

## Solving Quadratic Equations

**Objective: To be able to solve quadratic equations.**

**Recap of previous material:**

1. Factorise  $x^2 - 6x + 8$ .
2. Hence write down the two roots of  $x^2 - 6x + 8$ .
3. Let  $f(x) = x^3 - 7x^2 + 14x - 8$ . Evaluate  $f(1)$ . Hence find  $a$  such that  $f(x) = (x - a)g(x)$  for some  $g$ .
4. With the notation as above, find  $g$ .
5. Hence factor  $f$  completely into the form  $f(x) = (x - a)(x - b)(x - c)$ .
6. Hence write down all three roots of  $f$ .

**Warm-up:**

1. Solve  $3x + 4 = 11x - 8$ .
2. Solve  $2x^2 + 4x - 3 = 5x^2 + 4x - 6$ .
3. Expand  $(x - 1)^2$ . Hence solve  $x^2 - 2x + 1 = 0$ .
4. Expand  $(x - 3)^2$ . Hence solve  $x^2 - 6x + 9 = 0$ .
5. Solve  $x^2 - 12x + 36 = 0$ .
6. Let  $a$  be a constant. Solve  $x^2 - 2ax + a^2 = 0$ .

**Theory - Completing the Square:**

Solve  $x^2 + 2x + 1 = 0$ . Now solve  $x^2 + 2x - 3 = 0$ .

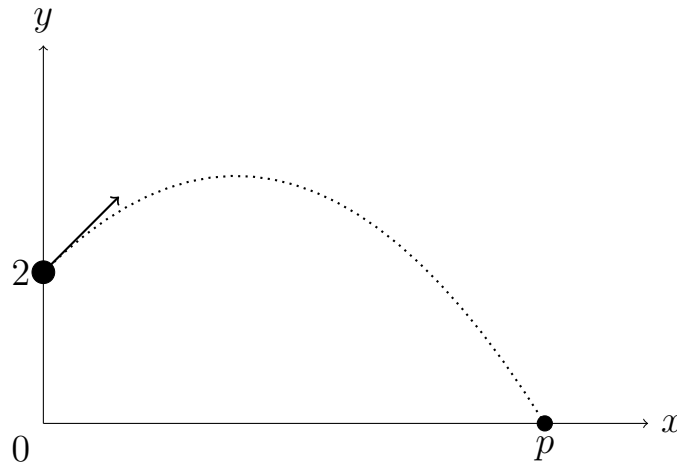
Solve  $3x^2 - 18x - 48 = 0$ .

**Practice:**

1. Solve  $x^2 + 16x = 36$ .
2. Solve  $4x^2 - 8x - 7 = 0$ .
3. Solve  $x^2 + 14x + 50 = 0$ .
4. Let  $b$  and  $c$  be constants. Solve  $x^2 + bx + c = 0$  in terms of  $b$  and  $c$ .
5. Let  $a$ ,  $b$ , and  $c$  be constants. Solve  $ax^2 + bx + c = 0$  in terms of  $a$ ,  $b$ , and  $c$ .
6. Solve  $2x^2 + 4x - 3 = 0$  by completing the square. Now solve by the formula you derived in the last question. Compare your answers.

## Application - Projectile Motion:

Suppose a particle is thrown from  $2m$  above flat ground. Initially, its sideways speed is  $5ms^{-1}$ , and its vertical velocity is  $5ms^{-1}$  upwards. Ignore air resistance, so the only force acting on the particle is gravity, causing it to accelerate downwards at a constant rate of  $9.81ms^{-2}$ .



Given that the equation of motion is  $s = ut + \frac{1}{2}at^2$ , where  $s$  is the change in position,  $u$  is initial velocity,  $t$  is time, and  $a$  is acceleration, write down an equation for the  $x$ -position of the particle at time  $t$  and another equation for the  $y$ -position of the particle at time  $t$ .

Eliminate  $t$  from these equations to find an equation linking  $x$  and  $y$ .

Use this equation to find the position  $p$  where the particle lands on the ground.

## Key Points to Remember

1. If  $a$  is any constant, the unique solution to  $x^2 + 2ax + a^2 = 0$  is  $x = -a$ .
2. You can solve a quadratic equation (*e.g.*,  $ax^2 + bx + c = 0$  with  $a \neq 0$ ) by completing the square:

(a) Divide through by  $a$  to get

$$x^2 + \frac{b}{a}x + \frac{c}{a} = 0$$

(b) Compare with  $\left(x + \frac{b}{2a}\right)^2$ :

$$\left(x + \frac{b}{2a}\right)^2 - \left(\frac{b}{2a}\right)^2 + \frac{c}{a} = x^2 + \frac{b}{a}x + \frac{c}{a} = 0$$

(c) Rearrange:

$$\left(x + \frac{b}{2a}\right)^2 = \left(\frac{b}{2a}\right)^2 - \frac{c}{a} = \frac{b^2 - 4ac}{4a^2}$$

(d) Take square roots:

$$x + \frac{b}{2a} = \pm \frac{\sqrt{b^2 - 4ac}}{2a}$$

(e) Rearrange to get just  $x$  on the left-hand side:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

**Note:** Completing the square is a process best learned by repeated practice, not by trying to memorise the above instructions!

3. The formula derived above can be used directly instead of the process of completing the square.