

1. <b>Box and Whisker Plot</b>	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	16. <b>Median</b>	the middle score in an ordered set of data; half the scores are above it and half are below it
2. <b>Continuous</b>	A graph the goes on without a break. Where is breaks, it is NOT continuous and that X VALUE!	17. <b>Min and Max Values (Graph)</b>	The minimum is the lowest y-value on a graph. The maximum is the highest y-value on a graph.
3. <b>Cubic</b>	A pattern that raise the terms to the 3rd power. $x^3$ Perfect Cubes: 1, 8, 27, 64, 125...	18. <b>Misleading Graphs</b>	when any part of a graph is misleading. Check the Axes! Usually uneven spacing or incorrect scale or label.
4. <b>Domain</b>	The x-coordinates of the set of points on a graph. The domain is the INPUT! most left point $\leq x \leq$ right point	19. <b>Mode</b>	The number that occurs most often in a set of data
5. <b>Expression</b>	A real world problem with variables. Think - What OPERATION (+-*/ ) would you use if you knew the numbers?	20. <b>Parallel Lines</b>	lines that will never intersect - No solution! The SLOPES are the SAME!
6. <b>f(x) =</b>	This is the name of the function. Just plug in the x value into the OTHER SIDE and simplify with the calculator.	21. <b>Probability</b>	Mathematical chance something will happen. Number of desired outcomes / number of total outcomes. It is usually a fraction, but can be decimal or percent.
7. <b>Frequency</b>	How often something occurs, usually used in simulations to collect data	22. <b>Proportion</b>	Two ratios set equal to each other to find an EXPECTED value. Cross multiply to solve.
8. <b>Inequalities</b>	Algebraic statements that have $<$ , $>$ , $\leq$ , or $\geq$ as their symbols of comparison. $> <$ - Use open circle and dashed lines $\leq$ , or $\geq$ - use closed circle, solid lines * Flip the sign when you divide/mult. by a Negative #	23. <b>Quartiles</b>	values that divide a set of data into four equal parts Q1 - first (lower) quartile Q3 - third (upper) quartile
9. <b>Inequality <math>&lt;</math> and <math>\leq</math></b>	$<$ (less than), $\leq$ (less than or equal to) - Used when you need to stay under a Budget/limit - shade BELOW on a graph	24. <b>Range (Data)</b>	the largest and smallest values of the set of data maximum value - minimum value = data range
10. <b>Inequality <math>&gt;</math> and <math>\geq</math></b>	$>$ (greater than), $\geq$ (greater than or equal to) - Used to find ATLEAST something. - Shade ABOVE on a graph	25. <b>Range (Graph)</b>	The y-coordinates of the set of points on a graph. The range is the OUTPUT! MIN $\leq y \leq$ MAX
11. <b>Interquartile Range</b>	the difference between the first and third quartiles Q3 - Q1 - the length of the "box" in a Box & Whisker Plot	26. <b>Simple Random Sample</b>	Every member of the population has a known and equal chance of selection
12. <b>Linear</b>	a relationship whose graph is a straight line with a constant slope (change). A linear pattern add/subtracts by the same number.	27. <b>Simulations</b>	A probability experiment to model a real world situation. Usually use dice, spinners, number generators, etc.
13. <b>Matrix</b>	an organized way to display data. *Also can be used to solve Systems of Equations in Standard Form using the Calculator	28. <b>Slope</b>	The steepness of a line on a graph, equal to its vertical change (rise) divided by its horizontal change (run).
14. <b>Mean</b>	the average of a data set, obtained by adding all of the data and then dividing by the total number	29. <b>Slope-Intercept form</b>	$y=mx+b$ , where m is the slope and b is the y-intercept of the line.
15. <b>Measures of Central Tendency</b>	mean, median, mode	30. <b>Standard Form</b>	When a linear equation is in this form: $\#x+\#y=\#$ - need to transform to $y=$ find SLOPE!
		31. <b>System of Equations</b>	TWO linear equations using the same variables. Solution is where the LINES intersect! *Can use "y=" and "Matrix" in Calculator to solve.
		32. <b>Zeros</b>	points that crosses the x-axis