

Technical Mathematics 2

Geometry	Algebra
<p>1.01 Apply the properties and definitions of lines and angles to model and solve problems.</p> <p>1.02 Apply the properties and definitions of plane figures to model and solve problems:</p> <ul style="list-style-type: none">a) Triangles.b) Quadrilaterals.c) Other polygons.d) Circles.	<p>2.01 Use quadratic equations to model and solve problems; justify results.</p> <ul style="list-style-type: none">a) Solve using tables, graphs, and algebraic properties.b) Interpret the constants and coefficients in the context of the problem. <p>2.02 Use exponential functions to model and solve problems; justify results.</p> <ul style="list-style-type: none">a) Solve using tables, graphs, and algebraic properties.b) Interpret the constants, coefficients, and bases in the context of the problem. <p>2.03 Create, interpret, and analyze best-fit models of linear, exponential, and quadratic functions to solve problems.</p> <ul style="list-style-type: none">a) Interpret the constants, coefficients, and bases in the context of the data.b) Check the model for goodness-of-fit and use the model, where appropriate, to draw conclusions or make predictions. <p>2.04 Use systems of equations and inequalities to model and solve problems using tables, graphs, matrix operations, and algebraic properties; justify results.</p>