

Piecewise Functions

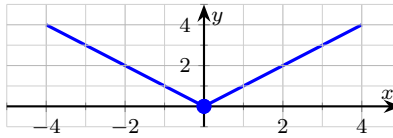
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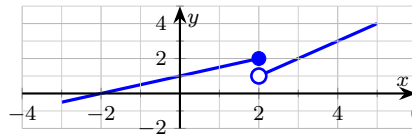
Q Quick Review

A **piecewise function** uses different rules on different intervals of the domain. The classic example is the absolute value: $|x| = x$ if $x \geq 0$, and $|x| = -x$ if $x < 0$. Two rules, glued together at $x = 0$ (shown below).



How to evaluate. Find which interval the input belongs to, then apply that piece's rule. For $f(x) = \begin{cases} 2x + 1, & x < 2 \\ x^2, & x \geq 2 \end{cases}$, $f(0)$ uses the first rule (since $0 < 2$): $f(0) = 1$. $f(2)$ uses the second rule (since $2 \geq 2$): $f(2) = 4$. The choice at the boundary point depends on which inequality is non-strict.

Reading a piecewise graph. A **closed dot** means the function value at that x is the marked y ; an **open dot** means the function value at that x is *not* that y (it's wherever the closed dot is, or undefined). At each break point, exactly one dot should be closed — otherwise the function isn't well-defined. Example with a jump:



Continuity at a break. A piecewise function is continuous at $x = c$ if the two pieces agree there. Otherwise there's a jump (as above) or a hole (one piece left out). Common traps: forgetting to flip the inequality side; reading the open dot as the value; assuming continuity when the heights don't match.

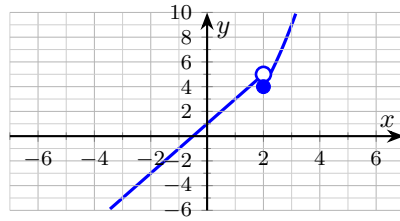
PRACTICE

Evaluate or interpret each piecewise function. Watch the boundary cases.

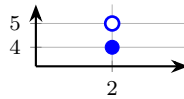


Scan Me

1. $f(x) = \begin{cases} 2x + 1 & x < 2 \\ x^2 & x \geq 2 \end{cases}$. Find $f(0)$.



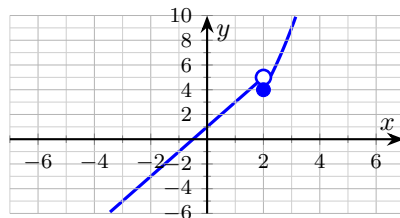
Closeup of the break at $x = 2$:



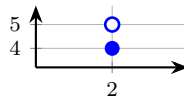
Input table. Evaluate each x -value.

x	-2	-1	0	1
$f(x)$	0	1	0	1

2. Same f . Find $f(2)$.



Closeup at $x = 2$:

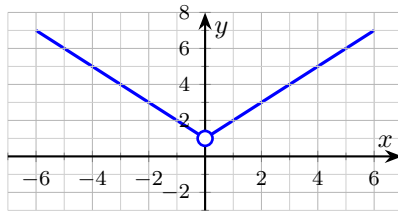


Input table. Evaluate each x -value.

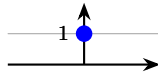
x	-3	-1	0	2
$g(x)$	-5	-1	2	6



3. $g(x) = \begin{cases} -x + 1 & x \leq 0 \\ x + 1 & x > 0 \end{cases}$. Find $g(-3)$.



