

Guidelines for Sketching a Curve

- A. **Domain:** Of course!
- B. **Intercepts:** (i) y -intercept: $(0, f(0))$; (ii) x -intercept: Solve the equation $f(x) = 0$. Only the real solutions. Be aware that in most of cases you will not be able to solve this equation.
- C. **Symmetry:** If f is even, then we get the portion of the graph on the left hand side of y -axis for free. The same is true for an odd function. We just need to flip the portion of the graph over the x -axis and then y -axis to get the portion on the left hand side. But this feature rarely occurs.
- D. **Asymptotes:** (i) Horizontal Asymptote (HA) is found by finding the limits $\lim_{x \rightarrow \infty} f(x)$ and $\lim_{x \rightarrow -\infty} f(x)$; (ii) Vertical Asymptote (VA) happens at $x = a$ when $\lim_{x \rightarrow a^\pm} f(x) = \pm\infty$; (iii) Slant Asymptote (SA): The function of the form $f(x)/g(x)$ has a slant asymptote $y = mx + b$ if the quotient and the remainder obtained upon dividing $f(x)$ by $g(x)$ using the long division method is mx and b respectively.
- E. **Intervals of Increase or Decrease:** Use the Increasing/Decreasing test.
- F. **Local Maximum and Minimum Values:** Use the first derivative test.
- G. **Concavity and Points of Inflection:** Use the Concavity test.
- H. **Sketch the Curve.**