

Synopsis – Grade 10 Math Term II

Chapter 4: Quadratic Equations

❖ General form of quadratic equations

The general form of quadratic equation in the variable 'x' is $ax^2 + bx + c = 0$, where a, b, c are real numbers and $a \neq 0$.

For example, $3x^2 + 6x + 2 = 0$, $x^2 - 2 = 0$

❖ Roots of quadratic equations

A real number 'k' is said to be the root of the quadratic equation, $ax^2 + bx + c = 0$, if $ak^2 + bk + c = 0$

For example, 3 and -10 are the roots of the quadratic equation, $x^2 + 7x - 30 = 0$, because $3^2 + 7 \times 3 - 30 = 9 + 21 - 30 = 30 - 30 = 0 = \text{R.H.S.}$

$(-10)^2 + 7 \times (-10) - 30 = 100 - 70 - 30 = 0 = \text{R.H.S.}$

Note: $x = \alpha$ (α may or may not be real) is a solution of the quadratic equation, $ax^2 + bx + c = 0$, if it satisfies the quadratic equation.

❖ Solution of quadratic equation by factorization method

If we can factorise $ax^2 + bx + c = 0$, where $a \neq 0$, into a product of two linear factors, then the roots of this quadratic equation can be calculated by equating each factor to zero.

Example: Find the roots of the equation, $2x^2 - 7\sqrt{3}x + 15 = 0$, by factorisation.

Solution:

$$2x^2 - 7\sqrt{3}x + 15 = 0$$

$$\Rightarrow 2x^2 - 2\sqrt{3}x - 5\sqrt{3}x + 15 = 0$$

$$\Rightarrow 2x(x - \sqrt{3}) - 5\sqrt{3}(x - \sqrt{3}) = 0$$

$$\Rightarrow (x - \sqrt{3})(2x - 5\sqrt{3}) = 0$$

$$(x - \sqrt{3}) = 0 \text{ or } (2x - 5\sqrt{3}) = 0$$

$$\Rightarrow x = \sqrt{3} \text{ or } x = \frac{5\sqrt{3}}{2}$$

Therefore, $\sqrt{3}$ and $\frac{5\sqrt{3}}{2}$ are the roots of the given quadratic equation.

❖ Solution of quadratic equation by completing the square

A quadratic equation can also be solved by the method of completing the square.

Example: Find the roots of the quadratic equation, $5x^2 + 7x - 6 = 0$, by the method of completing the square.

Solution:

$$5x^2 + 7x - 6 = 0$$

$$\Rightarrow 5 \left[x^2 + \frac{7}{5}x - \frac{6}{5} \right] = 0$$

$$\Rightarrow x^2 + 2 \cdot x \cdot \frac{7}{10} + \left(\frac{7}{10} \right)^2 - \left(\frac{7}{10} \right)^2 - \frac{6}{5} = 0$$

$$\Rightarrow \left(x + \frac{7}{10} \right)^2 - \frac{49}{100} - \frac{6}{5} = 0$$

$$\Rightarrow \left(x + \frac{7}{10} \right)^2 = \frac{169}{100}$$

$$\Rightarrow \left(x + \frac{7}{10} \right) = \pm \sqrt{\frac{169}{100}} = \pm \frac{13}{10}$$

$$x + \frac{7}{10} = \frac{13}{10} \text{ or } x + \frac{7}{10} = \frac{-13}{10}$$

$$\Rightarrow x = \frac{13}{10} - \frac{7}{10} = \frac{3}{5} \text{ or } x = \frac{-13}{10} - \frac{7}{10} = -2$$

Therefore, -2 and $\frac{3}{5}$ are the roots of the given quadratic equation.

❖ Quadratic formula

The roots of the quadratic equation, $ax^2 + bx + c = 0$, are given by,

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}, \text{ where } b^2 - 4ac \geq 0$$

❖ Nature of roots of quadratic equations

For the quadratic equation, $ax^2 + bx + c = 0$, where $a \neq 0$, the discriminant 'D' is defined as

$$D = b^2 - 4ac$$

The quadratic equation, $ax^2 + bx + c = 0$, where $a \neq 0$, has

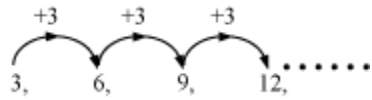
- (i) two distinct real roots, if $D = b^2 - 4ac > 0$
- (ii) two equal real roots, if $D = b^2 - 4ac = 0$
- (iii) no real roots, if $D = b^2 - 4ac < 0$

Chapter 5: Arithmetic Progressions

❖ Arithmetic progression (AP)

- An arithmetic progression is a list of numbers in which the difference between any two consecutive terms is equal.
- In an AP, each term, except the first term, is obtained by adding a fixed number called common difference to the preceding term.
- The common difference of an AP can be positive, negative or zero.

