Name.

LESSON

Practice B

For use with the lesson "Solve Systems with Quadratic Equations"

Solve the system of equations using the substitution method.

1. $y = x^2 - 3x - 1$ y = -2x + 5 **2.** $y = -x^2 + 2x$ y = x - 2 **3.** $y = 2x^2 - 1$ y = -4x + 5

Date

Use a graphing calculator to find the points of intersection, if any, of the graph of the system of equations.

4.	$y = x^2 + 3x + 2$	5.	$y = -x^2 - 9$	6.	$y = 3x^2 + x + 2$
	y = 4x + 4		y = -10		y = -5x + 2
7.	$y = -3x^2 + 6$	8.	$y = x^2 + 2x - 8$	9.	$y = -4x^2 + 2x$
	y = -3x		y = -x - 8		y = 6x
10.	$y = 2x^2 - 7$	11.	$y = -4x^2 + 2x + 1$	12.	$y = x^2 + 5x - 6$
	y = 2x + 5		y = 10x + 1		y = 5x + 3

Solve the equation using a system.

13.	$-8 = x^2 - 6x + 1$	14.	$x^2 - 6x + 4 = -1$
15.	$3x - 5 = -2x^2 + x - 5$	16.	$2x^2 + 2x + 1 = 2x + 9$
17.	$9x - 3 = -x^2 + 7x$	18.	$x - 1 = 2x^2 - x - 1$

Use a graphing calculator to find the points of intersection, if any, of the graph of the system of equations.

19. $y = -2^x$	20 . $y = 0.5^x$	21. $y = 3^x$
y = -2	y = -x	y = 6x - 3

22. Internet Miranda and Dakota each host their own blog. The number of individuals who follow Miranda's blog can be modeled by the equation y = 2x + 3, while the number of followers of Dakota's blog can be modeled by the equation $y = 3(1.4)^x$. In both equations, *x* represents the number of weeks since the girls started blogging and *y* represents, in hundreds, the number of individuals following their blog. Graph the two equations. Explain what the points where the graphs intersect represents in this situation. When will Dakota have more followers?

- **23.** Cycling Toby is riding his bicycle in a large park, following a path that can be modeled by the equation $y = 2x^2 x + 3$. Cecil is also riding his bicycle in the park, following a path modeled by the equation y = 7x 5. Do their paths intersect? If so, what are the coordinates of the point(s) where their paths intersect?
- **24.** Wind Carmen's hat was blown off her head by a sudden gust of wind. The wind is pushing the hat away from Carmen following a path that can be modeled by the equation $y = x^2 + 2$. Carmen races after the hat following a path modeled by the equation y = x + 1. Will Carmen catch up to her hat? Explain.