

Lesson 5-2

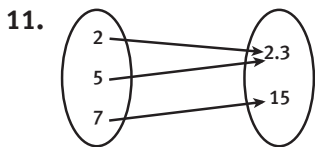
Domain and Range

ACTIVITY 5

continued

LESSON 5-2 PRACTICE

Identify the domain and range.



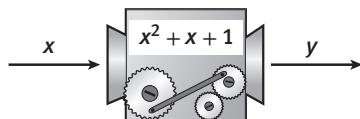
12.

x	y
1.5	4
-0.3	8
$\frac{1}{6}$	3

13. **Model with mathematics.** At an arcade, there is a machine that accepts game tokens and returns tickets that can be redeemed for prizes. Inserting 5 tokens returns 3 tickets and inserting 10 tokens returns 8 tickets. You must insert tokens in multiples of 5 or 10, and you have a total of 20 tokens.

- a. Identify the domain in this situation.
- b. Identify the range in this situation.

14. For the function machine shown, copy and complete the table of values.



x	y
-1	
0	
$\frac{1}{2}$	
1.2	

15. For each function below, find ordered pairs for $x = -1$, $x = 3$, $x = \frac{1}{2}$, and $x = 0.4$. Write your results as a set of ordered pairs.

- a. $y = 4x$
- b. $y = 2 - x^2$

My Notes

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