Example:


 is an AP whose first term and common difference are 3 and 3 respectively.

❖ **General form of AP**

- The general form of an AP can be written as $a, a + d, a + 2d, a + 3d \dots$, where a is the first term and d is the common difference.
- A given list of numbers i.e., $a_1, a_2, a_3 \dots$ forms an AP if $a_{k+1} - a_k$ is the same for all values of k .

❖ **n^{th} term of an AP**

The n^{th} term (a_n) of an AP with first term a and common difference d is given by

$$a_n = a + (n - 1)d$$

Here, a_n is called the general term of the AP.

❖ **Sum of first n terms of an AP**

The sum of the first n terms of an AP is given by

$$S = \frac{n}{2} [2a + (n - 1)d], \text{ where } a \text{ is the first term and } d \text{ is the common difference.}$$

If there are only n terms in an AP, then $S = \frac{n}{2} [a + d]$, where $d = a_n$ is the last term.

Chapter 7: Coordinate Geometry

❖ **Axes and coordinates**

- The distance of a point from the y -axis is called its x -coordinate or abscissa, and the distance of the point from the x -axis is called its y -coordinate or ordinate.
- If the abscissa of a point is x and the ordinate is y , then (x, y) are called the coordinates of the point.
- The coordinates of a point on the x -axis are of the form $(x, 0)$ and the coordinates of the point on the y -axis are of the form $(0, y)$.
- The coordinates of the origin are $(0, 0)$.
- The coordinates of a point are of the form $(+, +)$ in the first quadrant, $(-, +)$ in the second quadrant, $(-, -)$ in the third quadrant and $(+, -)$ in the fourth quadrant, where $+$ denotes a positive real number and $-$ denotes a negative real number.

❖ **Distance formula**

The distance between the points $P(x_1, y_1)$ and $Q(x_2, y_2)$ is given by

$$PQ = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}.$$

Cor: The distance of a point (x, y) from the origin $O(0, 0)$ is given by $OP = \sqrt{x^2 + y^2}$.

❖ **Section formula**



The co-ordinates of the point $P(x, y)$, which divides the line segment joining the points $A(x_1, y_1)$ and $B(x_2, y_2)$ internally in the ratio $m:n$, are given by:

$$P(x, y) = \left(\frac{mx_2 + nx_1}{m+n}, \frac{my_2 + ny_1}{m+n} \right)$$

Cor: The mid-point of the line segment joining the points $A(x_1, y_1)$ and $B(x_2, y_2)$ is

$$\left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right) \quad [\text{Note: Here, } m = n = 1]$$

❖ **Area of a triangle**

The area of a triangle whose vertices are (x_1, y_1) , (x_2, y_2) and (x_3, y_3) is given by the

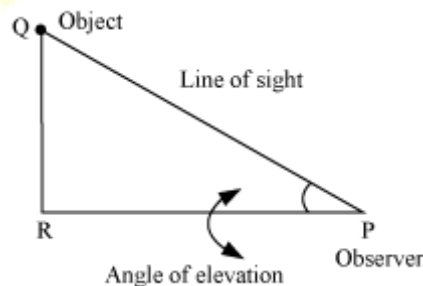
numerical value of the expression $\frac{1}{2} [x_1(y_2 - y_3) + x_2(y_3 - y_1) + x_3(y_1 - y_2)]$

Chapter 9: Some Applications of Trigonometry

❖ **Line of sight**

It is the line drawn from the eye of an observer to a point on the object viewed by the observer.

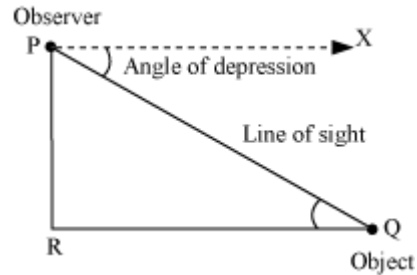
❖ **Angle of elevation**



Let P be the position of the eye of the observer. Let Q be the object above the horizontal line PR .

