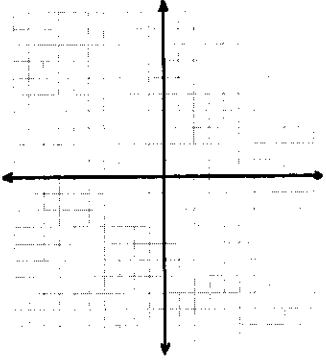
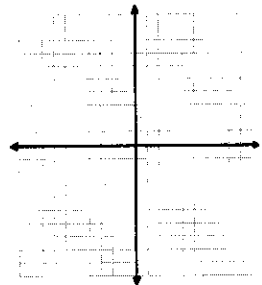
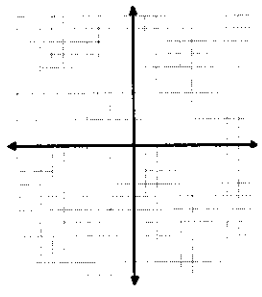


Stuff You Must Know Cold – Algebra 1

<p>Powers</p> <p> $13^2 = 169$ $14^2 = 196$ $15^2 = 225$ $16^2 = 256$ $17^2 = 289$ $18^2 = 324$ $19^2 = 361$ $20^2 = 400$ $21^2 = 441$ $22^2 = 484$ $23^2 = 529$ $24^2 = 576$ $25^2 = 625$ $2^3 = 8$ $3^3 = 27$ $4^3 = 64$ $5^3 = 125$ $6^3 = 216$ $7^3 = 343$ $8^3 = 512$ $9^3 = 729$ $10^3 = 1000$ $11^3 = 1331$ $12^3 = 1728$ $2^4 = 16$ $3^4 = 81$ $4^4 = 256$ $5^4 = 625$ </p> <p>Fractions (varies)</p> <p>Integers (varies)</p>	<p>Powers</p> <p> $2^5 = 32$ $3^5 = 243$ $4^5 = 1024$ $5^5 = 3125$ $2^6 = 64$ $2^7 = 128$ $2^8 = 256$ $2^9 = 512$ $2^{10} = 1024$ $2^{11} = 2048$ $2^{12} = 4096$ </p>	<p>Quadratic Equations</p> <p>Parent Function: $y = x^2$</p> <p>General Form: $y = ax^2 + bx + c$</p> <p>Standard Form: $y = a(x-h)^2 + k$</p> <p>Intercept Form: $y = a(x-p)(x-q)$</p> <p>Vertex: (h, k)</p> <p>Axis of Symmetry: $x = -\frac{b}{2a}$</p> <p>Quadratic Formula: $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$</p>
	<p>Factorials</p> <p> $0! = 1$ $1! = 1$ $2! = 2$ $3! = 6$ $4! = 24$ $5! = 120$ $6! = 720$ $7! = 5040$ </p>	<p>Graph $y =$ (varies)</p>  <p>label 3</p>
	<p>Linear Equations</p> <p>Parent Function: $y = x$</p> <p>Standard Form: $ax + by = c$</p> <p>Slope-Intercept Form: $y = mx + b$</p> <p>Point-Slope Form: $y - y_1 = m(x - x_1)$</p> <p>Slope: $\frac{y_2 - y_1}{x_2 - x_1} = \frac{\Delta y}{\Delta x} = \frac{\text{rise}}{\text{run}}$</p> <p>Graph $y =$ (varies)</p>  <p>label 3 points</p>	<p>points</p> <p>Inequality Meanings</p> <p> $<$ less than \leq less than or equal to $>$ greater than \geq greater than or equal to </p> <p>Three ways to solve a system of equations</p> <ol style="list-style-type: none"> 1. Graphing 2. Substitution 3. Elimination or Matrices

