# **Lesson Objectives**

1. Analyze one variable data – **mean**, **median**, **range**.
2. Find the distance between two points using the **Distance Formula**.
3. Determine midpoint of a segment with given endpoints using the **Midpoint Formula**.
4. Solve application problems related to the concept of midpoint.
5. Two variable data – Determine the **domain** and **range** and make a **scatterplot** of a **relation**.

# **Analyze One Variable Data**

## **Mean** (or **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**) – sum of all data points, divided by number of data points (*n*)

* **EXAMPLE:** Find the mean of the set of data. Round to the nearest tenth

229, 220, 213, 213, 213, 213, 220, 216, 216, 216, 220, 220 [1.2-7]

(calculator) Sum = \_\_\_\_\_\_\_\_\_, total data points *n* = \_\_\_. Mean = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Recommend you do 2 separate steps (sum first, then divide) – or you may mess up. If you do it all in one calculation, you **MUST** use parentheses! If you don’t use parentheses, you may mess up.

**\_\_\_** screenshot of calculator with the following:
229+220+213+213+213+213+220+216+216+216+220+220 
with output reading:  2609
followed by:
Ans/12
with output reading:
217.4166667 **\_\_\_\_** screenshot of calculator with the following:
)229+220+213+213+213+213+220+216+216+216+220+220)/(12)
with output reading:
217.4166667 **\_\_\_** screenshot of calculator with the following:
229+220+213+213+213+213+220+216+216+216+220+220 /12
with output reading:
2407.333333

## **Median** (or **\_\_\_\_\_\_\_\_\_\_\_**) – \_\_\_\_\_\_\_ numbers then go to middle. If 2 numbers, then average them.

* **EXAMPLE:** Find the median of the set of data. 82, 48, 222, 112, 252, 237, 236 [1.2-10]

Sort the numbers\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Go to the middle: median = **\_\_\_\_\_\_\_\_**

## **Range** – Subtract: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ data point (MAX) – \_\_\_\_\_\_\_\_\_\_\_\_\_\_ data point (MIN)

* **EXAMPLE:** Find the median and the range of the following data set.

2.6, 6.5, 1.6, 3.4, 8.2, 5.4 [1.2.VQ-1]

Sort the numbers: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Go to the middle: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_= **\_\_\_\_\_\_\_\_\_\_\_\_** = median

MAX – MIN = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = **\_\_\_\_\_\_\_\_\_\_\_\_** = range

# **Distance** between Two Points

**Distance Formula:** Given two points (*x*1 , *y*1) and (*x*2 , *y*2), the **distance** between them is:

* **EXAMPLE:** Find the distance between the pair of points (10, –21) and (–23, –25).

(Round to the nearest thousandth as needed) [1.2.31]

Use the Distance Formula above:

You can enter ALL of this computation in calculator at once, but do so CAREFULLY!!

Watch the negatives and parentheses.

You can also work it in smaller chunks:

screenshot of calculator with the following:
(sqrt)((-23-10)^2+(-25--21)^2)
with output reading:
33.24154028 or screenshot of calculator with the following:
(sqrt)((-33)^2+(-4)^2)
with output reading:
33.24154028 The distance is **\_\_\_\_\_\_\_\_\_\_\_\_**.

# **Midpoint** of a segment with known endpoints

**Midpoint Formula:** Given two points (*x*1 , *y*1) and (*x*2 , *y*2), the **midpoint** of the segment between those two points is:

It’s the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of each coordinate!

* **EXAMPLE:** Find the midpoint of the line segment joining the two points (–6, –8) and (–3, –7). [1.2-32]

Use the Midpoint Formula above:

# Applications of Midpoint

* **EXAMPLE:** Use the information given in the table to solve the problem.

The table gives the value of a 1957 Chevy BelAire in #2 condition for selected years.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Year | 1980 | 1982 | 1984 | 1986 | 1988 |
| Value in dollars | 8257 | 8450 | 9929 | 10,552 | 12,554 |

Use the concept of an average or mean to estimate the value of a 1957 Chevy BelAire in #2 condition in 1983. [1.2-33]

Since 1983 is halfway between, or the average of, 1982 and 1984, we can use the **midpoint** formula

So, the value of a 1957 Chevy BelAire in #2 condition in 1983 is **$\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**.

# **Two-Variable Data**

## Determine the **Domain** and **Range** of a relation.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:** a set of ordered pairs (points).

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:** the set of all *x*-coordinates from a relation.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:** the set of all *y*-coordinates from a relation.

* **EXAMPLE:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **x** | 4 | 7 | 2 | 7 | 4 |
| **y** | 5 | 7 | 7 | 5 | 5 |

For the table of data, complete the following:

1. Express the data as a relation S.   
   (Type ordered pairs. Use a comma to separate answers as needed.)
2. Find the domain and range of S.  
   (Use a comma to separate answers as needed.) [1.2.15]
3. When listing a set of ordered pairs from a table, do NOT include any \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

* So the relation S = { **(\_\_\_,\_\_\_),(\_\_\_,\_\_\_),(\_\_\_,\_\_\_),(\_\_\_,\_\_\_)** }

1. When listing elements of domain or the range, do NOT include any DUPLICATES.
   * Domain: { **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** }
   * Range: { **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** }

## Make a **scatterplot** of a relation

**Scatterplot:** a graphical representation of a relation. Looks like a group of **\_\_\_\_\_\_\_\_\_\_\_\_\_**.

**Quadrants:** move in order \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, starting in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ quadrant.

