Sketching Graphs

* Numbers on axes must be evenly spaced

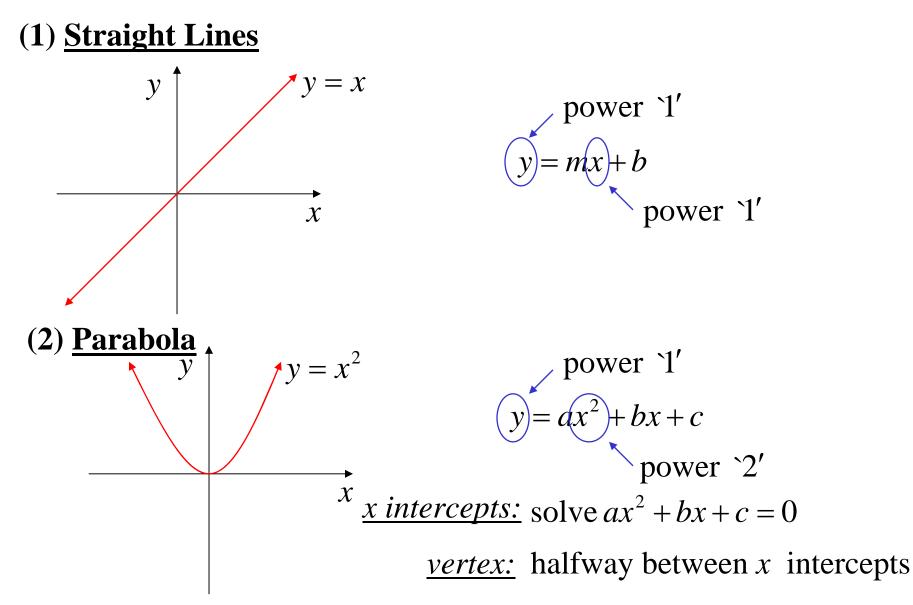
* *y* intercept occurs when x = 0

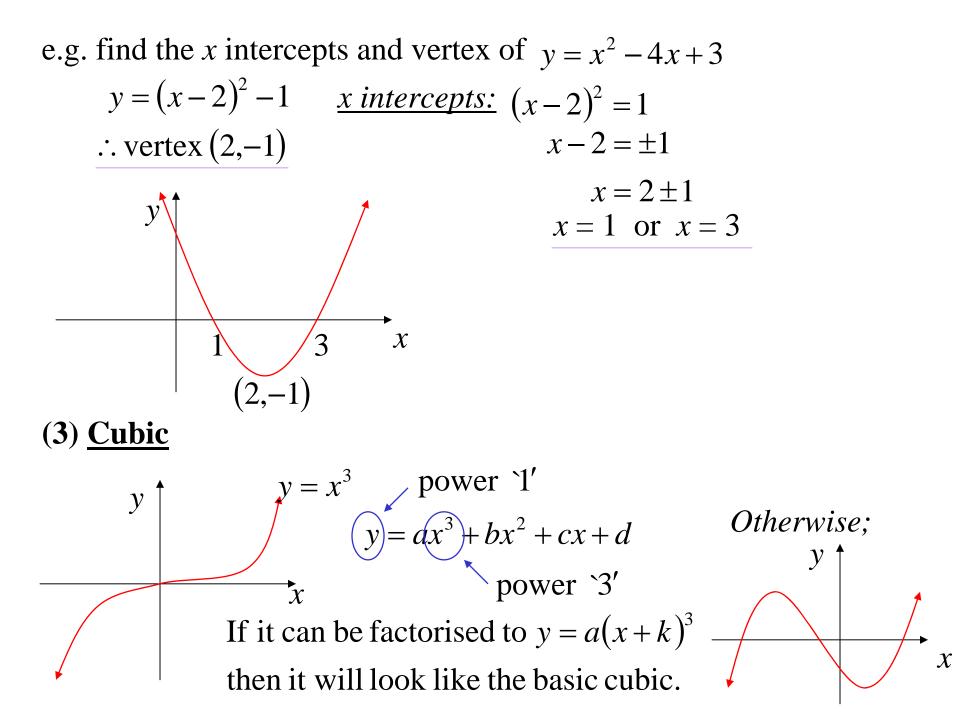
* *x* intercept occurs when y = 0

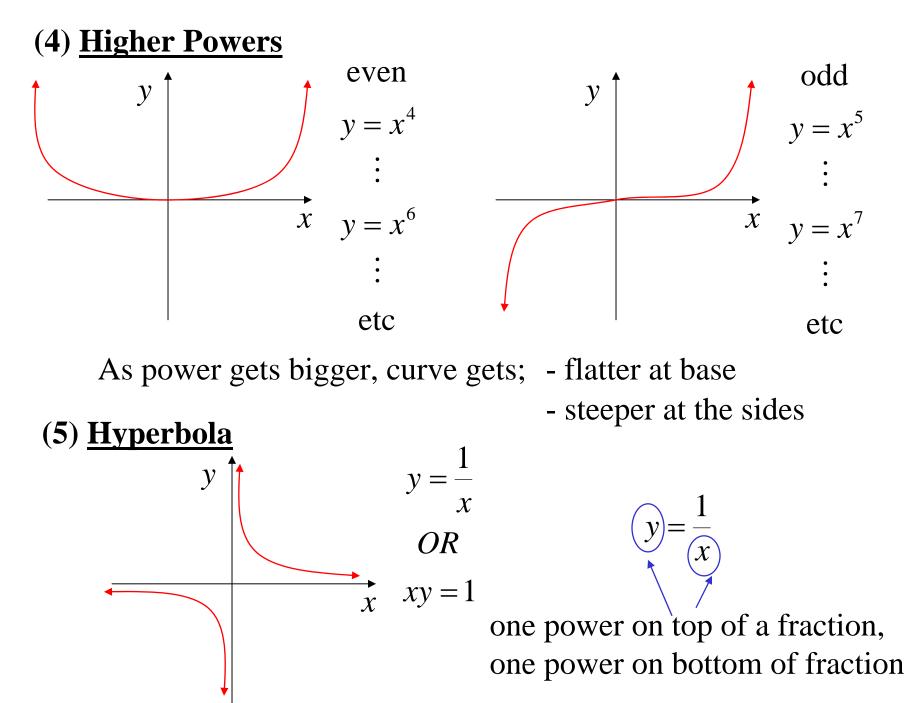
Once the intercepts have been found, curves are easy to sketch, if you know the basic shape.

