

# Facts, Definitions, and Rules

## Formulas

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \rightarrow \text{quadratic formula}$$

$$x = -\frac{b}{2a}$$
$$y = c - \frac{b^2}{4a}$$

} Vertex Formula  
vertex = (x, y)  
=  $(-\frac{b}{2a}, c - \frac{b^2}{4a})$

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c} \} \text{ sine Law}$$

$$a^2 = b^2 + c^2 - 2bc \cos A \} \text{ cosine law}$$

$$t_n = a + (n-1)d \} \text{ n}^{\text{th}} \text{ term of arithmetic sequence/series}$$

$$S_n = \frac{n}{2}(2a + (n-1)d) \} \text{ sum of arithmetic sequence/series}$$

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$$t_n = ar^{n-1} \left. \vphantom{t_n} \right\} \begin{array}{l} n^{\text{th}} \text{ term of geometric} \\ \text{sequence/series} \end{array}$$

$$S_n = \frac{a(1-r^n)}{1-r} \left. \vphantom{S_n} \right\} \begin{array}{l} \text{sum of geometric (finite)} \\ \text{sequence/series} \end{array} \quad \begin{array}{l} * \\ \text{Finite} \end{array}$$

$$S_n = \frac{a}{1-r} \left. \vphantom{S_n} \right\} \begin{array}{l} \text{sum of infinite} \\ \text{geometric sequence/series} \end{array} \quad \begin{array}{l} * \\ \text{infinite} \end{array}$$