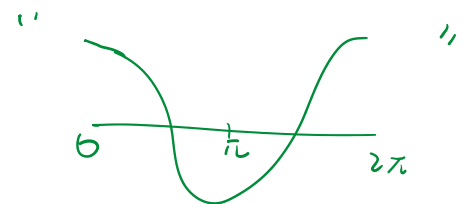
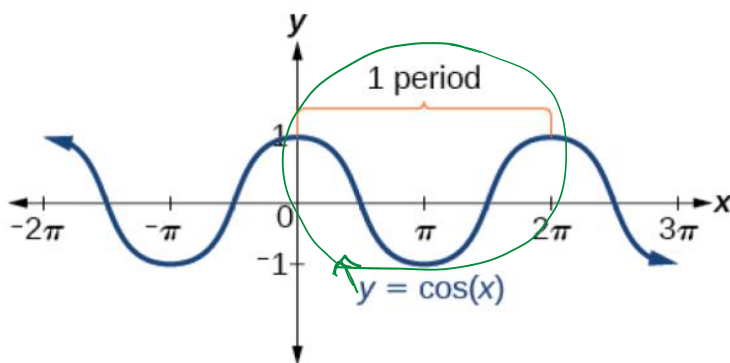
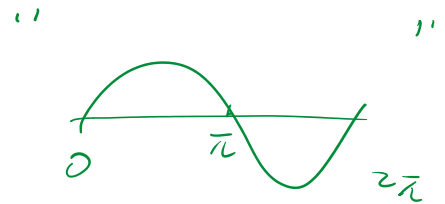
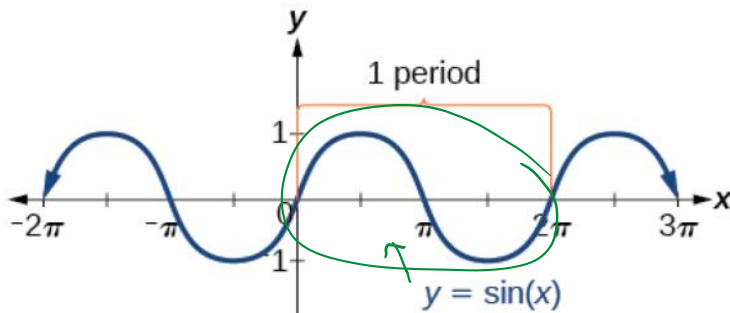
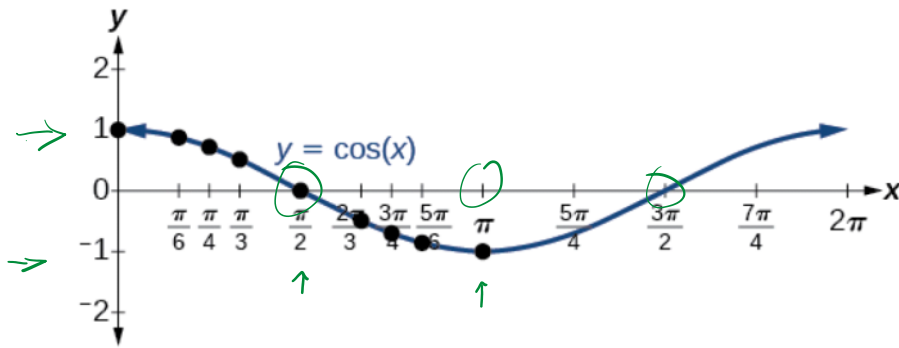
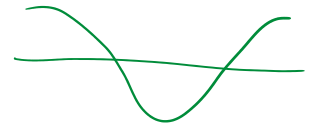
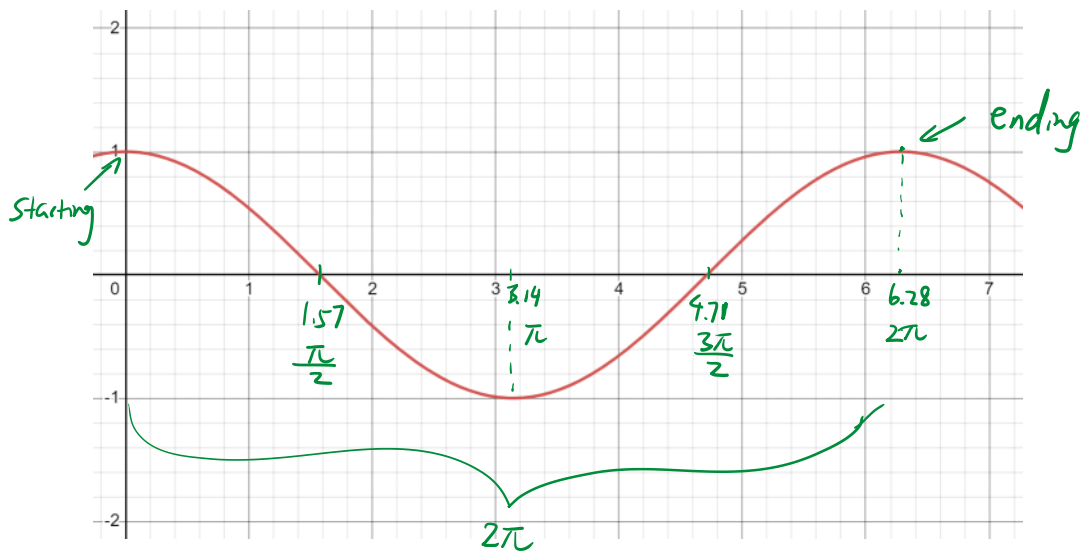


