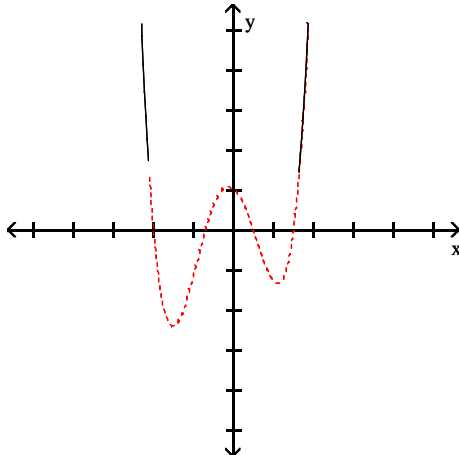
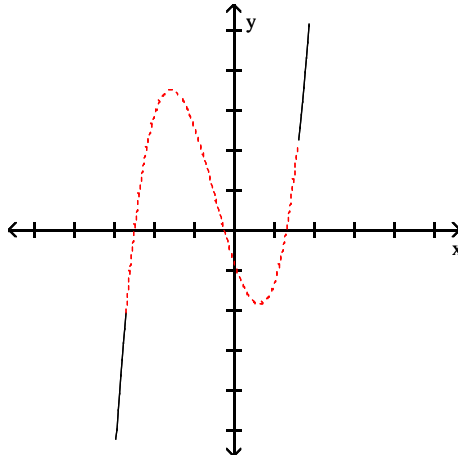
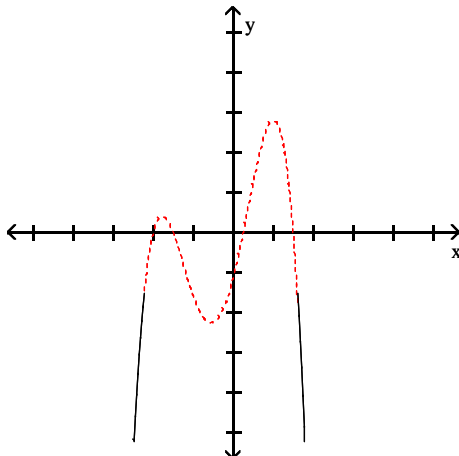
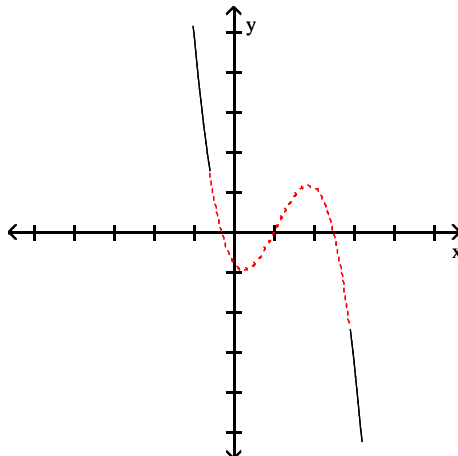


Steps To Graph Polynomial Functions

1. Make sure the function is arranged in the correct descending order of power.

$$f(x) = a_n x^n + a_{n-1} x^{n-1} + \dots + a_1 x + a_0, \text{ where the leading coefficient } a_n \neq 0$$

2. Determine the far-left and far-right behavior of the function.

	n is even	n is odd
$a_n > 0$	<p>up to the far-left up to the far-right</p> 	<p>down to the far-left up to the far-right</p> 
$a_n < 0$	<p>down to the far-left down to the far-right</p> 	<p>up to the far-left down to the far-right</p> 

3. Find the y -intercept.

- To find $f(0)$, substitute zero for each x in the function.
- Write your y -intercept in the form $(0, \underline{\quad})$
- Plot this point.

4. Find any x -intercepts.

- Set the function equal to zero.
- Solve the resulting equation by factoring (or use the Rational Zeros Theorem to find the real zeros).
- Write the x -intercepts in the form $(\underline{\quad}, 0)$
- Plot these points.

NOTE: You will need the **factored form** found in this step to complete the rest of the steps.

$$f(x) = (x - a)(x + b)(x - c) \dots$$

5. Use the x -intercepts (zeros) to divide the x -axis into intervals and choose test a point in each interval. Determine the sign of all function values in that interval.

6. Use the multiplicity of each zero to determine where the graph crosses the x -axis.

For each factor $(x - c)^k$ of the function f :

- If k is **even**, the graph will intersect but **not** cross the x -axis at $(c, 0)$.
- If k is **odd**, the graph will cross the x -axis at $(c, 0)$.

7. If necessary, find additional points to draw an accurate graph.

- Substitute values for x into the factored form of the function, not the expanded form.
- Pay attention to signs when you are simplifying.

8. Sketch the graph.

Your graph should be a smooth, continuous curve that contains at most n x -intercepts and at most $(n - 1)$ **turning points**.