Angle of elevation of the object Q with respect to the observer P is the angle made by the line of sight PQ with the horizontal line PR . That is, $\angle QPR$ is the angle of elevation.

❖ **Angle of depression**



Let P be the position of the eye of the observer. Let Q be the object below the horizontal line PX.

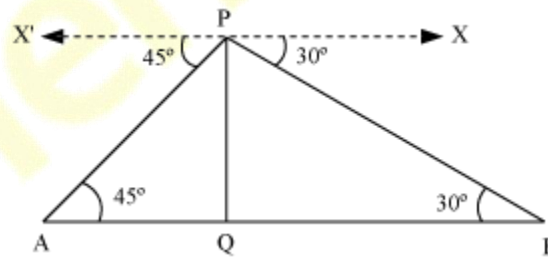
Angle of depression of the object Q with respect to the observer P is the angle made by the line of sight PQ with the horizontal line PX. That is, $\angle XPQ$ is the angle of depression. It can be seen that

$$\angle PQR = \angle XPQ \quad [\text{Alternate interior angles}]$$

- ❖ The height or length of an object or the distance between two distant objects can be calculated by using trigonometric ratios.

Example: Two wells are located on the opposite sides of a 18 m tall building. As observed from the top of the building, the angles of depression of the two wells are 30° and 45° . Find the distance between the wells. [Use $\sqrt{3} = 1.732$]

Solution: The given situation can be represented as



Here, PQ is the building. A and B are the positions of the two wells such that:

$$\angle XPB = 30^\circ, \angle X'PA = 45^\circ$$

$$\text{Now, } \angle PAQ = \angle X'PA = 45^\circ$$

$$\angle PBQ = \angle XPB = 30^\circ$$

In ΔPAQ , we have

$$\frac{PQ}{AQ} = \tan 45^\circ$$

$$\Rightarrow \frac{18}{AQ} = 1$$

$$\Rightarrow AQ = 18 \text{ m}$$

In $\triangle PBQ$, we have

$$\frac{PQ}{QB} = \tan 30^\circ$$

$$\Rightarrow \frac{18}{QB} = \frac{1}{\sqrt{3}}$$

$$\Rightarrow QB = 18\sqrt{3}$$

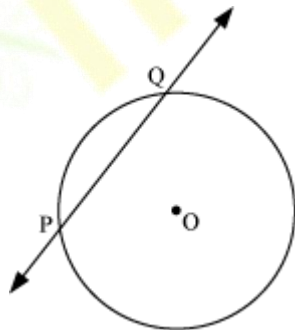
$$\begin{aligned} \therefore AB &= AQ + QB = (18 + 18\sqrt{3}) \text{ m} \\ &= 18(1 + \sqrt{3}) \text{ m} \\ &= 18(1 + 1.732) \text{ m} \\ &= 18 \times 2.732 \text{ m} \\ &= 49.176 \text{ m} \end{aligned}$$

Chapter 10: Circles

❖ Secant

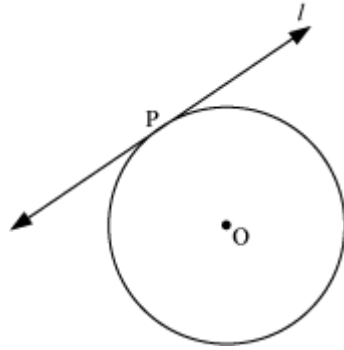
A line that intersects a circle in two points is called a secant of the circle.

Here, \overline{PQ} is a secant of the circle with centre O .



❖ Tangent

A tangent to a circle is a line that intersects the circle at exactly one point. The point is called the point of contact of the tangent.



Here, l is tangent to the circle with centre O and point P is the point of contact of the tangent l .

- Only one tangent can be drawn at a point on the circle.
- The tangent to a circle is a particular case of the secant, when the two end points of its corresponding chord coincide.
- ❖ The tangent at any point on a circle is perpendicular to the radius through the point of contact.
 - No tangent can be drawn to a circle passing through a point lying inside the circle.
 - One and only one tangent can be drawn to a circle passing through a point lying on the circle.
 - Exactly two tangents can be drawn to a circle through a point lying outside the circle.
- ❖ **Length of the tangent**
The length of the segment of the tangent from an external point P to the point of contact with the circle is called the length of the tangent from the point P to the circle.
- ❖ The lengths of tangents drawn from an external point to a circle are equal.

