

Conor's Maths Grinds

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Contents

1	The Prologue	3
2	Topics	3
3	Prerequisites and Definitions	4
4	Geometry	5
4.1	Lines	5
4.2	Intersecting Lines	5
4.3	Line intersecting Parallel Lines	5
4.4	Four-sided figures	6
4.4.1	Area of a Rectangle	6
4.4.2	Perimeter of a Rectangle	6
4.4.3	Square	6
4.4.4	Parallelogram	6
4.5	Triangles	7
4.5.1	Perimeter of a Triangle	7
4.5.2	Area of a Triangle	7
4.5.3	Angles in a Triangle	7
4.6	Pythagoras Theorem	8
4.6.1	Also works for the Circle on the Hypoteneuse	8
4.7	Circles	9
4.7.1	Area of a Circle	9
4.7.2	Circumference of a Circle	9
4.8	Sectors of a Circle	9
4.8.1	Area of a Sector of a Circle	9
4.8.2	Circumference of a Sector of a Circle	9
4.9	Polygons	9
4.9.1	Area of a Polygon	9
4.9.2	Perimeter of a Polygon	9
4.9.3	Sum of angles of a polygon	9
4.10	Volume and Surface Area	10
4.10.1	Rectangular Box	10

4.10.2	Cylinder	10
4.10.3	Sphere	10
4.11	Coordinate Geometry	11
4.11.1	Plotting a line	11
4.11.2	Length of a line between two points on the plane	11
4.11.3	Slope of a Line	12
4.11.4	Functions	12
5	Algebra	13
5.1	Solve an Equation one Variable	13
5.1.1	Two Equations with Two Variables	13
5.1.2	Solve Equations by Factoring	13
5.1.3	Absolute Value	13
6	Arithmetic	14
6.1	Statistics	14
6.1.1	Average/Mean	14
6.1.2	Median	14
6.1.3	Range	14
6.1.4	Mode	14
6.1.5	Standard Deviation	14
7	Colophon	15

1 The Prologue

I¹ am just going to outline the rules and formulae which are needed for the GMAT Mathematics test.

2 Topics

The topics covered

- Geometry - Area and Perimeter of shapes, and Surface Area and Volume.
- Algebra - solve equations, factoring, inequalities
- Arithmetic - working out the results
- Problem Solving - word problems

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3 Prerequisites and Definitions

- **Natural Number** - a number which occurs in nature, an integer, a positive whole number e.g. 1,2,3,4,511 etc.,
- **Real Number** - any number which can be plotted on a line e.g. 3, $2/3$, -0.2 , $\sqrt{3}$
- **Imaginary Number** - a number which can not be calculated e.g. $\sqrt{-5}$
- **Rational Number** - a number which can be written as a fraction e.g. $4(4/1)$, $2/3$
- **Irrational Number** - a number which can not be written as a fraction e.g. $\sqrt{2}$, π , 0.271271271271...

Multiplying

$$+a * +b = +ab$$

$$+a * -b = -ab$$

$$-a * +b = -ab$$

$$-a * -b = +ab$$

Exponents or Indices Exponents are the 'power' of a number, so the number of times a number is multiplied by itself e.g.

$$x^3 = x * x * x$$

A Negative exponent equates to 1 divided by that number multiplied by itself e.g.

$$x^{-4} = \frac{1}{(x * x * x * x)}$$

$$10^{-3} = \frac{1}{1000} = 0.001$$

Multiplying numbers with exponents you add the exponents

$$a^2 * a^3 = a^{2+3} = a^5$$

Dividing numbers with exponents you subtract the exponents of the divisor number from the number

$$a^3 / a^2 = a^{3-2} = a^1 = a$$

$$a^2 / a^3 = a^{2-3} = a^{-1} = 1/a$$

$$a^x * b^x = ab^x$$

$$(a/b)^x = a^x / b^x$$

$$(a^x)^y = (a^y)^x = a^{xy}$$

Zero to the power of a number is zero

$$0^x = 0 \quad \text{e.g.} \quad 0^1 = 0$$

A number to the power of zero is one

$$x^0 = 1 \quad \text{e.g.} \quad x^{0=1}$$

Multiplying across by a number $a^2 + a = a(a + 1)$

$$a^3 + a^2 + 2a = a(a^2 + a + 2)$$

Ratio - the Ratio of A to B is written as A/B or $A : B$

Percentage - to get a percentage of a fraction your multiply by 100 so $(3/4) * 100 = 75\%$

4 Geometry

- Lines
- Four-sided figures
- Triangles
- Pythagoras
- Circles
- Volume and Surface Area
- Polygons

4.1 Lines

A Line is said to be 180°, so if you know the angle one makes intersecting a line you know the other side

4.2 Intersecting Lines

The opposite angles in intersecting lines are equal.

