# **TEAS** Cheat Sheet

# **MATHEMATICS**

# Numbers & **Algebra**

$$\frac{a}{b} \times \frac{c}{d} = \frac{a \times c}{b \times d}$$

$$\frac{a}{b} \div \frac{c}{d} = \frac{a}{b} \times \frac{d}{c}$$

$$\frac{a}{c} + \frac{b}{c} = \frac{a+b}{c}$$

$$\frac{a}{c} - \frac{b}{c} = \frac{a-b}{c}$$

$$a\frac{b}{c} = \frac{a \times c + b}{c}$$

#### Slope line

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

#### **Linear Equation**

$$y = mx + b$$

#### Point-slope intercept

$$y - y_1 = m(x - x_1)$$

#### **Quadratic Equation**

$$ax^2 + bx + c = 0$$

#### **Quadratic Formula**

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

#### **Exponential Function**

$$y = a \times b^x$$

#### **Logarithmic Function**

$$y = \log_b(x)$$

#### **Factorization**

$$x^2 - a^2 = (x + a)(x - a)$$

## Measurement & Data

#### Circumference of a circle

$$C = 2\pi r$$

#### Area of a Trapezoid

$$A = \frac{1}{2}(b_1 + b_2)h$$

#### Volume of a Cone

$$V = \frac{1}{3}\pi r^2 h$$

#### **Standard Deviation**

$$\sigma = \sqrt{\frac{1}{N} \sum_{i=1}^{N} (x_i - \mu)^2}$$

### Area of a Square

$$A = s^2$$

#### Volume of a Rectangular Volume of a Cylinder **Prism**

$$V = l \times w \times h$$

#### pН

$$pH = -\log[H^+]$$

#### Area of a triangle

$$A = \frac{1}{2}b \times h$$

$$V = \pi r^2 h$$

#### **Coefficient of Variation**

$$CV = \left(\frac{s}{\bar{x}}\right) \times 100 \%$$

#### **Variance**

$$\sigma^2 = \frac{1}{N} \sum_{i=1}^{N} (x_i - \mu)^2$$

#### Language for interpreting graphs and charts:

- ► To go up: increase, rise, rocket, climb, lift, grow, go up, jump, surge.
- ► To go down: decline, fall, go down, slump, plummet.
- No change: remain stable/constant/steady at.
- Change of direction: evel out/off, stand at, stop falling/rising.
- Frequent change: fluctuate, fluctuation.

#### **Converting Decimals to Fractions**

- 1. Write down the decimal divided by 1.
- 2. Multiply both top and bottom by 10 for every number after the decimal point. (Eg. If there are two numbers after the decimal point, use 100, if there are three, use 1000, etc.).
- 3. Reduce the fraction.