Fall 2021 Precalc
Lesson 14.2

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Herbert H. Lehman High School
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Do now

be sure to: take a seat near the front. Get out your **binder**. Copy the **goal** and read the information below. Answer the questions below in your notes.:

1. Describe how the function to the right works:
2. Evaluate the function at x= -2, -1, 0.

$$p(x) = \begin{cases} x^2 + 2 & : \quad x < -1 \\ 5 & : \quad x = -1 \\ x - 1 & : \quad x > -1 \end{cases}$$

class: precalc **goal:** HDW use inequalities in Pyret to keep your character on screen?

B24 rules

Welcome to our new room, B24! Please read the information below:

1. When you come in, please find a seat at a desk (if one's available) or one of the six closest desks to the screen. ***Do not sit in the back of the classroom***. We'll conduct the do now and mini lesson from here.
2. When I dismiss you for independent work, find a sit at one of the computer workstations.
3. ***No food or drink by the computers.***
4. At the end of the period, you'll be directed to assemble for the exit ticket/debrief. Log out of your computer, and ***quietly*** return to a seat near the front.

class: precalc **goal:** HDW use inequalities in Pyret to keep your character on screen?

framing

- **what:** use inequalities in Pyret to keep your character on screen
- **why:** we want our images to move around but not too far!
- **where to:** finish our game this week

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Coding to learn: warm up

be sure to: take a seat at your computer, next to your partner. Keep your **binder** out. Open the Alice's Restaurant Starter File on Google Classroom. Save a copy. Answer the questions below in your notes.:

1. Describe what you notice about this program.
2. What function is being defined here?
3. How does the function work?
4. What happens when we try to order something not on the menu?

class: precalc **goal:** HDW use inequalities in Pyret to keep your character on screen?

Coding to learn: activity

Be sure to: do the work below in your saved copy of thenAlice's restaurant Pyret file:

1. Write the piecewise function to your left in the Pyret program. Make sure to test it out and make sure it works!
2. Write a new `order()` function that outputs an image of the food instead of a price.

$$p(x) = \begin{cases} x^2 + 2 & : \quad x < -1 \\ 5 & : \quad x = -1 \\ x - 1 & : \quad x > -1 \end{cases}$$

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Exit ticket

Be sure to: get out a sheet of loose leaf paper. Write your name and the date on top. Answer each question below with a complete sentence. Be prepared to hand in as you leave!

1. Describe how piecewise functions work in Pyret..
2. How do you think you could use piecewise functions in your video game?

class: precalc **goal:** HDW use inequalities in Pyret to keep your character on screen?