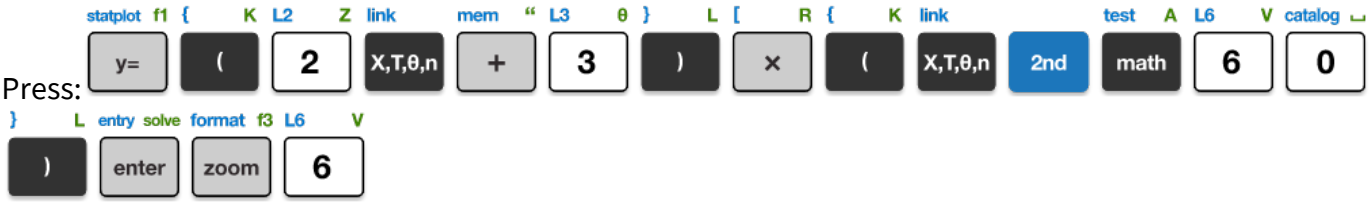
$x = 4$ has *y*-value 1.

Graph one piece of a piecewise function

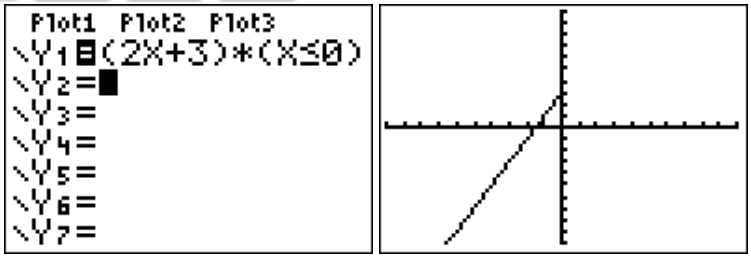
Example 4: Graph the function $f(x) = 2x + 3$ for the domain $x \leq 0$

CAUTION: We want the function value times TEST, so we need parentheses!

Press:



See:

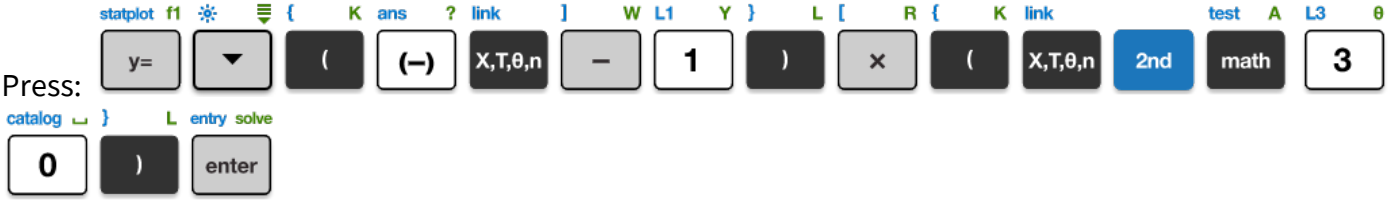


Graph a piecewise function

Example 5: Graph the piecewise function $f(x)=\begin{cases}2x+3 & x\le 0\\ -x-1 & x>0\end{cases}$.

The first piece is the same as Example 4. We continue with the second piece in y_2:

Press:



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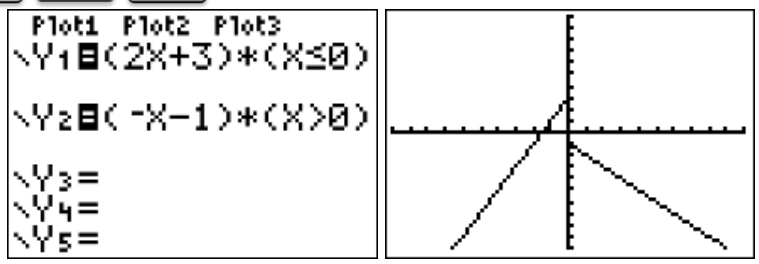


IMPORTANT: When you draw this graph to paper, you must clearly indicate which piece includes its endpoint (closed circle) and which piece does not (open circle)!

PRO TIP: A piecewise function is a function, and the resulting graph must pass the vertical line test!

Try It!

Graph the piecewise function.