Stuff You Must Know Cold – Algebra 1

<p>Order of Operations</p> <ol style="list-style-type: none"> () Exponents Multiplication/Division Addition/Subtraction <p>Absolute Value $a \geq 0$</p> <p>$a = a$</p> <p>$-a = a$</p> <p>Function Definitions</p> <p>Domain: The set of all possible input values (usually x)</p> <p>Range: The set of all possible output values (usually y)</p> <p>Function: The relation for which each element of the domain corresponds to exactly one element of the range</p> <p>Direct Variation: a relationship between two variables in which one is a constant multiple of the other $y = kx$</p> <p>Indirect Variation: a relationship between two variables in which the product is a constant $y = \frac{k}{x}$</p> <p>Roots: A number at which a polynomial has the value zero; where the graph crosses the x-axis.</p> <p>Distance Formula (physics)</p> $d = r \cdot t$ <p>Pythagorean Theorem</p> $a^2 + b^2 = c^2$	<p>Properties (use a, b, c)</p> <p>Commutative Addition: $a + b = b + a$</p> <p>Multiplication: $a \cdot b = b \cdot a$</p> <p>Associative Addition: $a + (b + c) = (a + b) + c$</p> <p>Multiplication: $a \cdot (b \cdot c) = (a \cdot b) \cdot c$</p> <p>Distributive: Addition $a \cdot (b + c) = ab + ac$</p> <p>Measures of Central Tendency</p> <p>Mean: arithmetic mean or average</p> <p>Median: The middle number when a set of numbers are put in order</p> <p>Mode: The number that occurs the most often in a list</p> <p>Range: The difference between the largest and smallest numbers.</p>	<p>Distance Formula (between two points)</p> $d = \sqrt{(\Delta x)^2 + (\Delta y)^2}$ <p>Midpoint Formula</p> $(m_1, m_2) = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right)$ <p>Parallel and Perpendicular Lines</p> <p>If $y = mx + b$</p> <p>Parallel line slope: $m_1 = m_2$</p> <p>Perpendicular line slope:</p> $m_1 = -\frac{1}{m_2}$ <p>Dimensional Analysis ($^{\circ}C \Leftrightarrow ^{\circ}F$, in \Leftrightarrow cm, ft \Leftrightarrow mi, etc.)</p> <p>Convert (varies)</p>
	<p>Piecewise Graph (varies)</p> <p>$f(x) = \left\{ \begin{array}{l} \end{array} \right.$</p>  <p>label 3 points</p>	<p>Solve The System (varies)</p> <p>x =</p> <p>y =</p> <p>Discriminant</p> <p>Formula: $b^2 - 4ac$</p> <p>Nature of roots:</p> <p>> 0 2 real roots</p> <p>< 0 2 imaginary roots</p> <p>$= 0$ 1 real root</p>

Stuff You Must Know Cold – Geometry

Pythagorean Theorem:

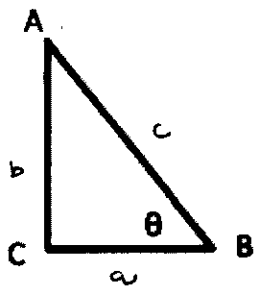
$$a^2 + b^2 = c^2$$

Trigonometry:

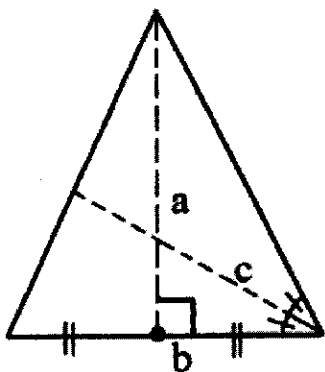
$$\sin \theta = \frac{a}{c}$$

$$\cos \theta = \frac{b}{c}$$

$$\tan \theta = \frac{a}{b}$$



Parts of a Triangle:



- a: altitude or height
- b: base (midpoint)
- c: angle bisector

Similarity

Ratio of sides a:b

Ratio of perimeters a:b

Ratio of areas $a^2:b^2$

Ratio of volumes $a^3:b^3$

Triangle Congruence:

1. SSS

2. AAS

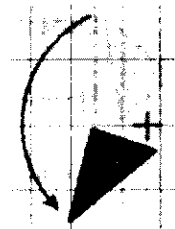
3. SAS

4. ASA

5. HL

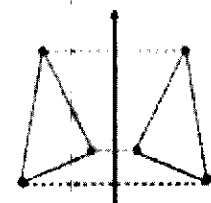
Transformations:

Translations:



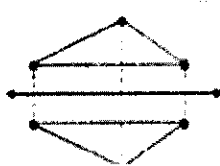
is a rotation

Line of Reflection

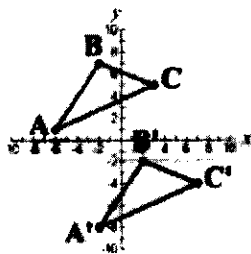


horizontal reflection

Line of Reflection



vertical reflection



is a translation

Logic (varies)

Conditional Statement: $P \rightarrow Q$

Converse: $Q \rightarrow P$

Inverse: $\sim P \rightarrow \sim Q$

Contrapositive: $\sim Q \rightarrow \sim P$

Perimeter Formulas:

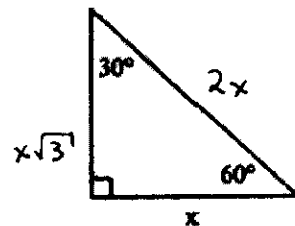
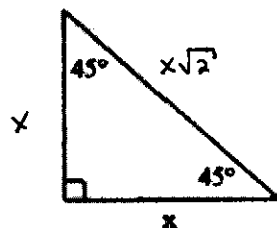
Square: $4s$

Rectangle: $2l + 2w$

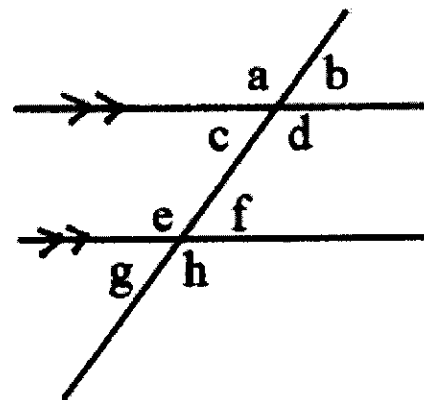
Circumference of a Circle:

$$2\pi r$$

Special Right Triangles:



Parallel Lines:



a is congruent to: d, e, h

a is supplementary to:

c, b, f, g

Stuff You Must Know Cold - Geometry

Area Formulas:

Square: s^2

Rectangle: $l \cdot w$

Parallelogram: $b \cdot h$

Trapezoid: $\frac{1}{2}(b_1 + b_2)h$

Circle: πr^2

Right Triangle: $\frac{1}{2}bh$

Any Triangle (Heron's Formula):

$$\sqrt{s(s-a)(s-b)(s-c)}$$

Equilateral Triangle:

$$\frac{s^2\sqrt{3}}{4}$$

Regular Polygon:

$$\frac{1}{2}ap$$


Surface Area Formulas:


Cube: $6s^2$

Sphere: $4\pi r^2$

Cylinder: $2\pi r^2 + 2\pi rh$

Angles:

 is an acute angle

 is an obtuse angle
Complementary angles add up to 90°Supplementary angles add up to 180°

Volume Formulas:

Cube: s^3

Prism: $B \cdot h$

Cylinder: $\pi r^2 \cdot h$

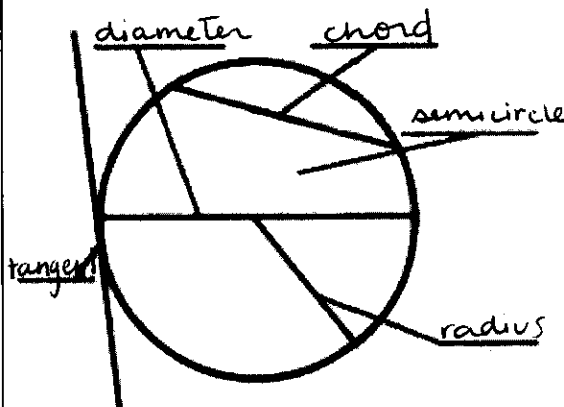
Pyramid: $\frac{1}{3}B \cdot h$

Cone: $\frac{1}{3}\pi r^2 \cdot h$

Sphere: $\frac{4}{3}\pi r^3$

Volume is measured in cubic units

Parts of a Circle:




Polygon Interior Angle Sums:

Triangle: 180°

Quadrilateral: 360°

Regular Polygon: $180^\circ(n-2)$

Arc and Sector

Arc Length: $s = \theta \cdot r$
 radians

Sector Area: $\frac{1}{2}r^2\theta$

Roots to Know:

$\sqrt{2} = 1.4$

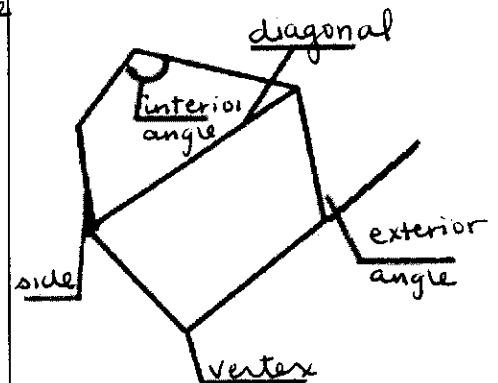
$\sqrt{3} = 1.7$

Polygon Names:



Sides: Name:

3	triangle
4	quadrilateral
5	pentagon
6	hexagon
7	heptagon (septagon)
8	octagon
9	nonagon
10	decagon

Polygon Parts:



Lines:

 is a line segment
 is a ray
 = parallel lines

$$y = \frac{2}{3}x + 4$$

Give a equation of a line

Parallel: $y = \frac{2}{3}x + b$

Give a line Perpendicular:

$$y = -\frac{3}{2}x + b$$

Name:

Date:

Number:

Stuff You Must Know Cold - Algebra II

Exponents and Radicals	Logarithm Rules	Conics (standard forms)
$a^0 = 1, a \neq 0$ $(ab)^n = a^n b^n$ $a^x a^y = a^{x+y}$ $\sqrt{a} = a^{1/2}$ $\frac{a^x}{a^y} = a^{x-y}$ $\sqrt[n]{a} = a^{1/n}$ $\left(\frac{a}{b}\right)^x = \frac{a^x}{b^x}$ $\sqrt[n]{a^m} = a^{m/n}$ $a^{-x} = \frac{1}{a^x}$ $\sqrt[n]{ab} = \sqrt[n]{a} \cdot \sqrt[n]{b} = a^{1/n} \cdot b^{1/n}$ $(a^x)^y = a^{(x \cdot y)}$ $\sqrt[n]{\frac{a}{b}} = \frac{\sqrt[n]{a}}{\sqrt[n]{b}} = \frac{a^{1/n}}{b^{1/n}}$	<p>Change from log to exponential</p> $\log_b y = x$ $y = b^x$ <p>$\ln y = x$</p> $y = e^x$ $\log y = x$ $y = 10^x$ <p>Change from exponential to log</p> $b^x = y$ $x = \log_b y$ <p>More log rules</p> $\log_a a = 1$ $\log_a 1 = 0$ $\log_a a^n = n \cdot \log_a a = \boxed{n}$ $\log_b (mn) = \log_b m + \log_b n$ $\log_b \left(\frac{m}{n}\right) = \log_b m - \log_b n$ $\log_b m^n = n \log_b m$ <p>Change of base formula</p> $\log_c a = \frac{\log a}{\log c}$	<p>Circle:</p> $(x-h)^2 + (y-k)^2 = r^2$ <p>Parabola</p> <p>Vertical:</p> $(x-h)^2 = 4p(y-k)$ <p>Horizontal:</p> $(y-k)^2 = 4p(x-h)$ <p>Ellipse</p> <p>Vertical:</p> $\frac{(x-h)^2}{b^2} + \frac{(y-k)^2}{a^2} = 1$ <p>Horizontal:</p> $\frac{(x-h)^2}{a^2} + \frac{(y-k)^2}{b^2} = 1$ <p>Hyperbola</p> <p>Vertical:</p> $-\frac{(x-h)^2}{b^2} + \frac{(y-k)^2}{a^2} = 1$ <p>Horizontal:</p> $\frac{(x-h)^2}{a^2} - \frac{(y-k)^2}{b^2} = 1$ <p>Complete the Square: (varies)</p>
<p>Interest/Half-Life</p> <p>Compound Interest:</p> $A = P \left(1 + \frac{r}{n}\right)^{nt}$ <p>Continuously Compounded:</p> $A = Pe^{rt}$ <p>Exponential Growth/Decay:</p> $y = a \cdot b^x$	<p>Intercepts</p> <p>To find the x-intercept of any function: set $y = 0$, solve for x</p> <p>To find the y-intercept of any function: set $x = 0$, solve for y</p>	<p>Factoring</p> <p>Difference of Squares</p> $a^2 - b^2 = (a-b)(a+b)$ <p>Difference of Cubes</p> $a^3 - b^3 = (a-b)(a^2 + ab + b^2)$ <p>Sum of Cubes</p> $a^3 + b^3 = (a+b)(a^2 - ab + b^2)$ <p>Perfect Square Trinomial</p> $a^2 - 2ab + b^2 = (a-b)^2$ $a^2 + 2ab + b^2 = (a+b)^2$ <p>Grouping</p> $ac + ad + bc + bd =$ $a(c+d) + b(c+d) = (a+b)(c+d)$

Name:

Date:

Number:

Stuff You Must Know Cold – Algebra II

Arithmetic Series

$$t_n = t_1 + d(n-1)$$

$$S_n = \frac{n}{2} (2t_1 + d)$$

$$= \frac{n}{2} (t_1 + t_n)$$

Geometric Series

$$t_n = t_1 r^{n-1}$$

$$S_n = \frac{t_1(1-r^n)}{1-r}$$

$$S = \frac{t_1}{1-r}$$

Probability and Statistics

$${}_n P_r = \frac{n!}{(n-r)!}$$

$${}_n C_r = \binom{n}{r} = \frac{n!}{(n-r)! \cdot (r!)}$$

Basic Counting Principle with m, n ,
and l different items =

$$m \cdot n \cdot l$$

Transformations ($a, b, h, k > 0$)

$$y = f(x) - k \text{ down } k \text{ units}$$

$$y = f(x-h) \text{ right } h \text{ units}$$

$$y = -f(x) \text{ reflect over } x \text{ axis}$$

$$y = f(-x) \text{ reflect over } y \text{ axis}$$

$$y = f^{-1}(x) \text{ (inverse) reflect over } y=x$$

$$y = af(x) \text{ vertical expansion/compression}$$

$$y = f(bx) \text{ horizontal expansion/compression}$$

Fractions

$$\frac{0}{\#} = 0$$

$$\frac{0}{0} = \text{indeterminant}$$

$$\frac{\#}{0} = \text{undefined}$$

Conjugate

of $a + b$ is $a - b$

$$(a-b)(a+b) = a^2 - b^2$$

Horizontal Asymptote Rules:

$$y = \frac{ax^m + \dots}{bx^n + \dots}$$

1. $m > n$, no HA

2. $m < n$, $y = 0$

3. $m = n$, $y = \frac{a}{b}$

Vertical Asymptote Rules:

- simplify

- set denominator = 0

- roots are VA

Imaginary Numbers:

$$\sqrt{-1} = i$$

$$i^2 = -1$$

$$i^3 = -i$$

$$i^4 = 1$$

Arithmetic Operations

$$ab + ac = a(b+c)$$

$$\frac{a}{b} + \frac{c}{d} = \frac{ad+bc}{bd}$$

$$\frac{a+b}{c} = \frac{a}{c} + \frac{b}{c}$$

$$\left(\frac{a}{b}\right) = \frac{ad}{bc}$$

$$\left(\frac{c}{d}\right)$$

$$\left(\frac{a}{b}\right) = \frac{a}{bc}$$

$$\frac{a}{\left(\frac{b}{c}\right)} = \frac{ac}{b}$$

$$a\left(\frac{b}{c}\right) = \frac{ab}{c}$$

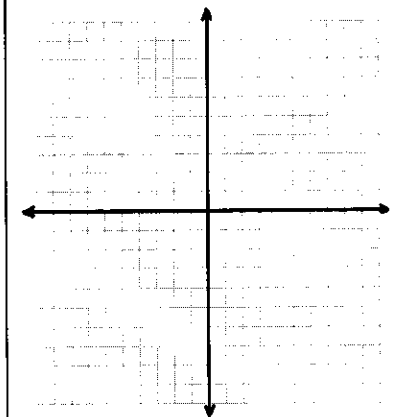
$$\frac{a-b}{c-d} = \frac{b-a}{d-c}$$

$$\frac{ab+ac}{a} = b+c$$

Parent Functions

Graph

$y = (\text{varies})$



Name:

Date:

Number:

Stuff You Must Know Cold – Pre-Cal

Even – Odd FunctionsIf $f(x)$ is even, then

$$f(-x) = f(x)$$

If $f(x)$ is odd, then

$$f(-x) = -f(x)$$

Composite Functions

$$f(x) = (\text{varies})$$

$$g(x) =$$

$$f(g(x)) =$$

Triangles

Law of Cosines:

$$c^2 = a^2 + b^2 - 2ab \cos C$$

Law of Sines:

$$\frac{\sin A}{a} = \frac{\sin B}{b}$$

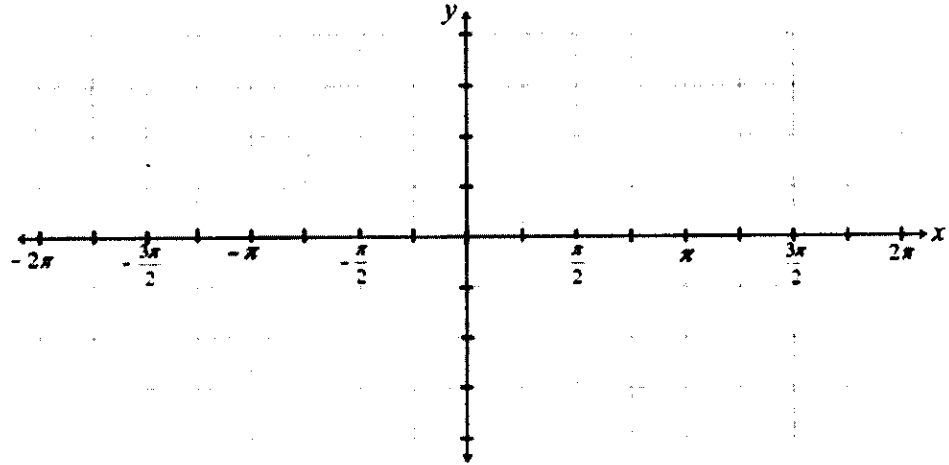
Values of Trigonometric Functions for Common Angles

θ	$\sin \theta$	$\cos \theta$	$\tan \theta$
0°	0	1	0
$\frac{\pi}{6}$	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{\sqrt{3}} = \frac{\sqrt{3}}{3}$
$\frac{\pi}{4}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{2}}{2}$	1
$\frac{\pi}{3}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$
$\frac{\pi}{2}$	1	0	und
π	0	-1	0

