QUIZ 4.1 – 4.2

1. Factor completely :  
   a)   
     
     
     
     
   b)   
     
     
     
     
     
     
     
   c)   
     
     
     
     
     
     
     
     
     
   d)
2. Solve graphically with your calculator: to the nearest hundredth. You don’t need to show your work.
3. Solve graphically:   
   (show all your work and don’t forget to state the solution(s) at the end !)  
     
   
4. Solve by factoring:  
   a)   
     
     
     
     
     
     
     
   b)
5. The height of a ball can be modeled by the function : , where *x* is the horizontal distance of the ball from the goal line, in metres, and *h* is the height of the ball above ground, in metres. Determine the distance travelled by the ball after being kicked on the ground.
6. The frame of a picture a dimensions : *w* and *w* + 2,5. The area of the frame is 161 .  
   Determine its dimensions.