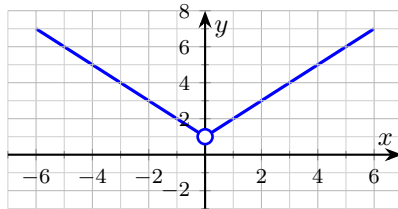
Closeup at $x = 0$:



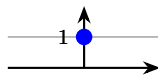
Input table. Evaluate each x -value.

x	-2	0	1	3
$h(x)$	4	0	1	9

4. Same g . Find $g(5)$.



Closeup at $x = 0$:

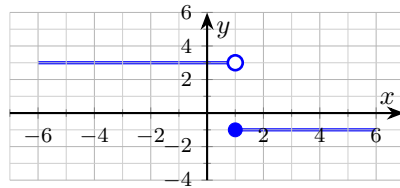


Input table. Evaluate each x -value.

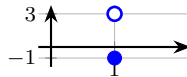
x	-4	-2	1	2
$p(x)$	1	3	3	4



5. $h(x) = \begin{cases} 3 & x < 1 \\ -1 & x \geq 1 \end{cases}$. Find $h(1)$.



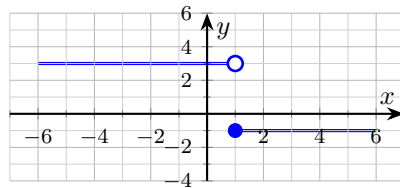
Closeup at $x = 1$:



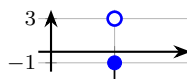
Input table. Evaluate each x -value.

x	-1	0	2	4
$q(x)$	-2	0	4	8

6. Same h . Find $h(0)$.



Closeup at $x = 1$:

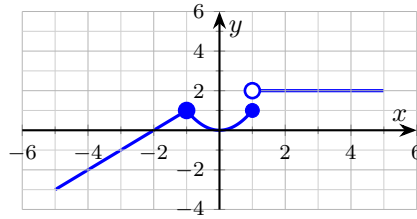


Input table. Evaluate each x -value.

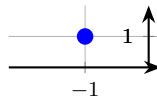
x	-3	-2	0	2
$r(x)$	6	4	0	2



7. $f(x) = \begin{cases} x + 2 & x < -1 \\ x^2 & -1 \leq x \leq 1 \\ 2 & x > 1 \end{cases}$. Find $f(-2)$.



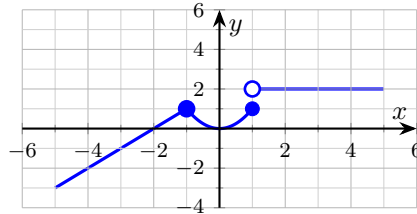
Closeup at $x = -1$:



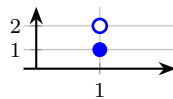
Input table. Evaluate each x -value.

x	-2	1	2	5
$s(x)$	-1	2	5	11

8. Same three-piece f . Find $f(0)$.



Closeup at $x = 1$:

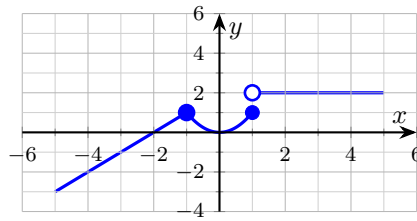


Input table. Evaluate each x -value.

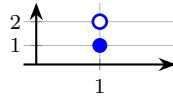
x	-5	-1	0	3
$t(x)$	2	2	-1	8



9. Same three-piece f . Find $f(3)$.



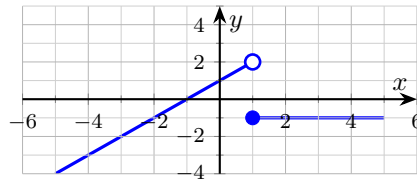
Closeup at $x = 1$:



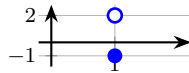
Input table. Evaluate each x -value.

x	-4	-2	1	4
$u(x)$	16	4	-2	1

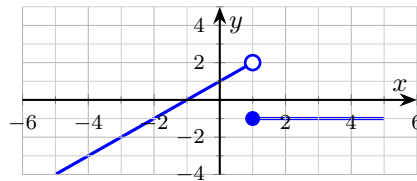
10. Read $f(1)$ from the graph below.



