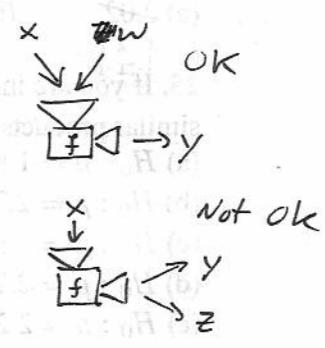
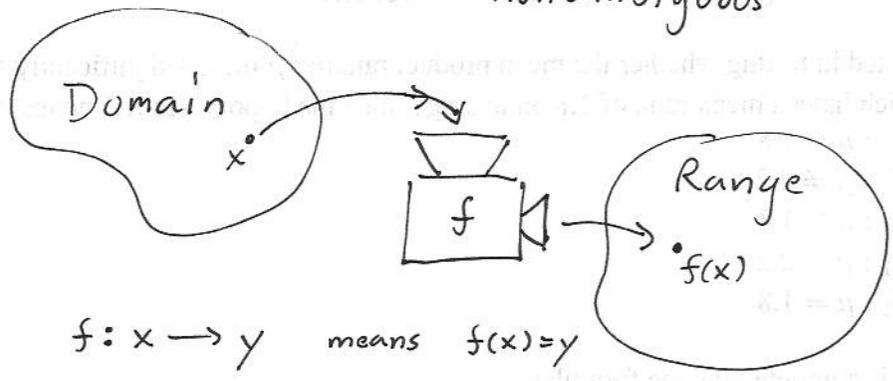


# 1.1 Functions & Change

A function can be thought of as a machine which transforms one thing into another thing  
 (domain element) (range element)  
 It is consistent and ~~nonambiguous~~ nonambiguous.



### Examples:

1.  $f(\text{element}) \Rightarrow \# \text{ of } \begin{matrix} \text{protons} \\ \text{electrons} \end{matrix}$
2.  $f(\text{person}) = \text{SSN}$
3.  $f(\text{time}) = \text{your altitude}$
4.  $f(x) = x^2 - 1$
5.  $f\left(\frac{p}{q}\right) = \frac{q}{p}$

### Nonexamples:

- element  $\rightarrow \# \text{ of } \begin{matrix} \text{electrons} \\ \text{protons} \end{matrix}$
- person  $\rightarrow \text{telephone \#}$
- ~~$\frac{x}{y} \rightarrow x+y$~~
- $\frac{p}{q} \rightarrow p-q$

Domain = set of things the function eats  
 Range = set of things the function produces.

- |  |   |
|--|---|
| $\rightarrow$ 1. Domain = all elements                     | Range = integers from 1 to 118            |
| 2. Domain = all people with SSN #'s                        | Range = set of all SSN #'s                |
| 3. Domain = every second since born                        | R = all altitudes you will have had.      |
| $\rightarrow$ 4. Domain = all real #'s $(-\infty, \infty)$ | R = all real #'s $\geq -1$ $[-1, \infty)$ |
| $\rightarrow$ 5. D = all nonzero #'s                       | R = all nonzero #'s.                      |