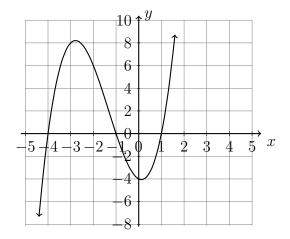
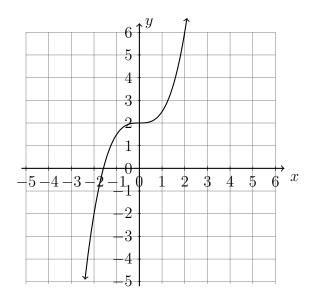
4.3 Classwork: Cubic inverse functions

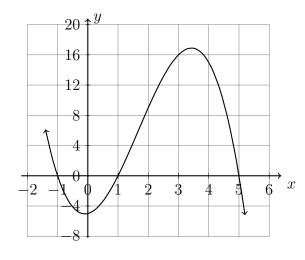
- 1. Do Now: Shown in the plot below is the function $f(x) = x^3 + 4x^2 1x 4$.
 - (a) Write down the value of f(0). On the graph, mark the point for f(0) with a star.
 - (b) Write down the solutions to f(x) = 0. Mark them with "X" marks on the graph.
 - (c) Mark the portion of the function that is decreasing with a squiggly line.



- 2. Shown in the plot below is the function $g(x) = 0.5x^3 + 2$.
 - (a) On the graph plot the points on g: (-2, -2), (0, 2), and (2, 6).
 - (b) Flip the x and y coordinates of those points as guide for the inverse function g^{-1} .
 - (c) Plot the inverse function g^{-1} .



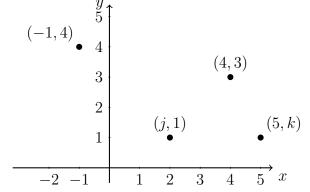
3. A cardboard box manufacturing company is building boxes with length represented by x + 1, width by 5 - x, and height by x - 1. The volume of the box is modeled by the function below.



- (a) Over what interval of positive x values is the volume positive?
- (b) Estimate the maximum possible volume of the box.
- (c) Find the value of x would maximize the volume of the box.

4. A function composed of four points $\{(-1,4),(j,1),(4,3),(5,k)\}$ is plotted on the below.

- (a) Write down j
- (b) Write down k
- (c) Write down the domain.
- (d) Add an ordered pair to the relation so that it would *not* be a function.



5. The graph of a function f is shown on the grid below.

- (a) Write down f(2)
- (b) Find x for f(x) = 6.
- (c) Write down the domain.
- (d) Write down the range.

