Warning: The interactivity in this PDF file is enabled by Javascript. For full funcitonality you have to use the Javascript capable PDF browser. Currently only Adobe Reader is available.

FINDING FUNCTION DOMAIN FROM GRAPH

MATCHING GAME

The goal of the puzzle is to make correct pairs of questions and answers with a minimal amount of incorrect attempts.

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Henri Poincare, French mathematician and polymath.

Use the given graphs to find domains of corresponding functions and match each function with its domain.

Graphs:

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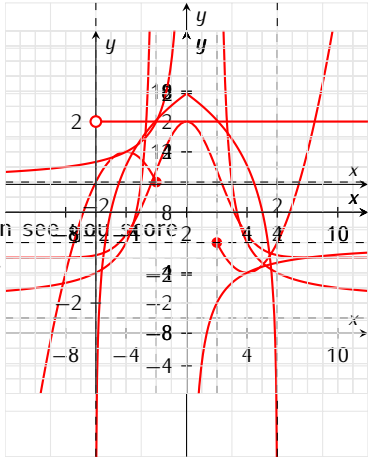
$$f(x) = \begin{cases} \log_2(x+2) - 1, & x < -2 \\ -2 < x < 0 \\ \log_2(-x+2) - 1, & x > 2 \end{cases}$$

$$f(x) = \begin{cases} -0.5(x+4)^2 + 4, & x < 0 \\ -2 < x < 0 \\ 0.5(x-4)^2 - 4, & x > 2 \end{cases}$$

$$f(x) = \begin{cases} -0.5(x+2)^2 + 4, & x < 0 \\ -2 < x < 0 \\ 0.5(x-4)^2 - 4, & x > 2 \end{cases}$$

$$f(x) = \begin{cases} \log_2(x+2) - 1, & x < -2 \\ -2 < x < 0 \\ \log_2(-x+2) - 1, & x > 2 \end{cases}$$

The puzzle is finished. You can see you score or browse the questions again.



Domains:

a

b

c

d

e

f