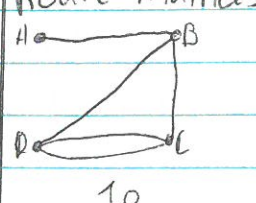
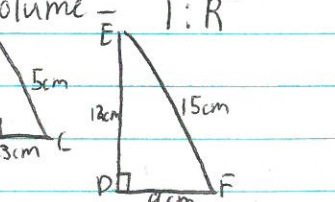


# Mathematics Applications Unit

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|---|---|--|---|
| <b>1. Formulae</b><br>Formula -> substitute -> answer   | Adding matrices<br>$\begin{bmatrix} 1 & 2 & 4 \\ 0 & -4 & 5 \end{bmatrix} + \begin{bmatrix} 3 & 5 & -2 \\ 1 & 0 & -2 \end{bmatrix}$ $= \begin{bmatrix} 4 & 7 & 2 \\ 1 & -4 & 3 \end{bmatrix}$       | Route matrices<br>   | Cone, slant height s<br>$S = \pi r^2 + \pi r s$<br>Sphere<br>$S = 4\pi r^2$<br>Cylinder<br>$S = 2\pi r h + 2\pi r^2$  |
| <b>2. Percentages</b><br>Inflation<br>Discount<br>Commission<br>Profit and loss   | Subtracting matrices<br>$\begin{bmatrix} 3 & 5 & -2 \\ 1 & 0 & -2 \end{bmatrix} - \begin{bmatrix} 1 & 2 & 4 \\ 0 & -4 & 5 \end{bmatrix}$ $= \begin{bmatrix} 2 & 3 & -6 \\ 1 & 4 & -7 \end{bmatrix}$ | 2 stage route matrix<br>A B C D<br>A   0   1   0   0<br>B   1   0   1   1<br>C   0   1   0   2<br>D   0   1   2   0  | Volume<br>Prism, base area H<br>$V = Ah$<br>Pyramid<br>$V = \frac{1}{3} Ah$<br>Cylinder<br>$V = \pi r^2 h$<br>Cone<br>$V = \frac{1}{3} \pi r^2 h$                               |
| <b>3. Simple interest</b><br>$I = PRT$  | Matrices x 1 number<br>$5 \times \begin{bmatrix} 2 & 3 \\ 1 & -5 \end{bmatrix}$ $= \begin{bmatrix} 10 & 15 \\ 5 & -25 \end{bmatrix}$  | 7. Pythagoras<br>$c^2 = a^2 + b^2$   | Similarity<br>Length - 1:k<br>Surface area - 1:k <sup>2</sup><br>Volume - 1:k <sup>3</sup>  |
| <b>4. Compound interest</b><br>$A = P \left(1 + \frac{r}{n}\right)^{nt}$  | Multiplying matrices<br>$\begin{bmatrix} 2 & 1 \\ 3 & -1 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 3 \\ 1 & 4 & 0 \end{bmatrix}$ $= \begin{bmatrix} 3 & 8 & 6 \\ 2 & 2 & 9 \end{bmatrix}$        | 8. Perimeter and area<br>Perimeter - outside<br>Area   | Corresponding lengths<br>$AB : DE = 1 : 3$<br>$AC : DF = 1 : 3$<br>$BC : EF = 1 : 3$  |
| <b>5. Other finance</b><br>Wages:<br>time = 1 time and a half = 1.5<br>double time = 2<br>Comparing prices<br>Foreign Currency<br>$\xrightarrow{\text{rate}}$ Foreign \$<br>$\xleftarrow{\text{rate}}$ AU | Equal matrices<br>$\begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} = \begin{bmatrix} 2 & 3 & -5 \\ 1 & 0 & -2 \end{bmatrix}$<br>• a=2 b=3 c=-5<br>• d=1 e=0 f=-2                               | 9. Surface area and volume<br>Surface area<br>Prisms + cylinders<br>+ Pyramids + Spheres   | Corresponding angles equal<br>$\angle BAC = \angle EDF (= 90^\circ)$<br>$\angle ABC = \angle DEF$<br>$\angle BCA = \angle EFD$<br>$\therefore \triangle ABC \sim \triangle DEF$ |
| <b>6. Matrices</b><br>- Square matrix - 2x2<br>- Column - 3x1<br>- Row 1x4<br>- diagonal - square matrix<br>with all zeros not in diagonal  | Postmultiply<br>1st matrix x 2nd matrix<br>Zero matrix<br>Any matrix which is full of just zeros.<br>2x2 zero matrix  | Circle: $\pi r^2$<br>Sector: $\frac{\theta}{360} \pi r^2$<br>Triangle: $\frac{1}{2} bh$<br>Parallelogram bh<br>Trapezium $\frac{1}{2}(a+b)h$<br>Perimeter<br>Circle $C = 2\pi r$<br>Sector $l = \frac{\theta}{360} 2\pi r$ | Similarity diagram<br>   |
| Adding + subtracting<br>- same size matrices  | Identity matrix<br>$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$   |  |   |
| Multiplying matrices by number<br>- whole matrix by 1 number.   |   |  |   |
| Multiplying matrices<br>- same inside digit   |   |  |   |