

# Graphing Piecewise Functions MathPrint 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



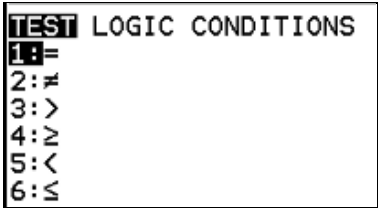
## See why we need TEST to graph piecewise functions

Results from TEST are either zero or one.

To graph a piecewise function like  $f(x) = \begin{cases} 2x+3 & x \leq 0 \\ -x-1 & x > 0 \end{cases}$ , 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   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)  $6 \leq 3$

a) Press:           See: 

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














b) Press:         See: 

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

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

a)  $x < 10$

b)  $x \geq 3$

To store  $x = -1$  in memory location  $x$  (graphing  $x$ ), press:             

See: 

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

link test A L5 U L1 Y catalog entry solve  $-1 \rightarrow X$

Press:  $X,T,\theta,n$  2nd math 5 1 0 enter

$X < 10$	-1
	1

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

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

link test A L4 T L3 0 entry solve

Press:  $X,T,\theta,n$  2nd math 4 3 enter

See:

$X < 10$	-1
$X \geq 3$	1
	0

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.

statplot f1 link test A L6 V L4 T format f3 L6 V

Press:  $y=$   $X,T,\theta,n$  2nd math 6 4 zoom 6

See:

NORMAL FLOAT AUTO REAL RADIAN MP		
Plot1	Plot2	Plot3
$\text{Y}_1 \leq 4$		
$\text{Y}_2 =$		

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.

table f5

Press: 2nd graph

X	$Y_1$
0	1
1	1
2	1
3	1
4	1
5	0
6	0
7	0
8	0
9	0
10	0

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

## Graph one piece of a piecewise function

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

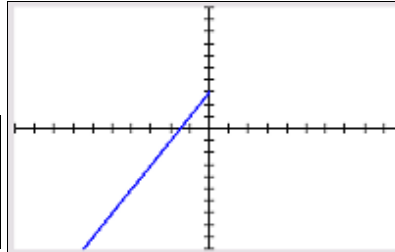
**COOL TRICK:** Multiplying the function value times TEST sometimes gives zero, which shows on the  $x$ -axis. Newer calculators do not graph values that result in  $\div 0$ , so in **Y=**, put the expression **DIVIDED** by the TEST.

**IMPORTANT:** We need parentheses!

Press:

See:

NORMAL FLOAT AUTO REAL RADIAN MP  
Plot1 Plot2 Plot3  
Y1=(2X+3)/(X≤0)  
Y2=



## Graph a piecewise function

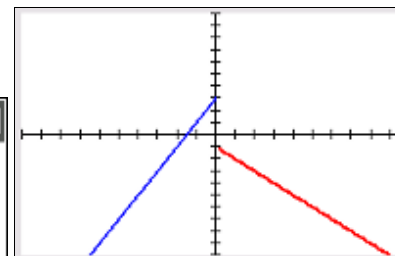
**Example 5:** Graph the piecewise function  $f(x) = \begin{cases} 2x+3 & x \leq 0 \\ -x-1 & x > 0 \end{cases}$ .

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

Press:

See:

NORMAL FLOAT AUTO REAL RADIAN MP  
Plot1 Plot2 Plot3  
Y1=(2X+3)/(X≤0)  
Y2=(-X-1)/(X>0)  
Y3=



**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.

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

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

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

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

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

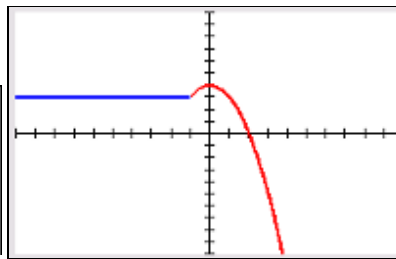
$$6) f(x) = \begin{cases} -1 & x < -3 \\ 2 & x \geq -3 \end{cases}$$

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

## Solutions

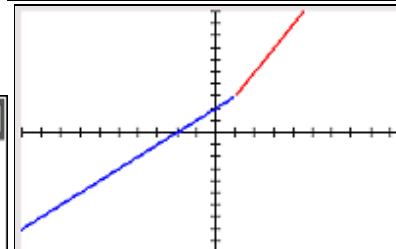
1)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = 3/(X < -1)$   
 $\text{Y}_2 = (-X^2 + 4)/(X \geq -1)$   
 $\text{Y}_3 =$



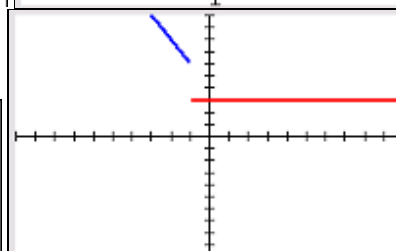
2)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (X+2)/(X < 1)$   
 $\text{Y}_2 = (2X+1)/(X \geq 1)$   
 $\text{Y}_3 =$



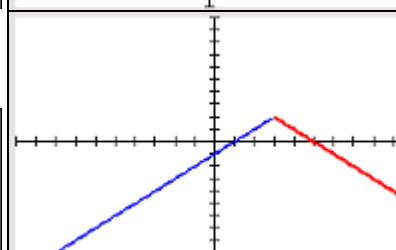
3)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (-2X+4)/(X \leq -1)$   
 $\text{Y}_2 = 3/(X > -1)$   
 $\text{Y}_3 =$



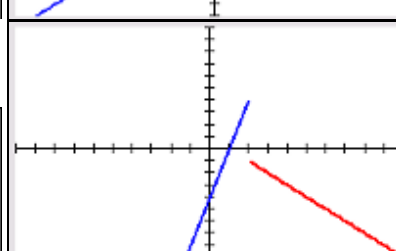
4)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (X-1)/(X \leq 3)$   
 $\text{Y}_2 = (-X+5)/(X > 3)$   
 $\text{Y}_3 =$



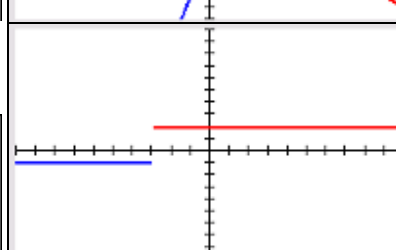
5)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (4X-4)/(X < 2)$   
 $\text{Y}_2 = (-X+1)/(X \geq 2)$   
 $\text{Y}_3 =$



6)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (-1)/(X < -3)$   
 $\text{Y}_2 = 2/(X \geq -3)$   
 $\text{Y}_3 =$



7)

NORMAL FLOAT AUTO REAL RADIAN MP  
 Plot1 Plot2 Plot3  
 $\text{Y}_1 = (-X+7)/(X \leq -1)$   
 $\text{Y}_2 = (-X^2+9)/(X > -1)$   
 $\text{Y}_3 =$

