# The Mathematics Survival Kit - Maple Edition

#### Version 3

# **Table of Contents**

Introduction
Introduction to the Maple Edition
What's New in This Version?

# ▼ Getting Started on Survival

How to Use This Book - Read This! How to Get an "A" in Math How to Get Extra Help

# ▼ Operation Cooperation and Fraction Traction

BEDMAS (Order of Operations)
Adding and Subtracting Fractions
Multiplying and Dividing Fractions
Operations with Decimals
Ratio, Rate and Percent
Complex Numbers

# ▼ Factoring: A Product of Practice

Difference of Squares
Difference of Cubes
Factoring  $a^n - b^n$  and  $a^n + b^n$ Common Factors
Factoring Easy Trinomials
The Remainder and Factor Theorems for Polynomials

## **▼ Pliable Polynomials**

Multiplying Polynomials - FOIL Adding and Subtracting Polynomial Fractions Multiplying and Dividing Polynomial Fractions Polynomial Division

#### A Partial Look into Partial Fractions

Partial Fractions: Preliminaries

Partial Fractions: Distinct Linear Factors Partial Fractions: Repeated Linear Factors Partial Fractions: Irreducible Quadratics

# **▼** The Straight Goods on Lines and Planes

Finding the Equation of a Line

Slope m and y intercept b

Graphing a Straight Line Using  $y = m \cdot x + b$ 

Distance between Two Points and Distance from a Point to a Line or Plane

Visually Identifying Slopes of Lines

Parallel and Perpendicular Lines

Finding Tangent and Normal Lines to a Curve

## ▼ A Few Lines on Linear Algebra

Solving a Linear Equation

Solving Two Linear Equations Using Substitution

Solving Two Linear Equations Using Row Reduction

Solving Three Linear Equations Using Row Reduction

Consistent, Inconsistent and Dependent Systems of Linear Equations

# ▼ Giving the Third Degree to Second Degree Polynomials: Quadratics!

Solving Quadratic Equations Using the Quadratic Formula

Factoring Quadratic Equations Using the Quadratic Formula

Problems Involving the Sum and Product of the Roots of a Quadratic Equation

The Graph of  $y = a(x-b)^2 + c$ 

Completing the Square

# ▼ Solving Inequalities with Less (<) Difficulty, Greater (>) Ease

Solving Linear Inequalities
Solving Quadratic Inequalities

Solving Inequalities with Two or More Factors Solving Rational Inequalities

# ▼ Increasing the Magnitude of Your Absolute Value Knowledge

The Basics of Absolute Value Solving Absolute Value Equations Solving Easy Absolute Value Inequalities Solving Less Easy Absolute Value Inequalities

# ▼ Getting to the Root of Square Roots

The Basics of Square Root and the Reason  $\sqrt{x^2} = |x|$ Solving Equations Involving Square Roots Rationalizing Denominators that Have  $\sqrt{\phantom{a}}$ 

# **▼** Some Basic Graphs and Some Basics about Graphs

Graphs of Basic Quadratic Relations

Basic  $y = x^n$  Graphs, where  $n \in N$  (Even and Odd Functions)

Basic  $y = x^{-n}$  Graphs, where  $n \in N$ 

Basic  $y = x^n$  Graphs, where  $n \in N$ 

Shifting or Rescaling a Given Graph

Tests for Symmetry

Graphing Polynomials without Calculus

Vertical and Horizontal Asymptotes

Slant Asymptotes

Intersection of Two Curves

The Greatest Integer (or Floor) Function

Graphs with the Greatest Integer Function

# ▼ The Survival Kit Logs Powerful Time with Exponents and Logarithms

Properties of Exponents

Logarithms (Log Means "FIND THE EXPONENT!")

**Basic Exponential Graphs** 

Basic Logarithmic Graphs

Inverse Formulas for Exponents and Logarithms

**Solving Exponential Equations** 

Solving Logarithmic Equations

The Derivative of  $e^x$  and  $a^x$ 

The Derivative of ln(x) and  $log_a(x)$ 

Log Differentiation Part I

Log Differentiation Part II: The derivative of  $y = f(x)^{g(x)}$ 

Integrals Yielding ln: 
$$\int \frac{du}{\frac{dx}{u}} dx = \ln(|u|) + C$$

# **▼ Drawing Your Attention to Some Basic Geometry**

A Degree of Knowledge About Angles

The Pythagorean Theorem

Similar Triangles

Radian Measure of an Angle

# Angling Right in on Trigonometry

Basic Trigonometric Ratios: SOH CAH TOA

Using SOH CAH TOA to Find Missing Sides and Angles

Angles in Standard Position

Related Angles in Standard Position

Trig Ratios for the (30°, 60°, 90°) Triangle

Trig Ratios for the (45°, 45°, 90°) Triangle

Trig Ratios for 30°, 45°, 60°, 90°, 120°, and More - A Table!

