Section 2.7 (Polynomial and Rational Inequalities)

- Just as we can solve <u>linear</u> inequalities in one variable (x < 4, 2x + 1 > 5, etc) we can also solve polynomial inequalities in one variable
- Consider the graph of $x^2 3x 10 < 0$
 - Looking along the x-axis, where do we fall less than 0?
 - What points separate the regions?
 - Finding these points (intercepts) and choosing test points from the number line will allow us to solve the inequality

<u>Example</u>: Solve (x - 2)(x + 4) > 0

- Solving a polynomial inequality
 - Write inequality in standard form and solve related equation (find *boundary points*)
 - Separate number line into regions with those boundary points
 - For each region, choose *test point* and determine if the value satisfies the original inequality
 If test point in a region is true, then all points in that region will be true
 - Solution set includes the regions whose test points provide solutions (the original solutions are not part of the solution set if < or > is the inequality – only when ≤ or ≥)

Example: Solve the following (if inequality is true in a region, is it always false in regions on either side?)

$$x^2 - 6x \le 0$$
 $x^2 - x > 20$ $x^3 + 3x^2 \le x + 3$

• Solving rational inequalities is similar except that you also solve and test around values that make the denominator 0 (note that the solution set will NOT include these points)

Example: Solve and graph the solution set of the following

$$\frac{x-3}{x+5} \le 0 \qquad \qquad \frac{2x}{x+1} \ge 1$$

An object that is falling or vertically projected into the air has its height above the ground, s(t), in feet, given by $s(t) = -16t^2 + v_0t + s_0$ where t is the time that the object is in motion (in seconds), v_0 is the original velocity (initial velocity) of the object (in feet per second), and s_0 is the original height (initial height) of the object (in feet).