If in doubt use a table of values and plot some points

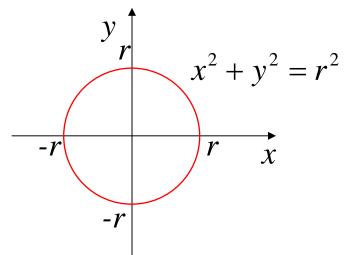
Basic Curves

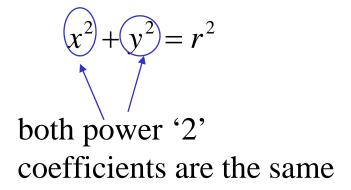


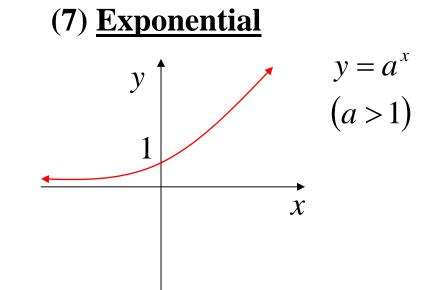






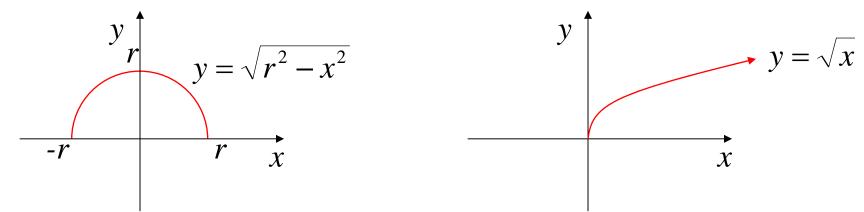






 $y = a^x$ pronumeral in the power





to tell what the curve looks like, square both sides

