Box and Whisker Plot	A graph that displays the highest and lowest quarters of data as whiskers, the middle two quarters of the data as a box, and the median
Continuous	A graph the goes on without a break. Where is breaks, it is NOT continuous and that X VALUE!
Cubic	A pattern that raise the terms to the 3rd power. x^3 Perfect Cubes: 1, 8, 27, 64, 125...
Domain	The x-coordinates of the set of points on a graph. The domain is the INPUT! most left point <= x <= right point
Expression	A real world problem with variables. Think - What OPERATION (+-*/) would you use if you knew the numbers?
f(x) =	This is the name of the function. Just plug in the x value into the OTHER SIDE and simplify with the calculator.
Frequency	How often something occurs, usually used in simulations to collect data
Inequalities	Algebraic statements that have<, >, ≤, or ≥ as their symbols of comparison. > < - Use open circle and dashed lines ≤, or ≥ - use closed circle, solid lines * Flip the sign when you divide/mult. by a Negative #
Inequality < and ≤	< (less than), ≤ (less than or equal to) - Used when you need to stay under a Budget/limit - shade BELOW on a graph
Inequality > and ≥	>(greater than), ,≥ (greater than or equal to) - Used to find ATLEAST something. - Shade ABOVE on a graph

Interquartile Range	the difference between the first and third quartiles Q3 - Q1 - the length of the "box" in a Box & Whisker Plot
Linear	a relationship whose graph is a straight line with a constant slope (change). A linear pattern add/subtracts by the same number.
Matrix	an organized way to display data. *Also can be used to solve Systems of Equations in Standard Form using the Calculator
Mean	the average of a data set, obtained by adding all of the data and then dividing by the total number
Measures of Central Tendency	mean, median, mode
Median	the middle score in an ordered set of data; half the scores are above it and half are below it
Min and Max Values (Graph)	The minimum is the lowest y-value on a graph. The maximun is the highest y-value on a graph.
Misleading Graphs	when any part of a graph is misleading. Check the Axises! Usually uneven spacing or incorrect scale or label.
Mode	The number that occurs most often in a set of data
Parallel Lines	lines that will never intersect - No solution! The SLOPES are the SAME!

Probability	Mathematical chance something will happen. Number of desired outcomes / number of total outcomes. It is usually a fraction, but can be decimal or percent.
Proportion	Two ratios set equal to each other to find an EXPECTED value. Cross multiply to solve.
Quartiles	values that divide a set of data into four equal parts Q1 - first (lower) quartile Q3 - third (upper) quartile
Range (Data)	the largest and smalles values of the set of data maximum value-minimum value = data range
Range (Graph)	The y-coordinates of the set of points on a graph. The range is the OUTPUT! MIN <= y <= MAX
Simple Random Sample	Every member of the population has a known and equal chance of selection
Simulations	A probability experiment to model a real world situation. Usually use dice, spinners, number generators, etc.
Slope	The steepness of a line on a graph, equal to its vertical change (rise) divided by its horizontal change (run).
Slope-Intercept form	y=mx+b, where m is the slope and b is the y-intercept of the line.
Standard Form	When a linear equation is in this form: #x+#y=# - need to transform to y= find SLOPE!

System of Equations	TWO linear equations using the same variables. Solution is where the LINES intersect! *Can use "y=" and "Matrix" in Calculator to solve.
Zeros	points that crosses the x-axis