

4.3 Graphing Functions

- Guidelines for sketching a curve
 - 1 Domain
 - 2 Symmetry: even, odd, periodic.
 - 3 Find the first derivative and critical points.
 - 4 Find the second derivative and possible inflection points.
 - 5 Make a table:
 - 1 Intervals of increase or decrease
 - 2 Determine concavity
 - 3 Identify extreme values and inflection points
 - 6 Locate asymptotes and intercepts.
- Examples