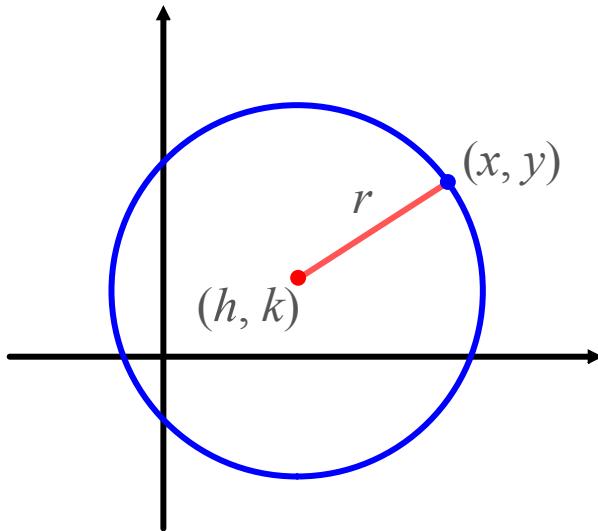


Section 1.2 Circles

A **circle** is the locus of all points in the plane equidistant from a given fixed point. The fixed point is called the *center*, and the distance is called the *radius*.



The standard form for the equation of a circle with center (h, k) and radius r is

$$(x - h)^2 + (y - k)^2 = r^2$$

EXAMPLE: Find the equation of a circle with center $(-4, 6)$ and passing through the point $(1, 2)$.

h k

FIND RADIUS!

$r =$ DISTANCE BETWEEN $(-4, 6)$ & $(1, 2)$

$$= \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

$$= \sqrt{(1 - (-4))^2 + (2 - 6)^2}$$

$$= \sqrt{25 + 16}$$

$$= \sqrt{41}$$

$$(x - h)^2 + (y - k)^2 = r^2$$

$$(x - (-4))^2 + (y - 6)^2 = (\sqrt{41})^2$$

$$(x + 4)^2 + (y - 6)^2 = 41$$

To graph a circle on the TI-84, we first isolate y . This will result in **two** functions because of the \pm sign.

$$(x+4)^2 + (y-6)^2 = 41$$

$$(y-6)^2 = 41 - (x+4)^2$$

$$y-6 = \pm \sqrt{41 - (x+4)^2}$$

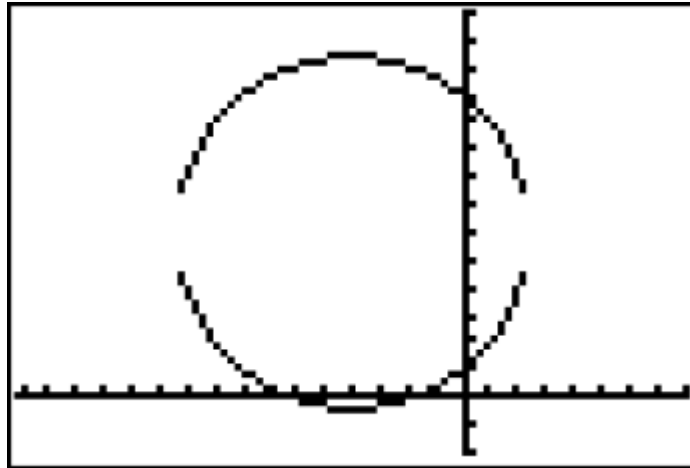
$$y = 6 \pm \sqrt{41 - (x+4)^2}$$

+ IS UPPER SEMICIRCLE
- IS LOWER "

```
Plot1 Plot2 Plot3
\Y1=6+√(41-(X+4)
2)
\Y2=6-√(41-(X+4)
2)
\Y3=
\Y4=
\Y5=
```

You can use the **ZOOM ZSquare** command to remove the rectangular "distortion" and make the circle look truly round.

Key sequence: **ZOOM** **5:**



EXAMPLE: Find the center and radius of the circle

$$(x - 2)^2 + (y + 3)^2 = \frac{16}{9}$$

and sketch the graph.

Center $(2, -3)$
 $r = \sqrt{\frac{16}{9}} = \frac{4}{3}$