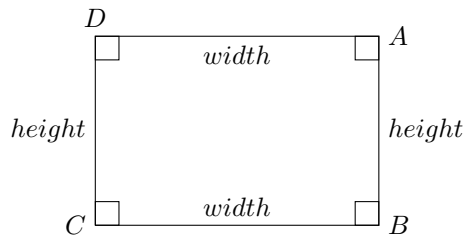
4.3 Line intersecting Parallel Lines

Parallel lines the angles are preserved, i.e. the angles made by the intersecting lines are the same

4.4 Four-sided figures

1. Rectangles
2. Squares
3. Parallelograms
4. Other foursided figures

4.4.1 Area of a Rectangle



Area of a rectangle is the length of the sides multiplied together.

$$Area_{rectangle} = width * height \quad (1)$$

4.4.2 Perimeter of a Rectangle

Is the sum of the 4 sides

$$Perimeter_{Rectangle} = 2width + 2height \text{ or } Perimeter_{rectangle} = 2(width + height) \quad (2)$$

4.4.3 Square

Well a square is just a rectangle where all the sides are the same size, so all the rules apply but just are simpler.

4.4.4 Parallelogram

A parallelogram is a four-sided figure where the the sides are parallel, opposite sides are equal and opposite angles are equal. The only property which changes is the area

$$Area_{Parallelogram} = base * perpendicular - height$$

$$Sum of the Angles in a Parallelogram = 360^\circ$$

4.5 Triangles

1. Perimeter of a Triangle equals sum of 3 sides
2. Area of a Triangle equals half the base by perpendicular height
3. The sum of the angles of a triangle equal 180°
4. Equilateral Triangle - all the angles are 60° , and all sides are the same length
5. Isosceles Triangle - 2 angles are the same and 2 sides are the same length

4.5.1 Perimeter of a Triangle

Perimeter of a triangle is the sum of the 3 sides so $\text{Perimeter} = \text{Side A} + \text{Side B} + \text{Side C}$

4.5.2 Area of a Triangle

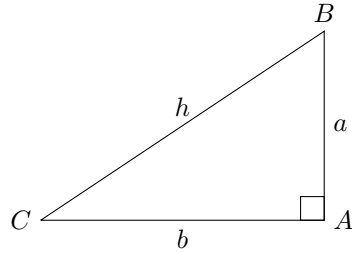
$$\text{Area}_{\text{Triangle}} = \text{base} * \text{PerpendicularHeight} / 2 \quad (3)$$

4.5.3 Angles in a Triangle

The angles in a triangle equal 180° So if you have two angles you always can deduct the third.

4.6 Pythagoras Theorem

The most important theorem In a Right angle triangle(one angle = 90°), the square on the hypoteneuse (longest side) is equal to the sum of the squares on the other two sides



$$h^2 = a^2 + b^2 \quad (4)$$

so $h = \sqrt{a^2 + b^2}$

4.6.1 Also works for the Circle on the Hypoteneuse

As a result the circle on the hypoteneuse is equal to the sum of the circle of the other two sides.

$$\pi(h/2)^2 = \pi(a/2)^2 + \pi(b/2)^2 \quad (5)$$

You will find that often the numbers used in examples are triangles with sides 5, 4 and 3, 10, 8 and 6 or 50, 40 and 30 which all neatly square etc.

4.7 Circles

4.7.1 Area of a Circle

$$Area_{Circle} = \pi r^2 \quad (6)$$

4.7.2 Circumference of a Circle

$$Circumference_{Circle} = 2\pi r \quad (7)$$

4.8 Sectors of a Circle

A sector of a Circle is a portion of a circle like a slice of pizza or tart with two straight lines from the centre of the circle out to the edge. The Angle is the angle between the two straight lines from the centre of the circle.