Know both the *inverse trig* and the *trig* values. E.g. $\tan^{-1}(1)$

Trig Graph

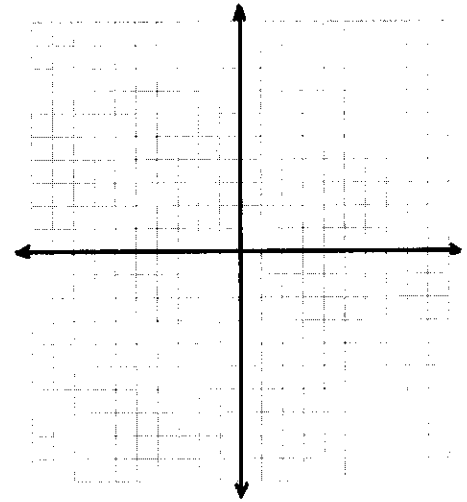
$$y = (\text{varies})$$

**Parametric Equations**

Graph

$$x(t) = (\text{varies})$$

$$y(t) =$$

**Polar Equations**

Standard Formulas

$$x = r \cos \theta$$

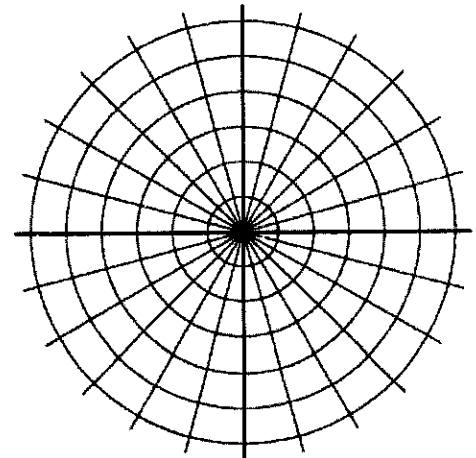
$$y = r \sin \theta$$

$$\tan \theta = \frac{y}{x} = \frac{\sin \theta}{\cos \theta}$$

$$x^2 + y^2 = r^2$$

Graph

$$r = (\text{varies})$$



Name:

Date:

Number:

