

# Pre-Algebra & Algebra

## Metric System

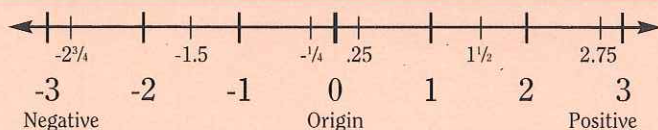
1 cm = 10 mm	1 m = 1000 mm
1 dm = 10 cm	1 dm = 0.1 m
1 m = 10 dm	1 cm = 0.01 m
1 m = 100 cm	1 mm = 0.001 m

deci- means 1/10    centi- means 1/100    milli- means 1/1000

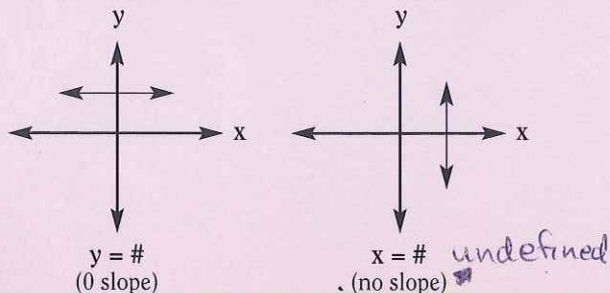
## Numbers

**Prime** - any number greater than one that can only be factored by itself and the number one  
**Composite** - any number greater than one that has more than two factors  
**Natural** - numbers used for counting: {1, 2, 3, 4, ...}  
**Whole** - the set of natural numbers, plus zero  
**Integers** - any positive or negative whole number, plus zero  
**Real** - includes all rational and irrational numbers, both positive and negative

## Number Line



## Special Lines



## Rules for Integers

- When adding two numbers with the same sign, take the sum of the two numbers and keep the sign.  
**Examples:**  $4 + 5 = 9$ ;  $-6 + -2 = -8$
- When adding two numbers with different signs, take the difference of the two numbers and use the sign of the larger number.  
**Examples:**  $-14 + 8 = -6$ ;  $8 + -5 = 3$
- When subtracting two numbers, change the subtraction problem to an addition problem by adding the opposite of what was being subtracted. Follow steps "1" and "2" to finish the problem.  
**Examples:**  $-10 - 4 = -10 + -4 = -14$ ;  $5 - -3 = 5 + 3 = 8$

## Table of Perfect Squares

n	n <sup>2</sup>	n	n <sup>2</sup>	n	n <sup>2</sup>	n	n <sup>2</sup>
1	1	6	36	11	121	16	256
2	4	7	49	12	144	17	289
3	9	8	64	13	169	18	324
4	16	9	81	14	196	19	361
5	25	10	100	15	225	20	400

## Equation Solving Process

- Is it a subtraction problem?  
 no     yes → Change it to an addition problem.
- Are there grouping symbols?  
 no     yes → Distribute.
- Are there variables on the right side?  
 no     yes → Move them to the left side. *Add opposites*  
 Combine/simplify left side.
- Is there a number not attached to the variable?  
 no     yes → Move it to the right side. *Add opp.*  
 Combine/simplify right side.
- Is there a number attached to the variable?  
 no     yes →
  - If by "x", then "÷".
  - If by "÷", then "x".
  - If a fraction, use reciprocal.
 variable = #    variable = #

## General

$d = r \times t$	d = distance r = rate t = time
$p = c \times n$	p = total price c = cost of item n = number of items
$u = \frac{p}{n}$	u = unit price p = total price n = number of units
$p = 100 \left( \frac{g-s}{g} \right)$	p = percent of discount g = original price s = sale price

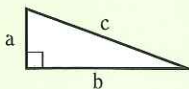
## Linear

$m = \frac{y_2 - y_1}{x_2 - x_1}$	slope definition (m = slope)
$y = mx + b$	slope-intercept formula (b = y-intercept)
$y_2 - y_1 = m(x_2 - x_1)$	point-slope formula
$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$	distance formula

## Other

$ax^2 + bx + c = 0$  general formula of quadratic  
 $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$  quadratic formula

$$a^2 + b^2 = c^2$$



Pythagorean Theorem

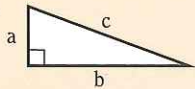
- if  $c^2 > a^2 + b^2$ , then obtuse  $\Delta$
- if  $c^2 < a^2 + b^2$ , then acute  $\Delta$
- if  $c^2 = a^2 + b^2$ , then right  $\Delta$

