## A2 Level Core 3

	What You Need To Know	<u> </u>	Ó	99
1. Algebra ar Functions	<ul> <li>Definition of a function including the notation f(x)</li> <li>Domain and Range of a function</li> <li>Composition of functions such as fg(x) = f(g(x))</li> <li>Inverse Functions and Their Graphs</li> <li>The Modulus Function</li> <li>Combinations of transformations of graphs</li> </ul>			
2. Trigonomo	<ul> <li>Knowledge of sin<sup>-1</sup>, cos<sup>-1</sup> and tan<sup>-1</sup> functions.</li> <li>Understanding of the graphs of inverse trig functions and their domains</li> <li>Knowledge of secant, cosecant and cotangent. Their relationship to cos, sine and tan; and their domain and graphs.</li> <li>Knowledge and the use of 1 + tan<sup>2</sup>x = sec<sup>2</sup>x. and 1 + cot<sup>2</sup>x = cosec<sup>2</sup>x.</li> </ul>			
3. Exponenti and Logar	• The function of $e^x$ and it's graph			
4. Differentia				
5. Integratio	1			
6. Numerica Methods	<ul> <li>Location of roots of f(x) = 0 by considering the changes of sign of f(x) is continuous.</li> <li>Approximate solutions of equations using simple iterative methods, including recurrence relations of the form x<sub>n+1</sub> = f(x<sub>n</sub>)</li> <li>Numerical integration of function using the midordinate rule and Simpson's Rule.</li> </ul>			