Stuff You Must Know Cold - Pre-Cal

Trig Identities

Double Angle

$$\sin(2x) = 2 \sin x \cos x$$

$$\cos(2x) = \cos^2 x - \sin^2 x$$

$$= 2 \cos^2 x - 1$$

$$= 1 - 2 \sin^2 x$$

Power Reduction

$$\sin^2 x = \frac{1 - \cos 2x}{2}$$

$$\cos^2 x = \frac{1 + \cos 2x}{2}$$

Pythagorean

$$\sin^2 x + \cos^2 x = 1$$

$$1 + \tan^2 x = \sec^2 x$$

$$\cot^2 x + 1 = \csc^2 x$$

Reciprocal

$$\sec x = \frac{1}{\cos x}$$

$$\cos x \cdot \sec x = 1$$

$$\csc x = \frac{1}{\sin x}$$

$$\sin x \cdot \csc x = 1$$

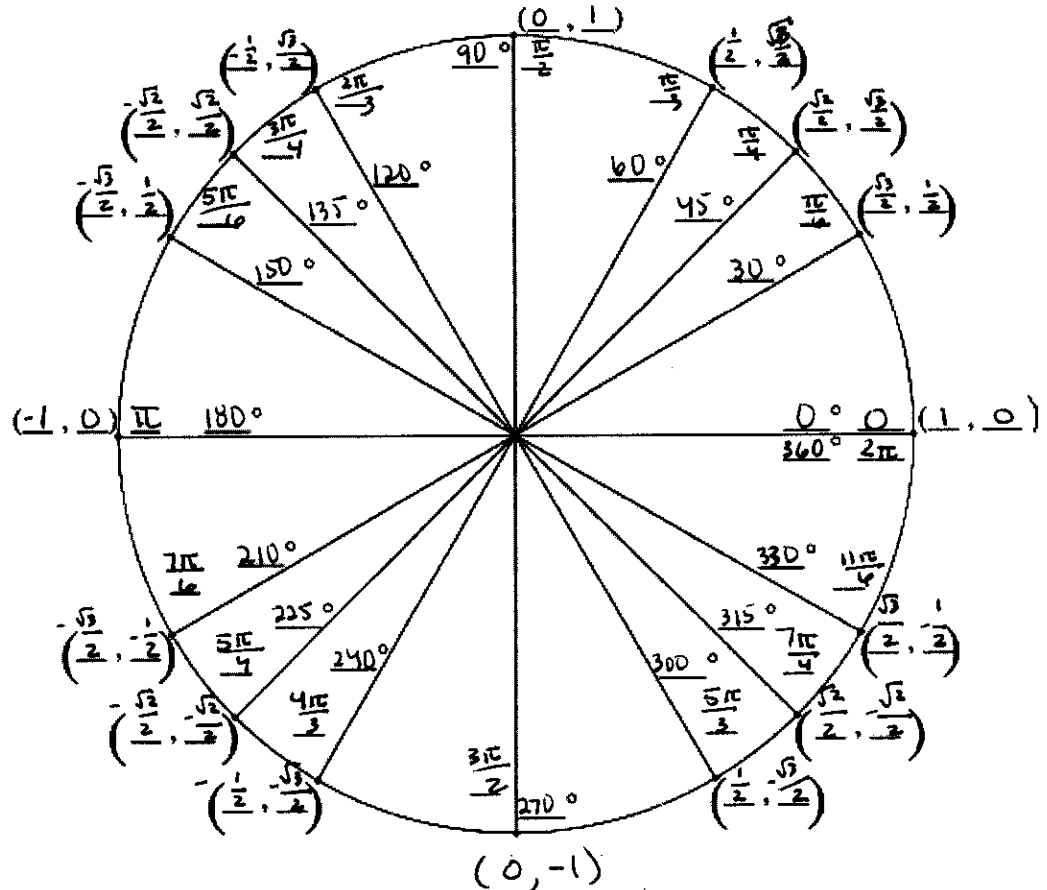
Even/Odd

$$\sin(-x) = -\sin x$$

$$\cos(-x) = \cos x$$

$$\tan(-x) = -\tan x$$

Trig Unit Circle

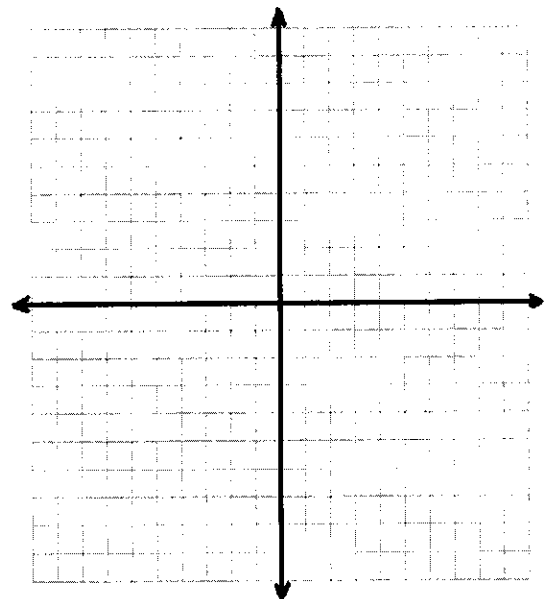


Vectors (varies)

$$\vec{u} = \langle \quad , \quad \rangle$$

$$\|\vec{u}\| =$$

Graph \vec{u}



Name:

Date:

Number:

Stuff You Must Know Cold – Cal AB/BC

Limits

Notation for:

Limit from the left of $f(x)$ as $x \rightarrow a$

$$\lim_{x \rightarrow a^-} f(x)$$

Limit from the right of $f(x)$ as

$$x \rightarrow a \lim_{x \rightarrow a^+} f(x)$$

Theorems:

$$\lim_{x \rightarrow a} f(x) = F \text{ and } \lim_{x \rightarrow a} g(x) = G$$

$$\lim_{x \rightarrow a} (f(x) + g(x)) = F + G$$

$$\lim_{x \rightarrow a} (f(x) - g(x)) = F - G$$

$$\lim_{x \rightarrow a} (f(x) \cdot g(x)) = F \cdot G$$

$$\lim_{x \rightarrow a} (f(x))^n = F^n$$

$$\lim_{x \rightarrow a} \frac{f(x)}{g(x)} = \frac{F}{G}$$

$$\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1$$

$$\lim_{x \rightarrow 0} \frac{1 - \cos x}{x} = 0$$

Definition of Continuity:A function is continuous at the point $x=a$ if and only if:

- $f(a)$ is defined
- $\lim_{x \rightarrow a^-} f(x) = \lim_{x \rightarrow a^+} f(x)$
- $f(a) = \lim_{x \rightarrow a} f(x)$

Extreme Value Theoremcontinuous on $[a, b]$

$$a \leq c \leq b, a \leq d \leq b$$

$$f(d) \leq f(x) \leq f(c)$$

Curve Sketching and AnalysisCritical Points: $f'(x) = 0$ or $\frac{\#}{0}$
look at endpoints

Global Min: check critical points

$$f''(x) > 0$$

Global Max: check critical points

$$f''(x) < 0$$

Point of Inflection: $f''(x) = 0$ or $\frac{\#}{0}$
concavity changes**Derivatives**

Definition of Derivative

$$\frac{d}{dx}(f(x)) = \lim_{\Delta x \rightarrow 0} \frac{f(x + \Delta x) - f(x)}{\Delta x}$$

Alternate Form of Def. of Derivative

$$\frac{d}{dx}(f(x)) \text{ at } x=a = \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a}$$

Chain Rule

$$\frac{d}{dx}[f(u)] = f'(u) \cdot u'$$

Product Rule

$$\frac{d}{dx}(uv) = u'v + v'u'$$

Quotient Rule

$$\frac{d}{dx}\left(\frac{u}{v}\right) = \frac{v'u' - uv''}{v^2}$$

Where u and v are functions of x **More Derivatives**Where u is a function of x and a is a constant

$$\frac{d}{dx}(x^n) = nx^{n-1}$$

$$\frac{d}{dx}(\sin u) = \cos u (u')$$

$$\frac{d}{dx}(\cos u) = -\sin u (u')$$

$$\frac{d}{dx}(\tan u) = \sec^2 u (u')$$

$$\frac{d}{dx}(\cot u) = -\csc^2 u (u')$$

$$\frac{d}{dx}(\sec u) = \sec u (\tan u) u'$$

$$\frac{d}{dx}(\csc u) = -(\csc u)(\cot u) u'$$

$$\frac{d}{dx}(\ln u) = \frac{u'}{u}$$

$$\frac{d}{dx}(e^u) = e^u \cdot u'$$

$$\frac{d}{dx}(\sin^{-1} u) = \frac{u'}{\sqrt{1-u^2}}$$

$$\frac{d}{dx}(\cos^{-1} u) = \frac{-u'}{\sqrt{1-u^2}}$$

$$\frac{d}{dx}(\tan^{-1} u) = \frac{u'}{1+u^2}$$

$$\frac{d}{dx}(\cot^{-1} u) = \frac{-u'}{1+u^2}$$

$$\frac{d}{dx}(a^u) = a^u \cdot \ln a \cdot u'$$

$$\frac{d}{dx}(\log_a u) = \frac{d}{dx} \left(\frac{\ln u}{\ln a} \right)$$

Intermediate Value Theoremcontinuous on $[a, b]$ There is at least one number $x=c$ in the open interval (a, b) such that