II. $\cos x$ ← Cosine

$\cos x$ is similar to $\sin x$, but the graph is somewhat different in terms of y -values and its periodic endpoints.

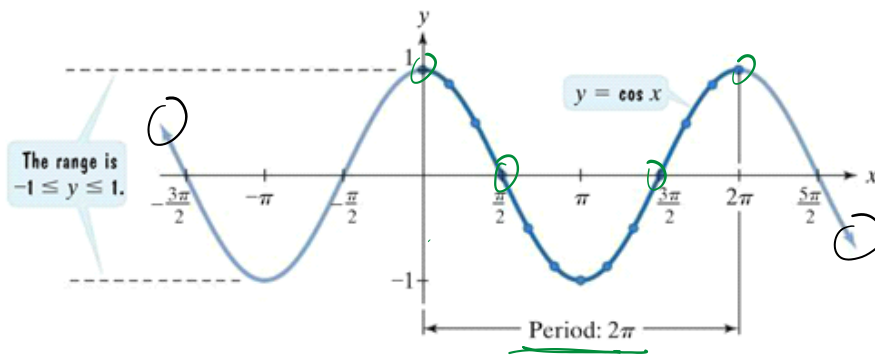




Similarly:

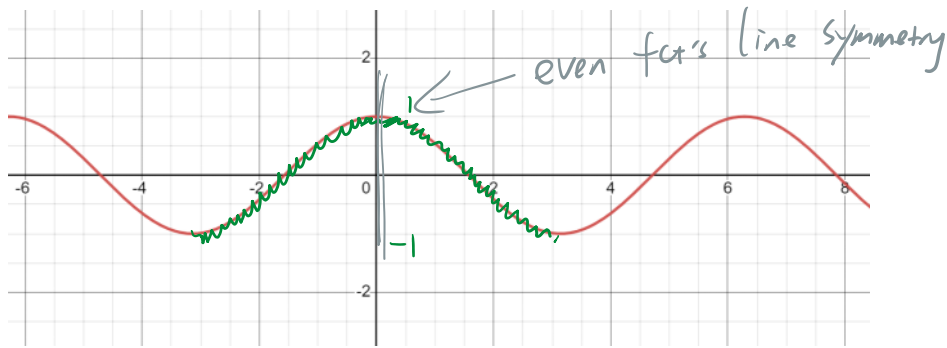
θ	0	$\frac{\pi}{6}$	$\frac{\pi}{4}$	$\frac{\pi}{3}$	$\frac{\pi}{2}$...	π	...	$\frac{3\pi}{2}$...	2π
$\cos \theta$	1	$\frac{\sqrt{3}}{2}$	$\frac{\sqrt{2}}{2}$	$\frac{1}{2}$	0	...	-1	...	0	...	1

← remember this, well!



The graph of $y = \cos x$ allows us to visualize some of the properties of the cosine function.

