

Practice 47

FOR USE WITH SECTION 8.1

Match each function with one of the graphs below.

1. $f(x) = \sqrt{x+3} - 2$

2. $f(x) = -\sqrt{x-2}$

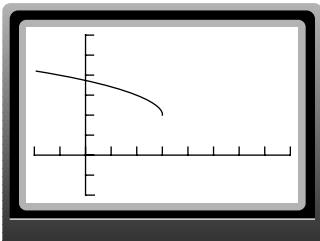
3. $f(x) = \sqrt{3-x} + 2$

4. $f(x) = \sqrt{x-3}$

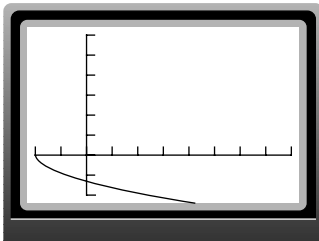
5. $f(x) = \sqrt{x-3}$

6. $f(x) = -\sqrt{x+2}$

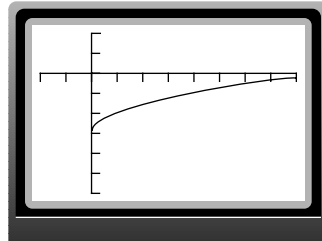
A.



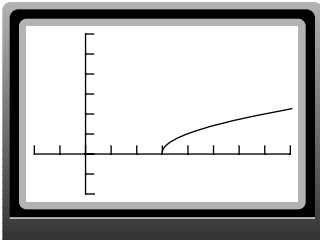
B.



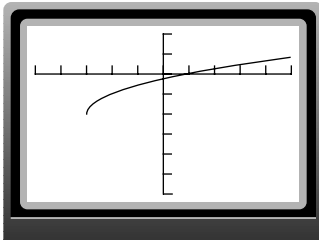
C.



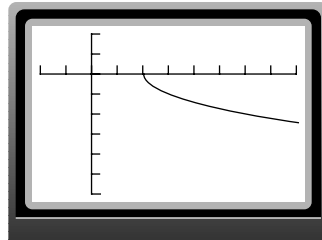
D.



E.



F.



Graph each function. Also state the domain and range.

7. $y = \sqrt{x-4} + 3$

8. $y = 4 - \sqrt{x}$

9. $y = \sqrt{x-4}$

10. $y = \sqrt{x+4}$

11. $y = \sqrt{x+2} - 4$

12. $y = -\sqrt{4-x} + 2$

13. $y = \sqrt{x+4} - 2$

14. $y = \sqrt{2x} + 3$

15. $y = -\sqrt{x-4}$

16. The manufacturer of a toy race car track wants to create a circular loop, as shown. The cars will start a distance h above the top of the loop, of radius r .

a. In order for a car to hug the track at the top of a loop, its weight must equal the force the car exerts against the track by virtue of its motion:

$$mg = m\frac{v^2}{r}$$

Solve this equation for v .

b. The velocity v of a car at the top of the loop is given by the equation

$$\frac{1}{2}mv^2 = mgh, \text{ where } g \text{ is the acceleration due to gravity, which is } 32 \text{ ft/s}^2$$

on Earth. Use this equation and the equation in part (a) to express h in terms of r .