Trig Ratios for 30°, 45°, 60°, 90°, 120°, and More - A (Fabulous) Picture!!

Basic Trigonometric Graphs

The Circle Definition of Sine and Cosine

Solving the Trig Equation sin(x) = c

Solving the Trig Equation cos(x) = c

The Sine Law

The Cosine Law

Commonly Used Trigonometric Formulas Including Derivatives and Integrals

Basic Inverse Trigonometric Graphs

# ▼ A Straightforward Approach to Limits

Easy Limits: "No Problem" Problems

"0/0" Limits

**One-sided Limits** 

Limits which Approach ∞

Limits at Infinity

An "
$$\infty - \infty$$
" Limit:  $\lim_{x \to \infty} (\sqrt{x^2 - 8 \cdot x} - x)$ 

Variations on 
$$\lim_{\theta \to 0} \left( \frac{\sin(\theta)}{\theta} \right) = 1$$

L'Hôpital's Rule

L'Hôpital's Rule Disguised: Converting IFs to Fractions

# **▼** Continuity (There's a Hole in the Function, Dear Liza, Dear Liza)

Domain (Food for a Function!)

**Composite Functions** 

Continuity and Discontinuity at a Point

Continuous Functions (Intervals of Continuity)

Continuity and Branch Functions

Essential versus Removable Discontinuities

# ▼ Derivatives or Going on a Tangent about Slopes

Finding the Derivative from the Definition

Differentiable Functions (Intervals of Differentiability)

Differentiability and Branch Functions

Critical Numbers

Min and Max Points from the First Derivative

Graphing and Interpreting y versus y' versus y''

Graph Sketching with Calculus

Graph Sketching with Calculus: Vertical Tangent!

Estimating Using the Differential

Rolle's Theorem

The Mean Value Theorem

#### ▼ Derivative Rules Rule

Derivatives: The Product Rule Derivatives: The Chain Rule Derivatives: The Quotient Rule Derivatives: Implicit Differentiation

Derivatives: Implicit Differentiation Second Derivative

# ▼ Integrating Your Knowledge about the Anti-Derivative

Easy Integrals/Anti-Derivatives

Easy Integrals that Need a Little Tweaking

The Chain Rule In Reverse (CRIR): No Adjustments Needed!

CRIR: Adjustments Needed BUT Don't Use Substitution!

CRIR: Adjustments Needed and Using Substitution

Substitution when the CRIR Won't Work

**CRIR: Products of Trig Functions** 

Integration by Parts: The Basic Examples

Integration by Parts: Circular Integration By Parts Integration by Parts: The Tan-Sec Connection Integration by Trigonometric Substitution: Sin Integration by Trigonometric Substitution: Tan Integration by Trigonometric Substitution: Sec

Integration Using Partial Fractions
Definite Integrals - Area Problems
Definite Integrals Using Substitution

Improper Integrals - Functions with a Discontinuity

Improper Integrals - Infinite Limits of Integration

The Derivative of an Integral

Differential Equations - Separation of Variables

#### ▼ Inverse Functions: Now that's a Switch!

Finding the Inverse of a Function Derivatives of Inverse Functions

## ▼ Parametric Equations: Making Relations Functional

Parametric Equations

**Derivatives from Parametric Equations** 

Higher Derivatives from Parametric Equations

# ■ Warming Up to Polar Coordinates

**Polar Coordinates** 

Polar to Rectangular Coordinates; Rectangular to Polar Equations Rectangular to Polar Coordinates; Polar to Rectangular Equations

#### ▼ Going to Any Lengths to Give You New Direction with Vectors

(Very) Basic Vectors

The Dot or Scalar or Inner Product of Two Vectors

The Projection of One Vector on Another

The Vector or Cross Product of Two Vectors

The Vector Equation of a Line

The Vector Equation of a Plane

The Scalar Equation of a Plane: Ax + By + Cz = D

Intersection of Two Lines in  $\mathbb{R}^3$ : Parallel/Coincident Case

Intersection of Two Lines in  $\mathbb{R}^3$ : Non-Parallel/Non-Coincident Case

Intersection of Two Planes

Intersection of Three Planes: Parallel/Coincident Case

Intersection of Three Planes: Non-Parallel/Non-Coincident Case

# ▼ A Few Terms in Sequences and Series and a Sampling of Statistics

Summation Notation and Common SUM=  $\sum$  Formulas

Arithmetic and Geometric Sequences and Series Combinations and Permutations: Choosing and Arranging Elementary Probability Mean, Median, Mode and Standard Deviation The Binomial Theorem Proof by Induction

# **▼ End Game**

Feedback Form About the Author Index