4.8.1 Area of a Sector of a Circle

$$Area_{Sector\ of\ a\ Circle} = \left(\frac{Angle}{360}\right)\pi r^2 \quad (8)$$

4.8.2 Circumference of a Sector of a Circle

$$Circumference_{Sector\ of\ a\ Circle} = \left(\frac{Angle}{360}\right)2\pi r \quad (9)$$

4.9 Polygons

4.9.1 Area of a Polygon

To get a polygons area, you *break it up into triangles* or triangles and rectangles, you may need to use pythagoras.

4.9.2 Perimeter of a Polygon

The sum of the lengths of its sides

4.9.3 Sum of angles of a polygon

Sum of the triangles which meet the points of the polygon - i.e. multiples of 180 Or triangle is 180, rectangle 360, adding another side will always be adding another triangle so pentagon is 540, hexagon is 720 and heptagon is 900 and octagon 1060 and so on...

4.10 Volume and Surface Area

4.10.1 Rectangular Box

- Volume of a Rectangular Box - Length by Breath by Height
- Surface Area, is six rectangle, two breath by depth plus two breath by height plus two height by depth

$$Volume = width * height * depth \quad (10)$$

$$Surface Area = 2(width * height) + 2(width * depth) + 2(height * depth) \quad (11)$$

4.10.2 Cylinder

- Volume of a Cylinder is area of the base by the height
- Surface area is 2 circles and a rectangle (from the rolled out tube of the cylinder) height by circumference of the circle

$$Volume_{Cylinder} = h\pi r^2 \quad (12)$$

$$Surface Area_{Cylinder} = 2\pi rh + 2(\pi r^2) \quad (13)$$

4.10.3 Sphere

A sphere is an object like a ball, where the distance from the centre of the object to the edge is the radius. For GMAT your supposed to know what a sphere is but not required to know how to get its volume or surface area. However if you're curious

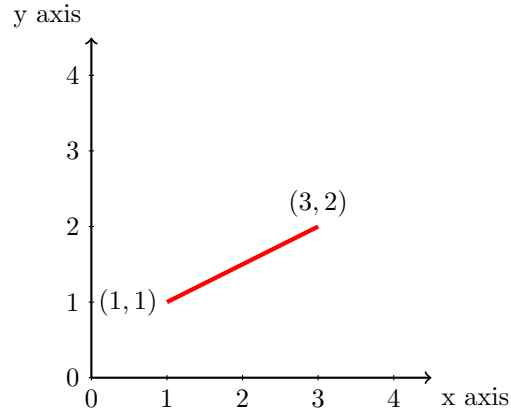
$$Volume_{Sphere} = \frac{4}{3}\pi r^3 \quad (14)$$

$$Surface Area_{Sphere} = 4\pi r^2 \quad (15)$$

4.11 Coordinate Geometry

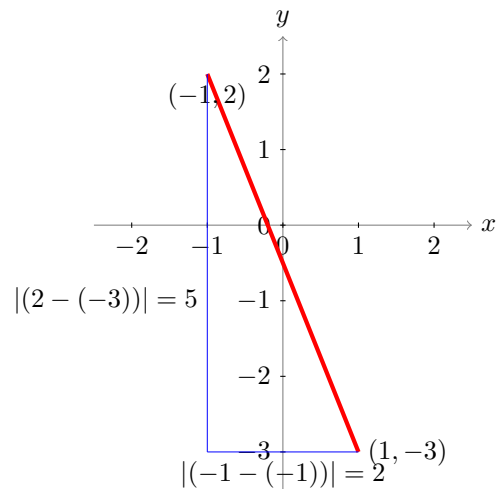
4.11.1 Plotting a line

To plot a line on the x - y axis if you have two points with co-ordinates $a = (1, 1)$ and $b = (3, 2)$ you plot the two points on the axis and draw a line between them.



4.11.2 Length of a line between two points on the plane

Finding the length of a line on a plane, involves plotting it on an xy axis. The length of a line can be worked out by using Pythagoras. So the length of a line from $a = (1, -3)$ and $b = (-1, 2)$ is $\sqrt{2^2 + (-5)^2}$.



