

Evaluating Functions

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WHAT'S COVERED

In this lesson, you will learn how to evaluate a function for a given value. Specifically, this lesson will cover:

1. Review of Function Notation

Before we go into evaluating a function for a given value, let's first review the basics of function notation. Recall that the notation f(x) is read, "*f* of *x*". The meaning behind this notation is that we are evaluating the function for some *x* value. We often times refer to *x* as the **argument** for the function *f*.

🟳 HINT

Keep in mind that f(x) does not mean f multiplied by x. This is an easy mistake to make.

TERM TO KNOW

Argument

The input value of a function, on which the value of a function depends.

2. Evaluating f(a)

Now that we have reviewed function notation, let's take a look at what it means to evaluate a function for some value of *x*.

ightarrow EXAMPLE Suppose we have the equation f(x) = 2x + 4 and are asked to evaluate this function when x = 5. What steps should we take?

First, we need to realize that when we are being asked to evaluate a function, what we are really being asked to do is determine the function's value when the variable that it is dependent upon is equal to a certain value. In this case, the function f(x) is dependent upon x, and we want to know the value of f(5) or f(x = 5). To evaluate the function for when x = 5, we simply replace each x variable with 5, as shown below:

Substitute 5 in for x

f(5) = 2(5) + 4 f(5) = 2(5) + 4 f(5) = 10 + 4 f(5) = 10 + 4 f(5) = 14 f(5) = 10 f(5) = 10f(5) = 10

3. Finding *f*(*a*) on a Graph

Sometimes you may be given the graph of a function and asked to determine some value of the function f(a). When you are asked to do this, the process is very similar to if you were given the graph of the equation and asked to find the value of *y* for a specific value of *x*.

ightarrow EXAMPLE In the equation $y = x^2 + 4$, find the value of y when x = 1. In this case, you would simply locate the point on the coordinate plane where x = 1 and then move vertically up or down until you touch a point on the graph for the line $y = x^2 + 4$. Next, you move horizontally towards the y-axis and identify the point where you touch the y-axis. The y-value of the coordinate system at this point represents the y in this equation.



We can rewrite the previous equation with f(x) instead of y to get $f(x) = x^2 + 4$. If we are asked to find the value of the function when x = 1, we follow the same process we did before when x = 1. The only difference is that this time we are saying that f(1) is equal to some value instead of y. We would write this as f(1) = 5.

4. Evaluating *f*(*x* + *a*)

Sometimes we may be asked to evaluate a function for some value given in the form f(x + a). The process we follow is the same as we did for a single argument, only now instead of replacing the x's with a's we replace them with x + a.

 $r \ge EXAMPLE$ Suppose we are given the function f(x) = 5x - 2 and asked to evaluate the function for f(x+2). How would we evaluate this function?

f(x) = 5x - 2 Substitute (x + 2) in for x f(x + 2) = 5(x + 2) - 2 Distribute 5 into (x + 2) f(x + 2) = 5x + 10 - 2 Combine like terms f(x + 2) = 5x + 8 Our solution

🟳 HINT

Whenever evaluating a function for some value, simply replace the variable of the function with the quantity you want to evaluate it for and then simplify.

SUMMARY

Reviewing function notation, recall that f(x) is read "*f* of *x*". The function f(x) is a function of *x*, where *x* is referred to as the argument. The argument of the function is the input value on which the value of the function depends. You can evaluate a function algebraically by substituting a given value in the domain for *x*, or **evaluate** f(a) where a is a given value. You can evaluate a function graphically by **finding** f(a) **on a graph**. To do this, find a given value in the domain on the x-axis and determine the corresponding y-value of the function. Sometimes you are asked to **evaluate** f(x + a). The process you follow is the same as you did for a single argument, only now instead of replacing the x's with a's, you replace them with (x + a).

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TERMS TO KNOW

Argument

The input value of a function, on which the value of a function depends.