$$1-x2$$

tactoring to determine the dimensions of the rectangle. Write an equation that models the problem and solve by The rectangle shown has an area of 30 square units.

Example 3 Solving real world problems by factoring

$x6\xi + 2\xi = x04 - x01$

Set each factor equal to zero and solve for x. Step 4.

Factor completely.

Step 3.

Divide out any common factors. Step 2.

form $ax^2 + bx + c = 0$; a must be positive.

Make sure the equation is in standard Step 1.

Solving quadratic equations by factoring

Example 4

A square with a side of (4x-3) has an area of 81 square units. Write a quadratic equation to model the problem and solve for x.

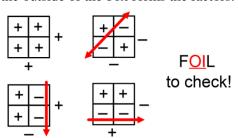


leading coefficient $\neq 1$



ax^2	?x
?x	С

After the box is set up, pull out the GCF from each row and column. What's on the outside of the box forms the factors.



Factoring ax^2+bx+c when $a\neq 1$ Example 1

Step 1: a must be positive to use the Box Method, so if a < 0, factor out -1.

Step 2: Factor out a GCF if one exists.

Step 3: Use the Box Method to factor into intercept form a(x-p)(x-q).

Step 4: Check the signs of your factors.

A]
$$-2x^2 + 5x + 12$$

B)
$$9x^2 + 6x - 24$$





