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# Pre Cal (Graph Trig Functions) 



## Across

2. If you can't remember what the Sin, Cos or Tan graph looks like, then recreate it by making a $\qquad$ -.
3. The distance between your midline and the top of your graph
4. The parent function has $x$-ints at halves of pi such as ( $\pi / 2$ , 0), ( $3 \pi / 2,0$ ), etc
5. The horizontal distance to complete a single cycle/pattern 11. Half the height between the maximum and minimum values of your graph
6. The parent function has x-ints at whole \#'s of pi such as $(\pi, 0),(2 \pi, 0)$, etc
7. The horizontal line that cuts your function in half
8. The graph that has a y-int at $(0,1)$
9. The amount of times you can count ONE cycle/pattern repeat between 0 and $2 \pi$

## Down

1. Dashed lines that go up and down that your function is not allowed to touch
2. Ms. DeRosa's favorite disney princess
3. This key feature should match the $k$-value in your equations
4. The name of a special point where a curve increases, flattens out, and continues increasing.
5. The name of a function that has a repeating pattern and you can predict how it look after the arrows
6. The graph that has vertical asymptotes
7. Sin, Cos, and Tan graphs are ___ not straight or pointy