1) $f(x)=\begin{cases}3 & x<-1\\ -x^2+4 & x\ge -1\end{cases}$

2) $f(x)=\begin{cases}x+2 & x<1\\ 2x+1 & x\ge 1\end{cases}$

3) $f(x)=\begin{cases}-2x+4 & x\le -1\\ 3 & x>-1\end{cases}$

4) $f(x)=\begin{cases}x-1 & x\le 3\\ -x+5 & x>3\end{cases}$

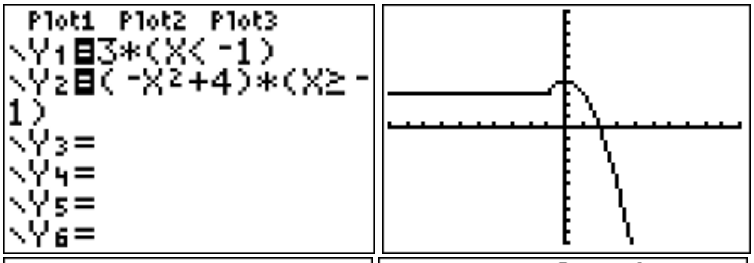
5) $f(x)=\begin{cases}4x-4 & x<2\\ -x+1 & x\ge 2\end{cases}$

6) $f(x)=\begin{cases}-1 & x<-3\\ 2 & x\ge -3\end{cases}$

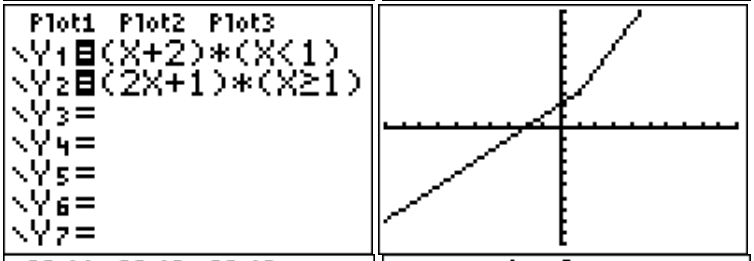
7) $f(x)=\begin{cases}-x+7 & x<-1\\ -x^2+9 & x\ge -1\end{cases}$

Solutions

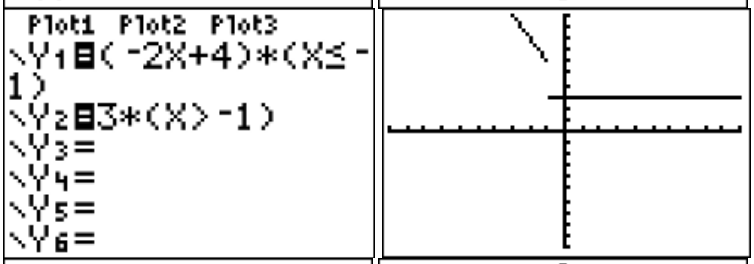
1)



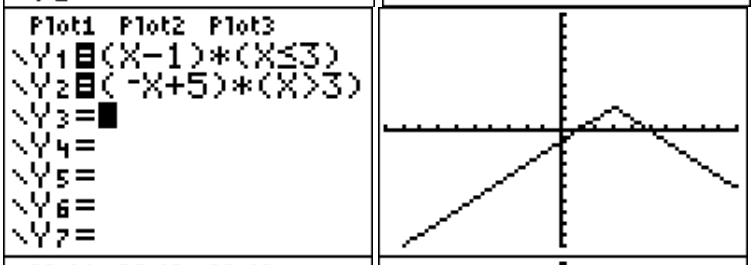
2)



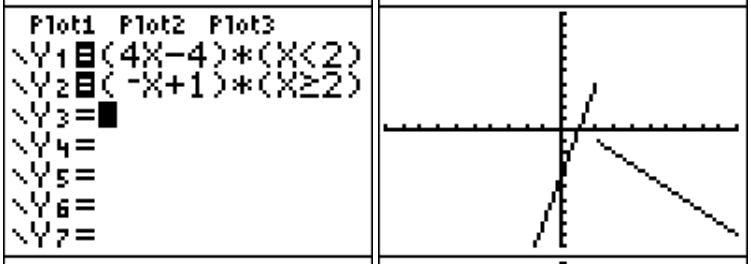
3)



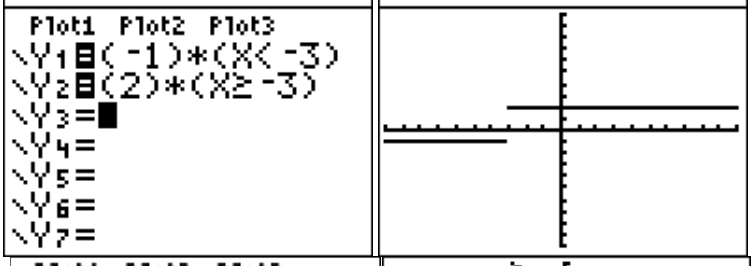
4)



5)



6)



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