Intro to Algebra 2

- solve systems of equations
- \circ solve absolute value equations and inequalities
- o exponent rules
- work with rational exponents

Chapter 1: Functions and their graphs

- o find x and y-intercepts
- o graph and write linear equations
- o determine whether relations are functions
- o use function notation
- state the domain of a function
- find the zeros of functions
- \circ determine the average rate of change of a function
- o identify even and odd functions
- identify and graph parent functions
- use shifts and reflections to sketch graphs of parent functions
- o add, subtract, multiply, divide functions
- find the composition of functions
- find inverse functions
- o verify that two functions are inverse functions

Chapter 2: Polynomial and rational functions

- write quadratic functions in standard form and sketch graph
- state the max or min of a quadratic
- o sketch graphs of polynomial functions
- find and use zeros as sketching aids
- use long or synthetic division
- \circ work with the imaginary unit *i*
- find complex solutions of quadratic equations
- o find all zeros of a polynomial function
- o state the domain of a rational function
- find the vertical, horizontal or slant asymptotes of rational functions
- o sketch the graphs of rational functions

Chapter 3: Exponential and logarithmic functions

- sketch exponential functions with base a or e
- sketch log functions and natural log functions
- evaluate logarithmic functions
- o solve exponential and log equations
- o use the change of base formula
- use properties of logs to evaluate log expressions or solve log equations
- o use exponential growth and decay functions

Binomial Theorem

• use the binomial theorem to write binomial expansions

Arithmetic and Geometric Sequences

- Recognize, write, and find the nth terms of arithmetic and geometric sequences
- Find nth partial sums of arithmetic and geometric sequences

Chapter 8: Matrices

- \circ identify the dimensions of a matrix
- o add, subtract, and multiply matrices
- \circ find the determinant of a 2x2 or 3x3 matrix
- \circ use a formula to find the inverse of a 2x2
- \circ use a GDC to find the inverse of a 3x3
- use matrices to solve systems in two or three variables

Chapter 4: Trigonometry

- o use radian and degree measure
- find the arc length, radius, or central angle of a circle
- evaluate trig functions using reference angles and the unit circle
- \circ find the area of a sector of a circle
- use amplitude and period to sketch the graphs of sine and cosine
- \circ sketch translations of the graphs of sine and cosine
- \circ write an equation of a sine or cosine graph
- o recognize graphs of tan, cot, sec, and csc

Chapter 5: Analytic trig

- o recognize and write the fundamental identities
- use the fundamental identities to simplify trig expressions and verify identities
- use basic algebraic techniques to solve trig equations
- solve trig equations having double angles
- o use inverse trig functions to solve trig equations

Chapter 6: Triangles and trigonometry

- solve right triangles using trig functions and the Pythagorean theorem
- use the law of cosines to solve oblique triangles (SAS, SSS)
- use the law of sines to solve oblique triangles (AAS, ASA)
- check for ambiguous case when using the law of sines to solve for an angle
- \circ find the area of a triangle