## Transformations

## Quick Reference

| Function | Transformation | Direction | How? |
| :---: | :---: | :---: | :---: |
| $f(x)+k$ | Vertical Translation | up if $k>0$ <br> down if $k<0$ | add $k$ to each $y$-coordinate |
| $f(x-h)$ | Horizontal Translation | right if $h>0$ <br> left if $h<0$ | add h to each $x$-coordinate |
| $a \cdot f(x)$ | Stretch | vertical | multiply each $y$-coordinate by $a$ |
| $f(b \cdot x)$ | Stretch | horizontal | multiply each x -coordinate by $\frac{1}{b}$ |
| $-f(x)$ | Reflection | in $x$-axis | replace each $y$-coordinate with $-y$ |
| $f(-x)$ | Reflection | in $y$-axis | replace each $x$-coordinate with $-x$ |

A function is even if $f(x)=f(-x)$. The graph of an even function is symmetrical about the $y$ axis - for every point $(x, y)$, there is a point $(-x, y)$.

A function is odd if $f(-x)=-f(x)$. The graph of an odd function is symmetrical about the origin - for every point $(x, y)$, there is a point $(-x,-y)$.

## Combining Transformations

Remember that when combining multiple transformations, you must first write the equation in the correct form:

$$
y=a \cdot f(b(x-h))+k
$$

Once it is written correctly, transformations should always be performed in the following order.

1. Stretches or Compressions
2. Reflections
3. Translations
