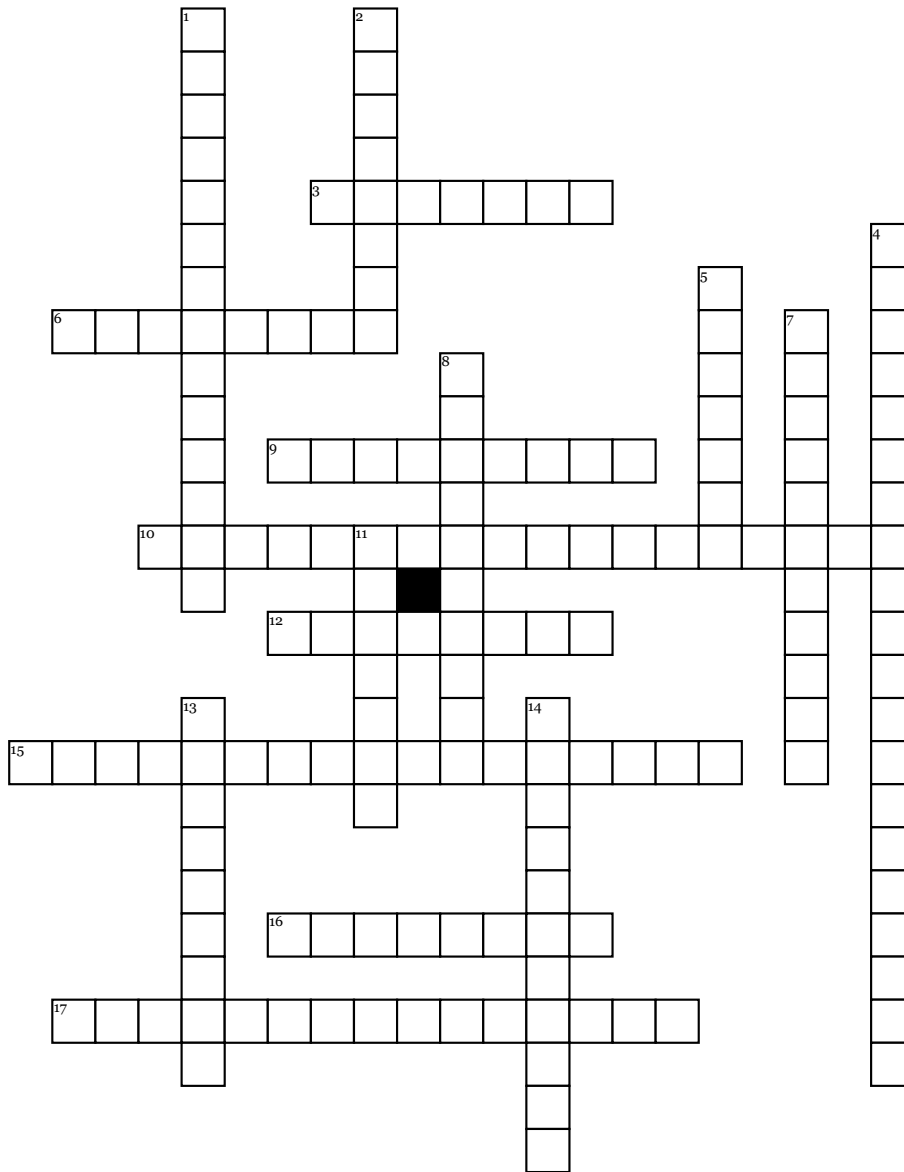# Unit 1.7 - 1.9

Across

3. To find the inverse of a function, you have to switch x and y. What step should you do that at?

6. What operation are you using in (f/g)(x)?

9. The less than or equal to and the greater than or equal to symbols get what kind of dot?

10. What is it called when you draw a horizontal line to make sure that it doesn't hit more than one point?

12. To find the inverse of a function, you have to change y to f^-1(x). What step should you do that at?

15. What does ≤ mean?

16. What does < mean?

17. What is it called when a set of ordered pairs reverse the coordinations?

Down

1. What operation are you using in (fg)(x)?

2. What operation are you using in (f+g)(x)?

4. What does ≥ mean?

5. To find the inverse of a function, you have to change f(x) to y. What step should you do that at?

7. What does > mean?

8. What is f(g(2))?

11. What kind of dot does the greater than and less than symbols get?

13. To find the inverse of a function, you have to solve for y. What step should you do that at?

14. What operation are you using in (f-g)(x)?