Curve Tracing Symmetry: - If y = even -> x-axis is the symmetry line Eg: Farabola: Here, 3- even (y's power -> even (a)

Here, 3- even (y's power -> odd (1) . . x - axis is the symmetry line Here, 20 -> even i. y - axis is the symmetry line

2) Origin: - 9/ & F(x,y) = f(0,0) y Parabola: f(0,0) = y2 = 4ax 2 = 4ax 2 = 4a(0)

2 = 4a(0)

3 = 4ax

2 = 4by

(0,0) = 0

(0,0) 2) Circle: $(x-h)^2 + (y-k)^2 = r^2$ Where (h,k) is centre of circle $r \rightarrow s$ the radius If circle's centre is at origin, (h, k) = (0,0) $-2x^2+y^2=a^2$ Now, for any part of curve, it must pass through ?-(0,0) Z (1) in x-anis (i) a in y-axis For x-axis (a,0) $0 \Rightarrow \chi^2 + \chi^2 = a^2$ $\Rightarrow a^2 + \chi^2 = a^2$ $\Rightarrow y = 0$ (a,0) & (-a,0) Hence, the curre passes through these 4 points For y-axis (0, a):-(0,a) & (0,-a) - x=0

3) Tangent at origin = (i) If were passed through origin, then tangent exists (0,0) Stargent (ii) For finging eg of tangent: Set the variable with lowest degree in curve equation to zero

Eg: y = 4ax

Normal degree: x = 0

2) The tangent lies in [x = 0] x=0 · y-axis is the targent Similar 2 = 4 by y=0

The targent his in y=0] 4=0 in x-anis is the bangent · For y= Yax, tangent lies in (0, y) · For x= 4dy, tangent lies in (x,0)

4) Intersection on coordinate axis: (i) To find intersection of curve on x-axis:
(ii) To find intersection of curve on y-axis:
Put x = 0 Eg: \$x^2+y^2=a^2 (Egi of circle at (0,0) \$ centre origin point) · To find intersection of curve at x-axis: - Pat y=0 : Curve of above egn intersects x-axis at points (a, 0), (a, 0)To find intersection of course at y-axis: - Put x = 0

'. Q2 + y2 = a2

=> y = \sqrt{a^2} = \pm a

'. Curve of above eq intersects y-airs at points (0,a) & (0,-a) 5) Asymptotes: Targents at infinity It is a straight line that a corre approaches but never actually toaches or intersects, even when corre extend to so (1) Even as the curve centinues,
the curve gest closer to asymptote
(2) These type of curve stresches out to X
(3) They are straight line and it represents the direction
that the curve is heading towards but won't intersect keg: Hyperbola: 2 = 1