- ✓ • The domain is $(-\infty, \infty)$, the set of all real numbers. The graph extends indefinitely to the left and to the right with no gaps or holes.
- ✓ • The range is $[-1, 1]$, the set of all real numbers between -1 and 1 , inclusive. The graph never rises above 1 or falls below -1 .
- ✓ • The period is 2π . The graph's pattern repeats in every interval of length 2π .
- ✓ • The function is an even function: $\cos(-x) = \cos x$. This can be seen by observing that the graph is symmetric with respect to the y -axis.



eg. $\cos(-5x)$, then $\cos(-5x) = \cos(5x)$. ← to graph, it's important to turn $\cos(-5x)$ into $\cos(5x)$

eg. If to graph $\cos(-2x)$, then we have $\cos(-2x) = \cos(2x)$, since $\cos(2x)$ is "easier" for graphing.

III. Transformation ← "shifts"

vertical shift

$$y = f(x) + c$$

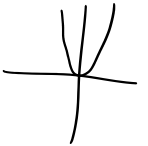
-c

eg. $y = x^2 + 5$

← c

← $y = x^2$

+5 up 5



horizontal shift

$$y = f(x+c)$$

-c

eg. $y = (x+3)^2$

← $y = x^2$

+3 back 3



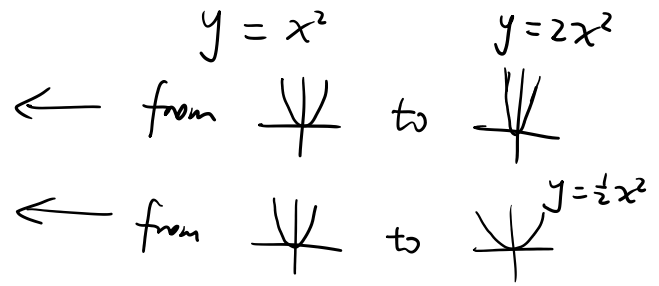
← " $x+3=0$ "

→ →

$x = -3$ is "origin".