$$f(c) = y$$

Stuff You Must Know Cold - Cal AB/BC

<p>The Mean Value Theorem (derivatives) continuous $[a, b]$</p> $f'(c) = \frac{f(b) - f(a)}{b - a}$ <p>Rolle's Theorem continuous $[a, b]$ if $f(a) = f(b)$, then there's at least one number $x = c$ in (a, b) such that $f'(c) = 0$</p> <p>The Fundamental Theorem of Calculus</p> $\int_a^b f(x) dx = F(b) - F(a)$ <p>where $F'(x) = f(x)$</p> <p>Corollary to FTC</p> $\frac{d}{dx} \int_a^{g(x)} f(t) dt = f(g(x)) \cdot g'(x)$ <p>Area Under The Curve (Trapezoids) add up the trapezoidal area in each subinterval</p> <p>Mean Value Theorem for Integrals (Average Value) continuous $[a, b]$ $x = c$ on (a, b)</p> $f(c) = \frac{\int_a^b f(x) dx}{b - a}$ <p>Solids of Revolution and Friends Disk Method</p> $V = \pi \int_a^b [R(x)]^2 dx$ <p>Washer Method</p> $V = \pi \int_a^b ([R(x)]^2 - [r(x)]^2) dx$ <p>General volume equation</p> $V = \int_a^b \text{Area}(x) dx$ <p>Arc Length (rectangular)</p> $L = \int_a^b \sqrt{1 + [f'(x)]^2} dx$	<p>Distance, Velocity, and Acceleration $s(t)$ is the position function, $\langle x(t), y(t) \rangle$ is the position in parametric</p> <p>velocity = $s'(t)$</p> <p>acceleration = $v'(t) = s''(t)$</p> <p>velocity vector = $\langle x'(t), y'(t) \rangle$</p> <p>acceleration vector = $\langle x''(t), y''(t) \rangle$</p> <p>speed (rectangular and parametric) = $v = \sqrt{(x'(t))^2 + (y'(t))^2}$</p> <p>displacement = $\int_a^b v dt$</p> <p>distance (rectangular and parametric) = $\int_a^b v dt$ $\int_a^b \sqrt{(x'(t))^2 + (y'(t))^2} dt$</p> <p>average velocity = $\frac{\Delta s}{\Delta t}$</p> <p>L'Hôpital's Rule (Bernoulli's Rule) if $\frac{f(a)}{g(a)} = \frac{0}{0}$ or $\frac{\infty}{\infty}$ then $\lim_{x \rightarrow a} \frac{f(x)}{g(x)} = \lim_{x \rightarrow a} \frac{f'(x)}{g'(x)}$</p> <p>Euler's Method</p> $x_{\text{new}} = x_{\text{old}} + \Delta x$ $y_{\text{new}} = y_{\text{old}} + \frac{dy}{dx} (x_{\text{old}}, y_{\text{old}})$ <p>Integration by Parts</p> $\int u du = uv - \int v du$ <p>Logistics</p> $\frac{dP}{dt} = kP(c - P)$	<p>Parametric Equations</p> $\frac{dy}{dx} = \frac{\frac{dy}{dt}}{\frac{dx}{dt}}$ $\frac{d^2y}{dx^2} = \frac{\frac{d}{dt} \left(\frac{dy}{dx} \right)}{\frac{dx}{dt}}$ <p>Polar Curves</p> <p>Area = $\int_a^b \frac{1}{2} r^2 d\theta$</p> <p>Slope = $\frac{\frac{dy}{d\theta}}{\frac{dx}{d\theta}}$</p> <p>Taylor Series centered at $x = a$ $f(x) \approx f(a) + f'(a)(x-a) + \frac{f''(a)}{2!}(x-a)^2 + \dots + \frac{f^{(n)}(a)}{n!}(x-a)^n$</p> <p>Maclaurin Series about $x = 0$ $f(x) \approx f(0) + f'(0)(x) + \frac{f''(0)}{2!}x^2 + \dots$</p> $e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$ $\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \dots$ $\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \dots$ $\frac{1}{1-x} = 1 + x + x^2 + x^3 + \dots$ $\ln(x+1) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots$ <p>Series Tests/Error Bound (varies)</p>
---	--	--