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**A List of Topics for the First Midterm**

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Here's a list of things you should be comfortable doing for the exam.

1. Unit conversion and rates of change.
2. Coordinate systems.
  - (a) Plotting things in a coordinate system.
  - (b) Using the distance formula.
3. Equations for lines and circles.
  - (a) Finding intersections of curves.
  - (b) Writing equations for circles and semicircles.
4. Linear modeling.
  - (a) Finding an equation for a line given various pieces of information. Finding the shortest distance from a line to a point not on that line.
  - (b) Using linear equations for real-world problems with constant rates of change.
  - (c) Finding parametric equations for linear motion.
5. Functions and graphing.
  - (a) Graphing a function, and analyzing a function based on its graph.
  - (b) Evaluating functions, and solving equations like  $f(2x + 3) = x$ .
6. Graphical analysis.
  - (a) Determining the domain and range of a function, visually or algebraically, and using the vertical line test.
  - (b) Graphing, constructing, and solving multipart functions.
7. Quadratic functions.
  - (a) Graphing quadratic functions and converting to vertex form.
  - (b) Finding a formula for a quadratic based on some points it passes through and/or information about its vertex.
  - (c) (Not optimization—that will be on the second midterm.)

**Some Useful Equations**

- The distance  $d$  between points  $(x_1, y_1)$  and  $(x_2, y_2)$ :  $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
- A line through points  $(x_1, y_1)$  and  $(x_2, y_2)$ :  $y = \left(\frac{y_2 - y_1}{x_2 - x_1}\right)(x - x_1) + y_1$
- A line through the point  $(x_1, y_1)$  with slope  $m$ :  $y = m(x - x_1) + y_1$
- A line with  $y$ -intercept  $b$  and slope  $m$ :  $y = mx + b$

- A circle with center  $(x_0, y_0)$  and radius  $r$ :  $(x - x_0)^2 + (y - y_0)^2 = r^2$
- The parametric equations for uniform linear motion from  $(x_0, y_0)$  to  $(x_1, y_1)$  in  $\Delta t$  units of time, where  $\Delta x = x_1 - x_0$ , and  $\Delta y = y_1 - y_0$ :

$$x = x_0 + \frac{\Delta x}{\Delta t}t \quad y = y_0 + \frac{\Delta y}{\Delta t}t$$

- An upper semicircle with center  $(x_0, y_0)$  and radius  $r$ :  $y = y_0 + \sqrt{r^2 - (x - x_0)^2}$
- A lower semicircle with center  $(x_0, y_0)$  and radius  $r$ :  $y = y_0 - \sqrt{r^2 - (x - x_0)^2}$
- A quadratic, with vertex  $(h, k)$  and scaling factor  $a$ :  $y = a(x - h)^2 + k$
- Converting to vertex form from  $y = ax^2 + bx + c$ :  $h = \frac{-b}{2a}$        $k = c - \frac{b^2}{4a}$