# **Warm Up**

Determine each function's average rate of change for the interval (0, 2).

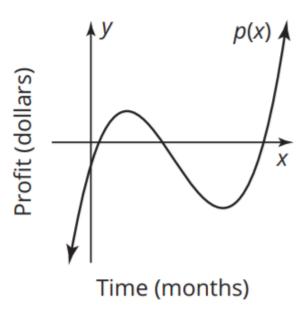
1. 
$$f(x) = \frac{1}{2}x$$

$$2. g(x) = 3x^2$$

3. 
$$h(x) = 2^x$$

The polynomial function p(x) models the profits of Zorzansa, a video game company, from its original business plan through its first few years in business.

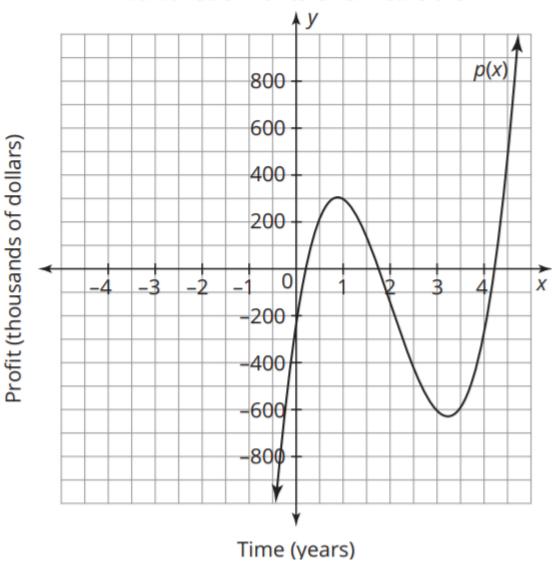
#### **Zorzansa's Profits**



1. Label the portion(s) of the graph that model each of the memorable events in the company's history by writing the letter directly on the graph. Explain your reasoning.

The cubic function p(x) models Zorzansa's total profits over the first five years of business.

#### **Zorzansa's Profits Over Years 0-5**

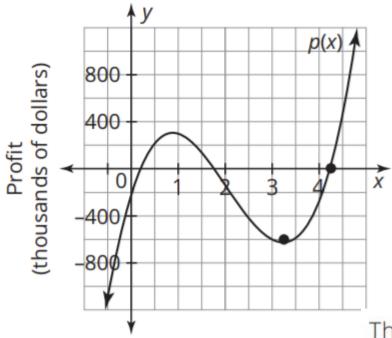


The **average rate of change** of a function is the ratio of the change in the dependent variable to the change in the independent variable over a specific interval. The formula for average rate of change is  $\frac{f(b)-f(a)}{b-a}$  for the interval (a, b). The expression b-a represents the change in the input values of the function f. The expression f(b)-f(a) represents the change in the output values of the function f as the input values change from f to f.

## Worked Example

You can determine the average rate of change of Zorzansa's profit for the time interval (3.25, 4.25).

### Zorzansa's Profits Over Years 0-5



Time (years)

$$\frac{f(b) - f(a)}{b - a} = \frac{f(4.25) - f(3.25)}{4.25 - 3.25}$$
$$= \frac{0 - (-600)}{1}$$
$$= \frac{600}{1} = 600$$

The average rate of change for the time interval (3.25, 4.25) is approximately \$600,000 per year.