## 4.2 Practice B

In Exercises 1 and 2, use the graph to solve the equation.

**1.**  $x^{2} + 6x + 9 = 0$  **2.**  $x^{2} - 5x + 9 = 0$ **3.**  $y^{4} + y^{4} + y$ 

In Exercises 3–5, write the equation in standard form.

**3.**  $-x^2 = 23$  **4.**  $3 - 5x^2 = 9x$  **5.**  $6 - 2x = 7x^2$ 

In Exercises 6–11, solve the equation by graphing.

- 6.  $-x^2 + 6x = 0$ 7.  $x^2 - 12x + 36 = 0$ 8.  $x^2 - 4x + 8 = 0$ 9.  $6x - 7 = -x^2$ 10.  $x^2 = -x - 1$ 11.  $9 - x^2 = -8x$
- 12. The height h (in feet) of a fly ball in a baseball game can be modeled by  $h = -16t^2 + 28t + 8$ , where t is the time (in seconds).
  - **a.** Do both *t*-intercepts of the graph of the function have meaning in this situation? Explain.
  - **b.** No one caught the fly ball. After how many seconds did the ball hit the ground?

In Exercises 13–15, solve the equation by using Method 2 from Example 3.

**13.**  $x^2 = 6x + 7$  **14.**  $-20 = x^2 + 9x$  **15.**  $x^2 - 24 = 10x$ 

In Exercises 16–19, graph the function. Approximate the zeros of the function to the nearest tenth when necessary.

**16.**  $f(x) = x^2 + 5x + 2$ **17.**  $f(x) = x^2 - 4x + 3$ **18.**  $y = -x^2 + 3x - 5$ **19.**  $y = \frac{1}{2}x^2 - 3x + 1$ 

**20.** The area (in square feet) of an *x*-foot-wide path can be modeled by  $y = -0.003x^2 + 0.018x$ . Find the width of the path to the nearest foot.