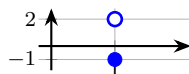
Closeup at $x = 1$:



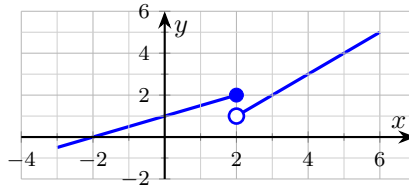
11. Read $f(-2)$ from the graph below.



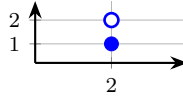
Closeup at $x = 1$:



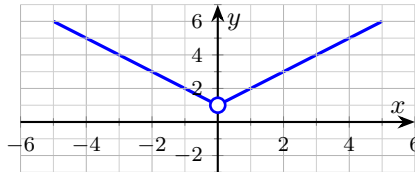
12. Is the function below continuous at $x = 2$? _____



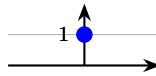
Closeup at $x = 2$:



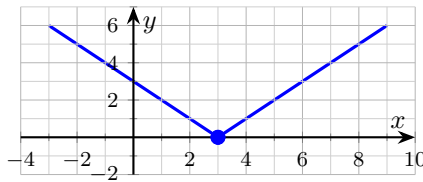
13. Is the function below continuous at $x = 0$? _____



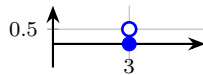
Closeup at $x = 0$:



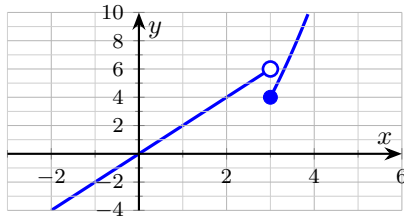
14. For $f(x) = |x - 3|$, write the piecewise form (no absolute value bars). _____



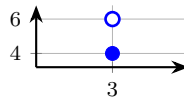
Closeup at vertex $x = 3$:



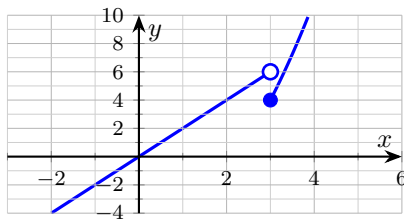
15. Find $f(4)$: $f(x) = \begin{cases} 2x & x < 3 \\ x^2 - 5 & x \geq 3 \end{cases}$.



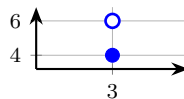
Closeup at $x = 3$:



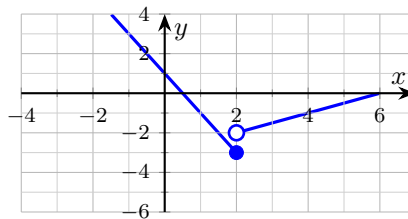
16. Same f . Find $f(1)$.



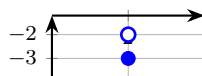
Closeup at $x = 3$:



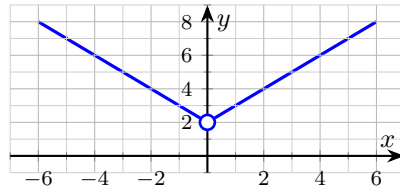
17. From the graph, find $f(0)$ and $f(2)$.



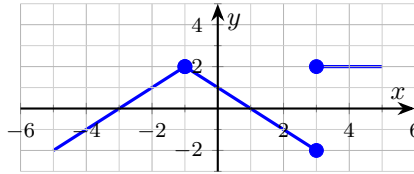
Closeup at $x = 2$:



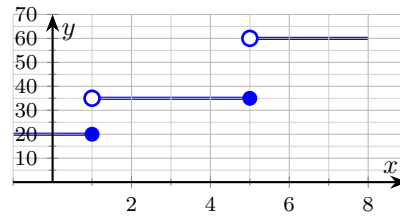
18. For the absolute-value function $f(x) = |x| + 2$, find $f(-5)$ from its piecewise form. _____