4.11.3 Slope of a Line

There are two ways which get you the slope of a line one is with the co-ordinates the other with an equation which you resolve to look like $y = mx + b$ where m is the slope of the line

Using the Equation

$$y = mx + B \quad (16)$$

Using Co-ordinates

With co-ordinates (x_1, y_1) and (x_2, y_2)

$$m = \frac{(y_2 - y_1)}{(x_2 - x_1)} \quad (17)$$

4.11.4 Functions

A *function* relates an input to an output, often the output is expressed as an expression/equation. e.g. $f(x) = x^2 - 6$ is a function which you can plot on an x-y axes, where each point will $(x, f(x))$.

x	$x^2 - 6 = f(x)$	$(x, f(x))$
-2	$-2^2 - 6 = -2$	$(-2, -2)$
-1	$-1^2 - 6 = -5$	$(-1, -6)$
0	$0^2 - 6 = -6$	$(0, -6)$
1	$1^2 - 6 = -6$	$(1, -6)$
2	$2^2 - 6 = -2$	$(2, -2)$
3	$3^2 - 6 = 3$	$(3, -3)$
4	$4^2 - 6 = 10$	$(4, 10)$

5 Algebra

5.1 Solve an Equation one Variable

In this case you just manipulate the equation so as the variable is on one side on its own and what it equals is on the other.

$$\begin{aligned} 2x - 9 &= 1 \\ 2x &= 1 + 9 \\ 2x &= 10 \\ x &= 10/2 \text{ so } x = 5 \end{aligned}$$

5.1.1 Two Equations with Two Variables

Solved by getting what one variable is as an expression of the other then plug it in

$$\begin{aligned} 2x - 3y &= 1 \\ x + 2y &= 11 \\ x &= 11 - 2y \\ 22 - 4y - 3y &= 1 \\ 22 - 7y &= 1 \\ -7y &= 1 - 22 \\ -7y &= -21 \\ 7y &= 21 \\ y &= 21/7 \text{ so } y = 3 \\ \text{So since you now know } y \text{ you can work out } x \\ x + 3(3) &= 11 \quad x = 11 - 9 = 2 \end{aligned}$$

5.1.2 Solve Equations by Factoring

The factors of a number or equation are 2 (or more) numbers or equations which when multiplied together will give you that number or equation.

$$\begin{aligned} a^2 + 2ab + b^2 &= (a + b)(a + b) = (a + b)^2 \\ a^2 - 2ab + b^2 &= (a - b)(a - b) = (a - b)^2 \\ a^2 - b^2 &= (a + b)(a - b) \\ 2a^3 - 4a^2b + 2ab^2 &= 2a(a^2 - 2ab + b^2) = 2a(a - b)^2 \end{aligned}$$

To solve an equation by factoring you move all the elements to one side so as it equals to 0, then you try and reduced the equation to what it will. Ultimately you are find what are the possible values for the variable.

5.1.3 Absolute Value

The *Absolute Value* of a number is the square root of a number squared, so it is always a positive value.

The *absolute value* of a number 'a' is written as $|a|$.

$$|a| = \sqrt{a^2}$$

The absolute value of a number is often used to get its value, ignoring the sign e.g. the length of a line, where the sign is the direction,

6 Arithmetic

6.1 Statistics

6.1.1 Average/Mean

In Statistics the *Mean* is the average of the sequence numbers (sometimes referred to as the *arithmetic mean*).

$$\text{Mean} = \frac{A+B+C+D+\dots}{\text{Number of Numbers}}$$

6.1.2 Median

Roughly is the middle number of a sequence, it is either the middle number or the average of the 2 middle numbers.

6.1.3 Range

The *range* is the span from the lowest number to the highest number.

6.1.4 Mode

The *Mode* of a list of numbers is the most frequently occurring number or numbers.

6.1.5 Standard Deviation

List = 0, 7, 8, 10, 10

Number of numbers in the sequence = 5

$$\text{Mean} = \frac{0+7+8+10+10}{5} = 7$$

x	$(x - 7)$	$(x - 7)^2$
0	-7	49
7	0	0
8	1	1
10	3	9
10	3	9
Total	is	68

$$\text{Standard Deviation} = \sqrt{\frac{68}{5}}$$

7 Colophon

Wouldn't have been possible without Mr Euclid and Mr Pythagoras (and maybe Mr Archimedes).

This document was written created using L^AT_EX.

Initially it was word-processed using text editor www.vim.org and then rendered into pdf using `pdflatex`. Latterly TexMaker (The Universal LaTeX editor) was used.

The amendments from the original version were made using Version 2.4 of MiKTeX(www.miktex.org) However since using the macbook a lot of late I use T_EX Live (www.tug.org/texlive/).

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