

**B. Solving with the Quadratic Formula**, using projectile motion to explore maximums and zeros

Solve for  $x$  with the quadratic formula. Round to the nearest tenth if you are left with decimal solutions.

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

1.  $x^2 - 4x - 5 = 0$

2.  $x^2 + 3x + 2 = 0$

3.  $2x^2 + 10x + 8 = 0$

4.  $3x^2 + 2x - 1 = 0$