19. Read off the value of f at $x = -1$ from the graph. _____

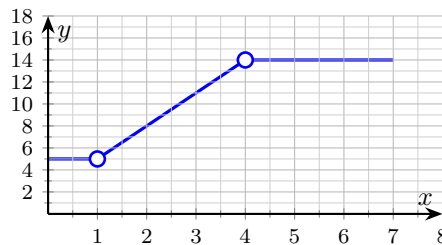


20. For the step-priced cell plan: $P(t) = \begin{cases} 20 & t \leq 1 \\ 35 & 1 < t \leq 5 \\ 60 & t > 5 \end{cases}$, find $P(3)$. _____



◆ Word Problems

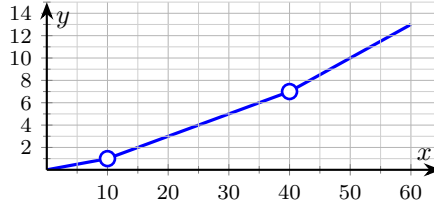
21. A parking garage charges according to $P(h) = \begin{cases} 5 & 0 < h \leq 1 \\ 5 + 3(h - 1) & 1 < h \leq 4 \\ 14 & h > 4 \end{cases}$ dollars, where h is hours parked. Compute $P(2.5)$ and explain. _____



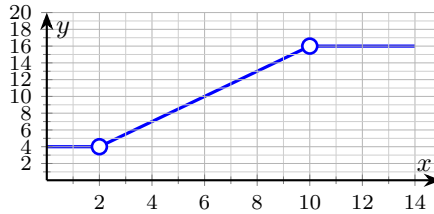
22. Federal income tax on a single filer's *taxable* income (simplified): _____

$$T(I) = \begin{cases} 0.10I & 0 \leq I \leq 10,000 \\ 1,000 + 0.20(I - 10,000) & 10,000 < I \leq 40,000 \\ 7,000 + 0.30(I - 40,000) & I > 40,000 \end{cases}$$

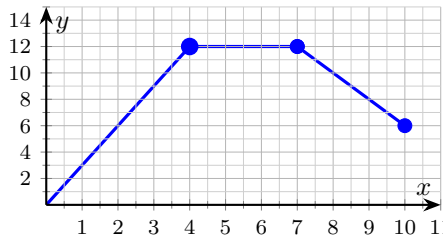
Find $T(25,000)$.



23. A shipping company's per-package fee: $F(w) = \begin{cases} 4 & 0 < w \leq 2 \\ 4 + 1.50(w - 2) & 2 < w \leq 10 \\ 16 & w > 10 \end{cases}$ dollars, where w is weight _____
in pounds. Find the fee for a 7-pound package.



24. An object's velocity (in meters/second) during a 10-second motion is $v(t) = \begin{cases} 3t & 0 \leq t < 4 \\ 12 & 4 \leq t \leq 7 \\ 12 - 2(t - 7) & 7 < t \leq 10 \end{cases}$. _____
Find $v(2)$, $v(5)$, and $v(9)$, and sketch the motion.



Additional Practice

- 25. If $f(x) = 2x - 5$, find $f(4)$. _____
- 26. If $g(x) = x^2 + 1$, find $g(-3)$. _____
- 27. For $f(x) = 3x + 2$, solve $f(x) = 14$. _____
- 28. Find $(f + g)(x)$ if $f = x + 1$, $g = 2x - 5$. _____