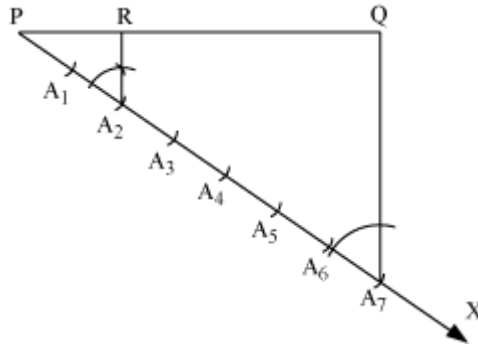
Chapter 11: Constructions

❖ Division of a line segment in a given ratio

Example: Draw $\overline{PQ} = 9$ cm and divide it in the ratio 2:5.

Steps of construction:

- (1) Draw $\overline{PQ} = 9$ cm
- (2) Draw a ray \overline{PX} , making an acute angle with PQ .
- (3) Mark 7 ($= 2 + 5$) points $A_1, A_2, A_3 \dots A_7$ along PX such that
 $PA_1 = A_1A_2 = A_2A_3 = A_3A_4 = A_4A_5 = A_5A_6 = A_6A_7$
- (4) Join QA_7
- (5) Through the point A_2 , draw a line parallel to QA_7 by making an angle equal to $\angle PQA_7$ at A_2 , intersecting PQ at point R .
 $\therefore PR:RQ = 2:5$



❖ **Construction of a triangle similar to a given triangle as per the given scale factor**

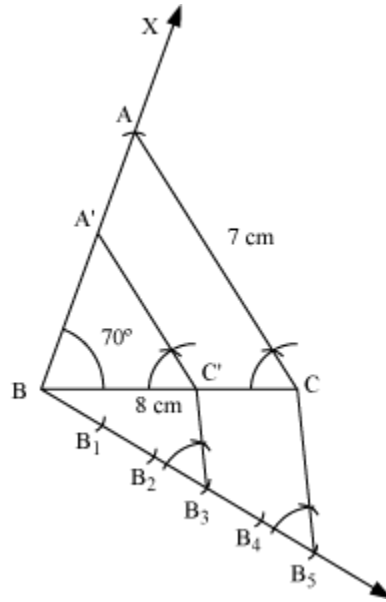
• **Case I: Scale factor less than 1**

Example: Draw a $\triangle ABC$ with sides $BC = 8$ cm, $AC = 7$ cm, and $\angle B = 70^\circ$. Then,

construct a similar triangle whose sides are $\left(\frac{3}{5}\right)^{th}$ of the corresponding sides of $\triangle ABC$.

Steps of construction:

- (1) Draw $BC = 8$ cm
- (2) At B, draw $\angle XBC = 70^\circ$
- (3) With C as centre and radius 7 cm, draw an arc intersecting BX at A.
- (4) Join AB, and $\triangle ABC$ is thus obtained.
- (5) Draw a ray \overline{BY} , making an acute angle with BC.
- (6) Mark 5 points, B_1, B_2, B_3, B_4, B_5 , along BY such that $BB_1 = B_1B_2 = B_2B_3 = B_3B_4 = B_4B_5$
- (7) Join CB_5
- (8) Through the point B_3 , draw a line parallel to B_5C by making an angle equal to $\angle BB_5C$, intersecting BC at C' .
- (9) Through the point C' , draw a line parallel to AC, intersecting BA at A' . Thus,



$\Delta A'BC'$ is the required triangle.

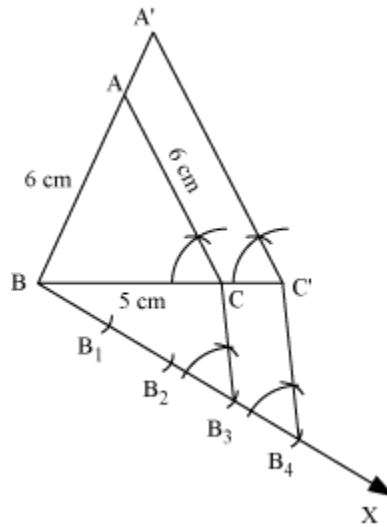
- **Case II: Scale factor greater than 1**

Example: Construct an isosceles triangle with base 5 cm and equal sides of 6 cm.