|  |  |  |  |
| --- | --- | --- | --- |
| First Quadrant (QI) | Second Quadrant (QII) | Third Quadrant (QIII) | Fourth Quadrant (QIV) |
| (+,+) | (–,+) | (–,–) | (+,–) |

* **EXAMPLE:** Make a scatterplot of the data. [1.2-59]

|  |  |  |  |
| --- | --- | --- | --- |
| **A.** | **B.** | **C.** | **D.** |
| Scatterplot with no points in Quadrant  1 (Q1), five points in Quadrant 2 (Q2), two points in Quadrant 3 (Q3), and three points in Quadrant 4 (Q4). | Scatterplot with three points in Quadrant  1 (Q1), two points in Quadrant 2 (Q2), five points in Quadrant 3 (Q3), and no points in Quadrant 4 (Q4). | Scatterplot with three points in Quadrant  1 (Q1), no points in Quadrant 2 (Q2), five points in Quadrant 3 (Q3), and two points in Quadrant 4 (Q4) | Scatterplot with two points in Quadrant  1 (Q1), three points in Quadrant 2 (Q2), no points in Quadrant 3 (Q3), and five points in Quadrant 4 (Q4) |

* + A good strategy is to start with **Quadrant \_\_\_**, where both coordinates are **\_\_\_\_\_\_\_\_\_\_\_\_\_**.
    - The points \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are all in Quadrant I.
    - Only **scatterplot answer \_\_\_\_\_** has those 3 points in Quadrant 1
  + If more than one answer has same points in Quadrant I, then try another Quadrant, etc.

### To create a **SCATTERPLOT** on the **CALCULATOR** (bonus content – time permitting)

* + 1. **First** – you need to enter your points into the calculator. Press **STAT**, **ENTER**. calculator buttons STAT, ENTER

If needed – to clear entries in a list, use arrow-up button to the top and then press **CLEAR**, **ENTER**.  Do NOT press DELETE, or your list will disappear!

Enter the ***x*-coordinates in L1** and the ***y*-coordinates in L2**.

(For the remainder of this process, we will be using the points listed from the previous example.)

* + 1. **Second** – you need to prepare to view the scatterplot. These are like the settings of the Stat Plot.

 calculator screenshot after pressing 2ND, Y=

shows STAT PLOTS menu, with the first entry highlighted
1: Plot 1...Off calculator screenshot after pressing ENTER in the STAT PLOT menu
Shows the settings screen for Plot1.
Description follows in remainder of text in main document.

Press 2ND, Y= (StatPlot), ENTER.

For each row, select the following: Plot1, On, Type: (use 1st one – scatterplot), Xlist: L1, Ylist: L2, Mark: (use 1st one – the circle).

* + 1. **Third** – you need to set the appropriate viewing window. Press **WINDOW**. calculator button WINDOW

calculator screenshot after pressing WINDOW button.
Shows the settings:
Xmin=-10
Xmax=10
Xscl=1
Ymin=-10
Ymax=10
Yscl=1

* If the question or answer(s) have a graph, set your viewing window from that info.
* Otherwise, use the given points as your guide.
  + Let’s look at the previous problem again. The data points to graph are:
  + Find the **smallest** and **largest** ***x*-coordinates** and ***y*-coordinates**.
  + Give them a “**buffer**” so that no points occur on the edge of your screen.
  + Smallest *x*-coordinate: –6 Use Xmin = –10
  + Largest *x*-coordinate: 6 Use Xmax = 10
  + Consider **scale**, or distance between “tick” marks for *x* Use Xscl = 1
  + Smallest *y*-coordinate: –6 Use Ymin = –10
  + Largest *y*-coordinate: 4 Use Ymax = 10
  + Consider **scale**, or distance between “tick” marks for *y* Use Yscl = 1
    1. **Fourth**, and finally – you can see your graph by pressing **GRAPH**. calculator button GRAPH

calculator screenshot of the scatterplot for the following points:
Quadrant 1 (Q1) - (2,2), (5,2), (6,4)
Quadrant 2 (Q2) - (-2,4), (-3,3)
Quadrant 3 (Q3) - (-2,-6), (-3,-3), (-4,-4), (-5,-5), (-6,-4)
Quadrant 4 (Q4) - no points

* + 1. **Fifth**, you can confirm you have all the right points by pressing TRACE. calculator button TRACE

This turns on the “GPS” of a graph, showing you which point the flashing cursor is on.

screenshot from calculator of scatterplot after pressing TRACE button.
Shows the same points as previous screenshot of scatterplot, but with more information on the screen.
Description follows in remaining text in the main document following this screenshot.

* The top of the screen reads: “ P1: L1,L2” – P1 means we’re using Plot1 for this graph, and the L1,L2 means the *x*-coordinates come from L1 and the *y*-coordinates come from L2.
* The bottom of the screen is showing the coordinates of the highlighted point. In the screenshot above, the point (2,2) has an “X” on it. It’s a flashing “X” on your calculator.
* Use the right arrow key to navigate through the points and left arrow to go back.

Sources used:

1. Pearson MyMathLab *College Algebra with Modeling and Visualization, 6th Edition*, Rockswold
2. Wabbitemu calculator emulator version 1.9.5.21 by Revolution Software, BootFree ©2006-2014 Ben Moody, Rom8x ©2005-2014 Andree Chea. Website <https://archive.codeplex.com/?p=wabbit>