Answer Keys

<p>1. <input type="text" value="1"/></p> <p>2. <input type="text" value="4"/></p> <p>3. <input type="text" value="4"/></p> <p>4. <input type="text" value="6"/></p> <p>5. <input type="text" value="-1"/></p> <p>6. <input type="text" value="3"/></p> <p>7. <input type="text" value="0"/></p> <p>8. <input type="text" value="0"/></p> <p>9. <input type="text" value="2"/></p> <p>10. <input type="text" value="-1"/></p> <p>11. <input type="text" value="-1"/></p> <p>12. <input type="text" value="no (jump)"/></p> <p>Additional Practice Answers</p> <p>25. <input type="text" value="3"/></p> <p>26. <input type="text" value="10"/></p>	<p>13. <input type="text" value="yes"/></p> <p>14. $\begin{cases} -(x-3) & x < 3 \\ x-3 & x \geq 3 \end{cases}$</p> <p>15. <input type="text" value="11"/></p> <p>16. <input type="text" value="2"/></p> <p>17. <input type="text" value="f(0) = 1, f(2) = -3"/></p> <p>18. <input type="text" value="7"/></p> <p>19. <input type="text" value="2"/></p> <p>20. <input type="text" value="\$35"/></p> <p>21. <input type="text" value="P(2.5) = \$9.50"/></p> <p>22. <input type="text" value="T(25,000) = \$4,000"/></p> <p>23. <input type="text" value="\$11.50"/></p> <p>24. <input type="text" value="v(2) = 6, v(5) = 12, v(9) = 8 m/s"/></p> <p>27. <input type="text" value="x = 4"/></p> <p>28. <input type="text" value="3x - 4"/></p>
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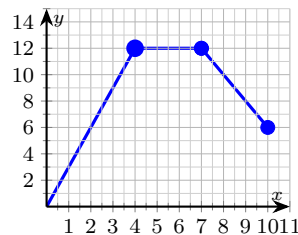
Additional Practice: Answers for all numbered items, including the added practice, are shown in the grid above.

Step-by-Step Explanations

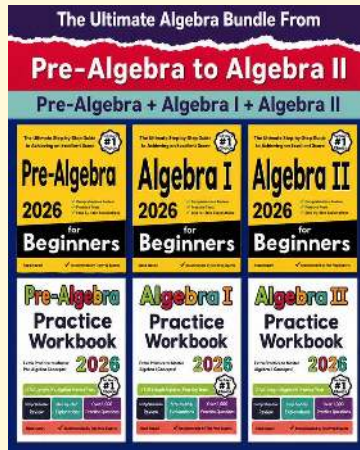
1. A careful way to see it: $0 < 2$, so use the first piece: $f(0) = 2(0) + 1 = 1$. (Open dot at $(2, 5)$ shows that line's $y = 5$ is NOT the value at $x = 2$; the closed dot at $(2, 4)$ gives $f(2) = 4$.) That gives a quick check on the answer.
2. Keep the rule visible: $2 \geq 2$, so use the second piece: $f(2) = 4$. This is the part to check before moving on, because it keeps the answer tied to the original question.
3. One steady path is: $-3 \leq 0$: use $-x + 1$. $g(-3) = 3 + 1 = 4$. The two pieces meet at $(0, 1)$ — continuous. That gives a quick check on the answer.
4. Start with the key idea: $5 > 0$: use $x + 1$. $g(5) = 6$. This is the part to check before moving on, because it keeps the answer tied to the original question.
5. A careful way to see it: $1 \geq 1$, so use the second piece: $h(1) = -1$. Step function with a jump at $x = 1$. That gives a quick check on the answer.
6. Keep the rule visible: $0 < 1$, so use the first piece: $h(0) = 3$. This is the part to check before moving on, because it keeps the answer tied to the original question.
7. One steady path is: $-2 < -1$: use $x + 2$. $f(-2) = 0$. This is the part to check before moving on, because it keeps the answer tied to the original question.
8. Start with the key idea: $-1 \leq 0 \leq 1$: use x^2 . $f(0) = 0$. This is the part to check before moving on, because it keeps the answer tied to the original question.
9. A careful way to see it: $3 > 1$: use the constant piece. $f(3) = 2$. This is the part to check before moving on, because it keeps the answer tied to the original question.
10. At $x = 1$: open dot at $(1, 2)$ is not the value; closed dot at $(1, -1)$ is. So $f(1) = -1$.
11. One steady path is: $-2 < 1$: use the slanted line $x + 1$. $f(-2) = -1$. This is the part to check before moving on, because it keeps the answer tied to the original question.
12. Left piece reaches $(2, 2)$; right piece starts at $(2, 1)$ with an open dot. Heights don't match — jump discontinuity.
13. A careful way to see it: Both pieces meet at $(0, 1)$ — the V shape of $|x| + 1$. This is the part to check before moving on, because it keeps the answer tied to the original question.
14. Keep the rule visible: $|x - 3|$ is $x - 3$ when $x \geq 3$, and $-(x - 3)$ when $x < 3$. Vertex at $(3, 0)$. That gives a quick check on the answer.
15. One steady path is: $4 \geq 3$: use $x^2 - 5$. $f(4) = 16 - 5 = 11$. This is the part to check before moving on, because it keeps the answer tied to the original question.
16. Start with the key idea: $1 < 3$: use $2x$. $f(1) = 2$. This is the part to check before moving on, because it keeps the answer tied to the original question.
17. At $x = 0$ use the steeper line: $-2(0) + 1 = 1$. At $x = 2$ the closed dot at $(2, -3)$ gives the value.