Then, construct another triangle whose sides are $\left(\frac{4}{3}\right)^{rd}$ of the corresponding sides of the first triangle.

Steps of construction:

- (1) Draw $BC = 5$ cm
- (2) With B as the centre and C as the radius 6 cm, draw arcs on the same side of BC, intersecting at A.
- (3) Join AB and AC to get the required ΔABC .
- (4) Draw a ray \overline{BX} , making an acute angle with BC on the side opposite to the vertex A.
- (5) Mark 4 points B_1, B_2, B_3, B_4 , along BX such that $BB_1 = B_1B_2 = B_2B_3 = B_3B_4$
- (6) Join B_3C . Draw a line through B_4 parallel to B_3C , making an angle equal to $\angle BB_3C$, intersecting the extended line segment BC at C' .
- (7) Through point C' , draw a line parallel to CA, intersecting extended BA at A' .



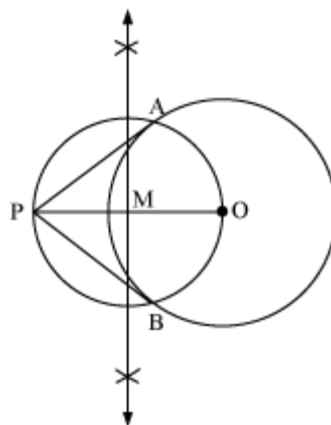
The resulting $\Delta A'BC'$ is the required triangle.

❖ Construction of tangents to a circle

Example: Draw a circle of radius 3 cm. From a point 5 cm away from its centre, construct a pair of tangents to the circle and measure their lengths.

Steps of construction:

- (1) First draw a circle with centre O and radius 3 cm. Take a point P such that $OP = 5$ cm, and then join OP.
- (2) Draw a perpendicular bisector of OP. Let M be the mid point of OP.
- (3) With M as the centre and OM as the radius, draw a circle. Let it intersect the previously drawn circle at A and B.
- (4) Join PA and PB. Therefore, PA and PB are the required tangents. It can be observed that $PA = PB = 4$ cm.



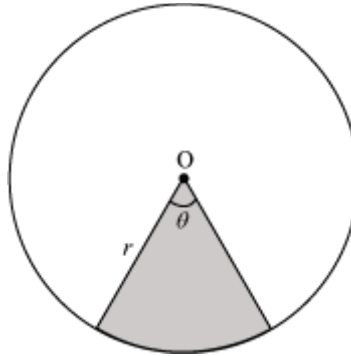
Chapter 12: Areas Related to Circles

- ❖ Area of a circle = πr^2

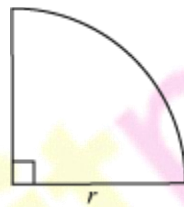
Circumference of a circle = $2\pi r$; where r is the radius of a circle.

❖ **Area of sector of a circle**

- Area of the sector of angle $\theta = \frac{\theta}{360^\circ} \times \pi r^2$, where r is the radius of the circle

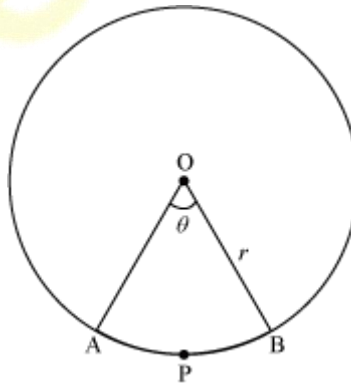


- Area of a quadrant of a circle with radius $r = \frac{\pi r^2}{4}$ [\because For quadrant $\theta = 90^\circ$]



❖ **Length of arc of a circle**

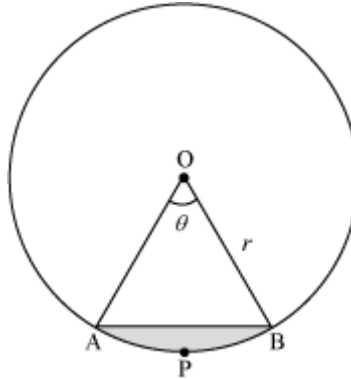
Length of the arc of a sector of angle $\theta = \frac{\theta}{360^\circ} \times 2\pi r$, where r is the radius of the circle



