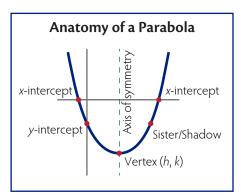


## **Quadratic Equation Forms**

The items below are listed in the most efficient order for calculating them.

## Standard / General Form: $y = Ax^2 + Bx + C$

Axis of Symmetry	$x = \frac{-B}{2A}$	Same as the AoS value.
Vertex (h, k)	x-value (h): $h = \frac{-B}{2A}$	Dame as the AOD value.
	y-value (k): Plug x-value into	equation
x-intercepts	Set <i>y</i> equal to zero and solve for <i>x</i>	
y-intercept	(0, C) < Cis the eq	e constant from uation
Sister Point	(2h, y-intercept) <	- <i>h</i> is the x-value of the axis of symmetry



## Vertex / Standard Form: $y = A(x - h)^2 + k$

Vertex	(h, k)  <	
Axis of Symetry	Equation: $x = h$ < <i>h</i> is the x-value of the vertex	
x-intercepts	Set <i>y</i> equal to zero and solve for <i>x</i>	
y-intercept	Set <i>x</i> to zero and evaluate for <i>y</i> .	
Sister Point	(2h, y-intercept) < h is the x-value of the axis of symmetry	

## Factored / Intercept / Root Form: $y = A(x - x_1)(x - x_2)$

Axis of Symetry	Equation: $x = \frac{x_1 + x_2}{2}$	Game as the AsGuelus	
Vertex	x-value ( <i>h</i> ): $h = \frac{x_1 + x_2}{2}$	$h = \frac{x_1 + x_2}{2}$ Same as the AoS value.	
	<i>y</i> -value ( <i>k</i> ): $k = \text{plug } x$ -value	into equation	
x-intercepts	$(x_1, 0), (x_2, 0)$		
y-intercept	Set <i>x</i> to zero and evaluate for <i>y</i> .		
Sister Point	(2h, y-intercept) <	h is the x-value of the axis of symmetry	