18. Keep the rule visible: $f(x) = |x| + 2 = \begin{cases} -x + 2 & x < 0 \\ x + 2 & x \geq 0 \end{cases}$. At $x = -5$: $f(-5) = -(-5) + 2 = 7$. That gives a quick check on the answer.
19. One steady path is: Both pieces meet at $(-1, 2)$ — one closed dot is enough. Reading: $f(-1) = 2$. That gives a quick check on the answer.
20. Start with the key idea: $1 < 3 \leq 5$: use the middle piece. $P(3) = 35$. This is the part to check before moving on, because it keeps the answer tied to the original question.
21. Since $1 < 2.5 \leq 4$, use the middle piece: $P(2.5) = 5 + 3(2.5 - 1) = 5 + 3(1.5) = 5 + 4.50 = 9.50$. So 2.5 hours costs \$9.50. The graph shows the flat \$5 first hour, then a \$3-per-hour ramp to a ceiling of \$14. (Day maximum is \$14, no matter how long you stay.)
22. Keep the rule visible: 25,000 sits in the middle bracket. $T(25,000) = 1,000 + 0.20(25,000 - 10,000) = 1,000 + 0.20(15,000) = 1,000 + 3,000 = 4,000$. So the tax is \$4,000. The graph is piecewise linear: slopes 0.10, 0.20, 0.30 on the three pieces. (Plotted in thousands of dollars.) That gives a quick check on the answer.
23. One steady path is: $2 < 7 \leq 10$, so use the middle rule: $F(7) = 4 + 1.50(7 - 2) = 4 + 1.50(5) = 4 + 7.50 = 11.50$ dollars. The fee climbs at \$1.50 per pound between 2 and 10 pounds, then plateaus at \$16 for everything heavier. That gives a quick check on the answer.
24. Start with the key idea: $v(2)$: $0 \leq 2 < 4$, use $3t$. $v(2) = 6$. $v(5)$: $4 \leq 5 < 7$, use 12 . $v(5) = 12$. $v(9)$: $7 < 9 \leq 10$, use $12 - 2(t - 7)$. $v(9) = 12 - 2(2) = 8$. Physical story: the object accelerates from rest to 12 m/s over four seconds, cruises at 12 m/s for three seconds, then decelerates back to 6 m/s by the end. The graph reflects that — ramp up, plateau, ramp down. That gives a quick check on the answer.

Answer graph



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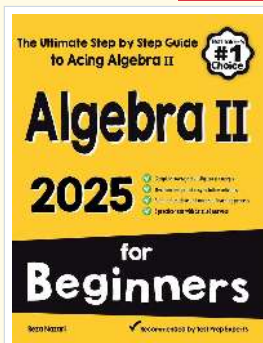
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