❖ **Area of segment of a circle**

Area of segment APB = Area of sector OAPB – Area of Δ OAB

$$= \frac{\theta}{360} \times \pi r^2 - \text{area of } \Delta\text{OAB}$$



Chapter 13: Surface Areas and Volumes

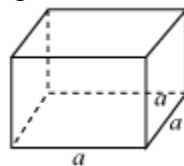
❖ Cuboid

- Surface area = $2(lb + bh + hl)$
- Volume = $l \times b \times h$, where l , b , h are respectively length, breadth and height of the cuboid



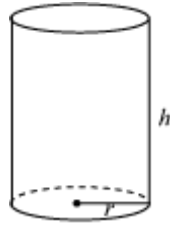
❖ Cube

- Surface area = $6a^2$
- Volume = a^3 , where a is the edge of the cube



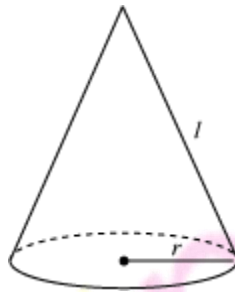
❖ Cylinder

- Curved surface area (CSA) = $2\pi rh$
- Total surface area (TSA) = $2\pi r^2 + 2\pi rh = 2\pi r(r + h)$
- Volume = $\pi r^2 h$, where r is the radius and h is the height of the cylinder



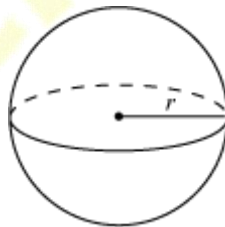
❖ **Cone**

- Curved surface area (CSA) = $\pi r l$
- Total surface area (TSA) = $\pi r^2 + \pi r l = \pi r (r + l)$
- Volume = $\frac{1}{3} \pi r^2 h$, where r is the radius and h is the height of the cone



❖ **Sphere**

- Surface area = $4\pi r^2$
- Volume = $\frac{4}{3} \pi r^3$, where r is the radius of the sphere



❖ **Hemisphere**

- Curved surface area (CSA) = $2\pi r^2$
- Total surface area (TSA) = $3\pi r^2$
- Volume = $\frac{2}{3} \pi r^3$, where r is the radius of the hemisphere



Note: Volume of the combination of solids is the sum of the volumes of the individual solids

❖ **Conversion of a solid from one shape into another**

When a solid is converted into another solid of a different shape, the volume of the solid does not change.

❖ **Frustum of a cone**

- Volume of the frustum of a cone = $\frac{1}{3} \pi (r_1^2 + r_2^2 + r_1 r_2) h$
- CSA of the frustum of a cone = $\pi (r_1 r_2) l$, where $l = \sqrt{h^2 + (r_1 - r_2)^2}$
- TSA of the frustum of a cone = $\pi (r_1 + r_2) l + \pi r_1^2 + \pi r_2^2$, where $l = \sqrt{h^2 + (r_1 - r_2)^2}$

Chapter 15: Probability

- ❖ The theoretical probability (also called classical probability) of an event E , denoted as $P(E)$ is given by

$P(E) = \frac{\text{Number of outcomes favourable to } E}{\text{Number of all possible outcomes of the experiment}}$
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❖ **Elementary events:**

- An event having only one outcome of the experiment is known as elementary event.
- The sum of the probabilities of all the elementary events of an experiment is 1.

Example: A dice is thrown once. What is the probability of getting 1 on the dice?

Solution:

When a dice is thrown once, the possible outcomes are 1, 2, 3, 4, 5, 6.

Let A be the event of getting 1 on the dice.

$$\therefore P(A) = \frac{\text{Number of outcomes favourable to } A}{\text{Number of all possible outcomes}} = \frac{1}{6}$$

❖ **Complementary events**

For an event E of an experiment, the event \bar{E} represents 'not E ', which is called the complement of the event E . We say, E and \bar{E} are **complementary** events.

$$P(E) + P(\bar{E}) = 1$$

$$\Rightarrow P(\bar{E}) = 1 - P(E)$$

- ❖ The probability of an impossible event of an experiment is 0.
- ❖ The probability of a sure (or certain) event of an experiment is 1.

$$\therefore 0 \leq P(E) \leq 1$$