

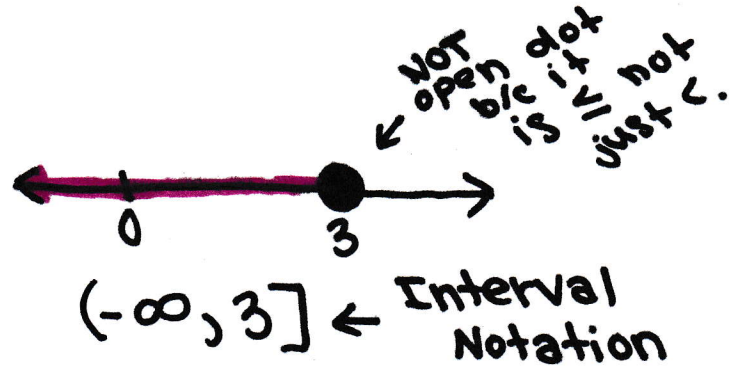
1.7: Inequalities

Inequalities use: $<$, $>$, \leq , \geq

To solve an **inequality**, that contains a variable, you are looking for all values of x that make that inequality **true**.

Example: $4x + 7 \leq 19$

$$\begin{array}{r} -7 \\ \hline 4x \leq 12 \\ \hline \frac{4x}{4} \leq \frac{12}{4} \\ x \leq 3 \end{array}$$



* You may use **any** property for solving equation for solving inequalities **EXCEPT**, if you multiply or divide both sides by a negative #, you must switch (flip) the inequality sign.

Ex: $-1 > -2$

$$(-1)(-1) > (-2)(-1)$$

$1 > 2$ ← **NOT** True, so we must flip the sign.

Guidelines for Solving Polynomial Inequalities

1. Move all terms to one side.
2. Factor
3. Find the intervals. (by solving for the roots)
4. Make a diagram. (Test values)
5. Solve → (use the last row of your diagram).

Example: $x(x-1)^2(x-3) < 0$

1. Find Intervals $x=0, x=1, x=3$
 $(-\infty, 0) (0, 1) (1, 3) (3, \infty)$

2. Draw Diagram

	$x = -1$	$x = 0$	$x = 1$	$x = 2$	$x = 3$	$x = 4$
x	-	0	+	+	+	+
$(x-1)^2$	+	+	+	+	+	+
$x-3$	-	-	-	-	+	+
$x(x-1)^2(x-3)$	+	-	-	-	+	+

3. Solve.

$(0, 1) \cup (1, 3)$
 This means all solutions for x that make the inequality true are in these intervals