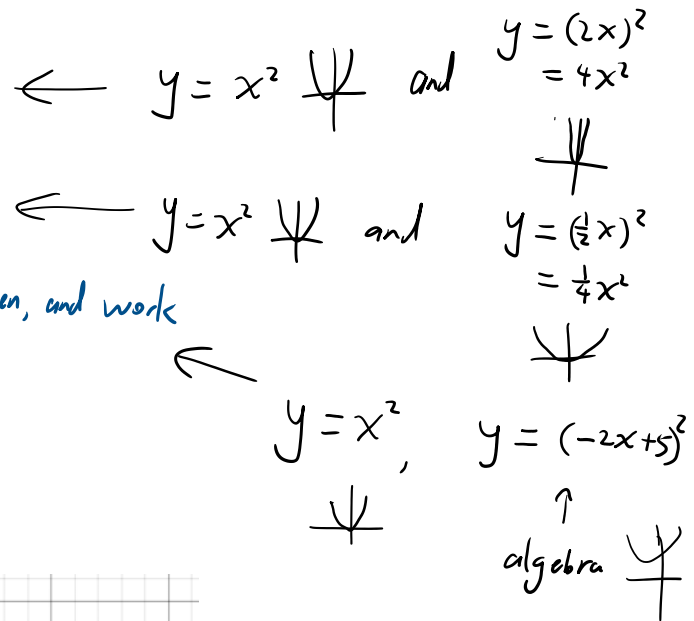
Vertical stretch

$y = cf(x)$ for $c > 1$, "taller",
 $c < 1$, "wider",

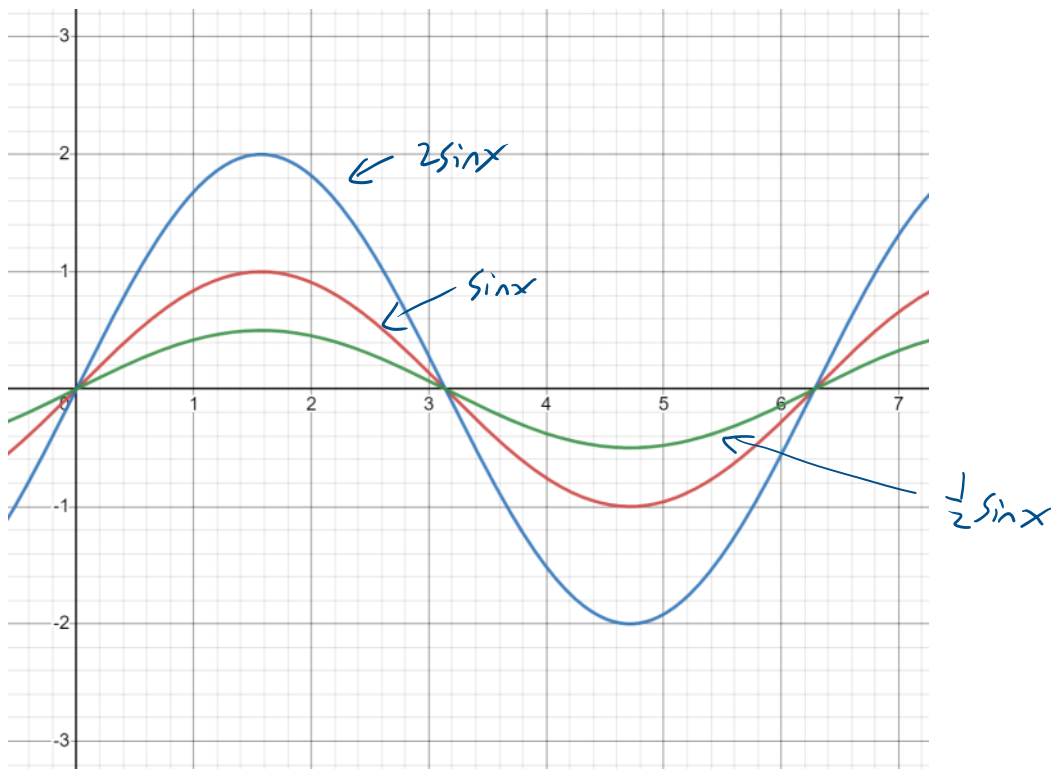


Horizontal stretch

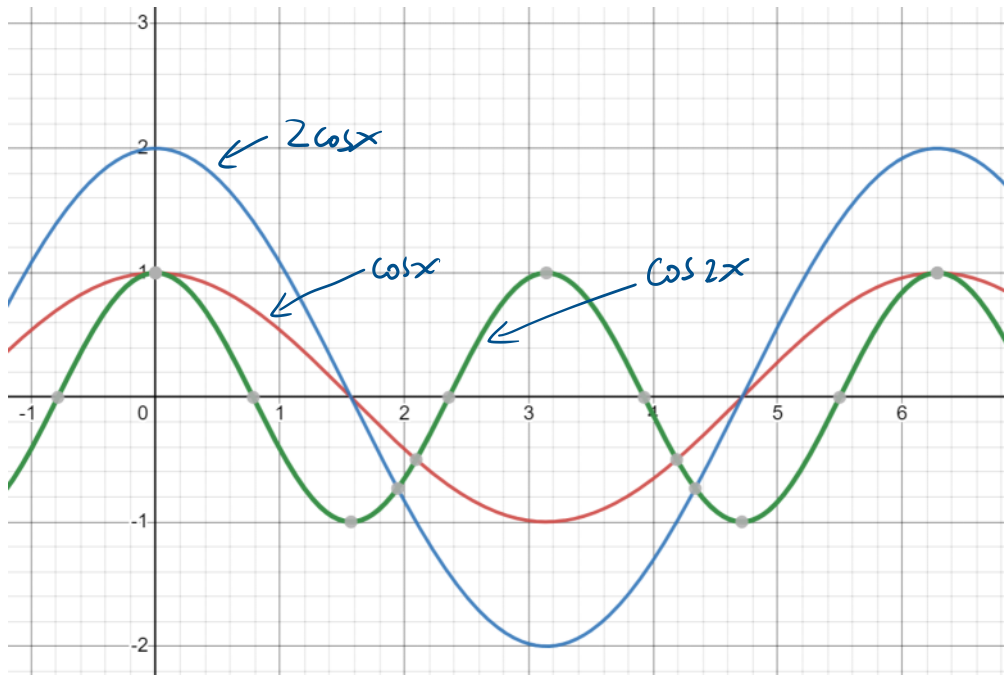
$y = f(cx)$, for $c > 1$, "taller",
 $0 < c < 1$, "wider",
 $c < 0$, algebra: odd, even, and work



eg.



eg.



⋮