## SOH - CAH - TOA

$$\text{sine} = \frac{\text{opposite}}{\text{hypotenuse}}, \quad \sin \theta = \frac{a}{c}$$

$$\text{cosine} = \frac{\text{adjacent}}{\text{hypotenuse}}, \quad \cos \theta = \frac{b}{c}$$

$$\text{tangent} = \frac{\text{opposite}}{\text{adjacent}}, \quad \tan \theta = \frac{a}{b}$$



## Rules for Exponents

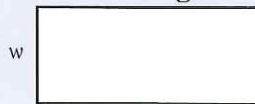
<b>Definition:</b>	$a^n = a \times a \times a$ ("n" times)
$a^m a^n = a^{m+n}$	keep the base, add the exponents
$(a^m)^n = a^{mn}$	keep the base, multiply the exponents
$(ab)^m = a^m b^m$	distribute exponent to sign, number and variable
$\left(\frac{a}{b}\right)^m = \frac{a^m}{b^m}$	distribute exponent to sign, number and variable
$\frac{a^m}{a^n} = a^{m-n}$	when $m > n$
$\frac{a^m}{a^n} = \frac{1}{a^{n-m}}$ or $a^{-(n-m)}$ (negative exponent)	when $m < n$
$\frac{a^m}{a^n} = 1$	when $m = n$
$a^0 = 1$	

## Factoring Patterns

- **Common Terms**  
 $ax + ay = a(x + y)$
- **Difference of Two Squares**  
 $a^2 - b^2 = (a + b)(a - b)$
- **Perfect Square Trinomial**  
 $a^2 + 2ab + b^2 = (a + b)^2$   
 $a^2 - 2ab + b^2 = (a - b)^2$
- **Basic Trinomial**  
 $ax^2 + bx + c = 0$  (will vary)
- **Sum/Difference of Cubes**  
 $a^3 + b^3 = (a + b)(a^2 - ab + b^2)$   
 $a^3 - b^3 = (a - b)(a^2 + ab + b^2)$

## Perimeter

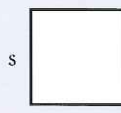
### Rectangle



$$P = 2l + 2w$$

P = perimeter  
l = length  
w = width

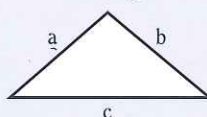
### Square



$$P = 4s$$

s = side

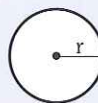
### Triangle



$$P = a + b + c$$

p = perimeter

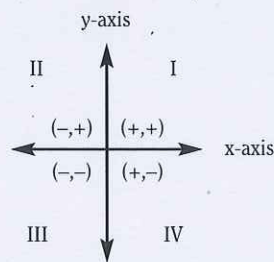
### Circle



$$C = 2\pi r$$

C = circumference  
 $\pi = 3.14159$  or  $\frac{22}{7}$   
r = radius

### Coordinate System



## Area

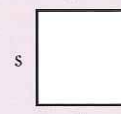
### Rectangle



$$A = lw$$

A = area  
l = length  
w = width

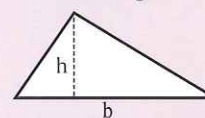
### Square



$$A = s^2$$

a = area  
s = side

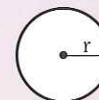
### Triangle



$$A = \frac{1}{2}bh$$

A = area  
b = base  
h = height

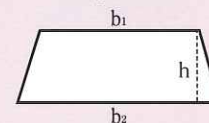
### Circle



$$A = \pi r^2$$

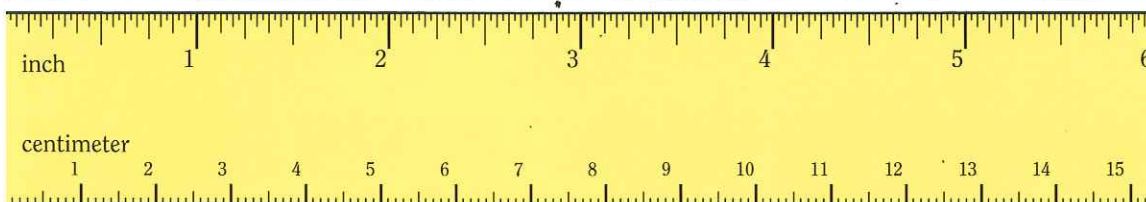
A = area  
 $\pi = 3.14159$  or  $\frac{22}{7}$   
r = radius

### Trapezoid



$$A = \frac{1}{2}h(b_1 + b_2)$$

A = area  
b = base  
h = height



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