SOLUTIONS TO EXERCISES: NUMBERS HAVE LOTS OF DIFFERENT NAMES!

IN-SECTION EXERCISES:

1. STEP 1: $\underbrace{0}_{0 \text{ pets}}^{0 \text{ pets}} + 2 = 2$; write down the number (2), and circle it. Since you own fewer than 2 pets, go to STEP 2.

STEP 2: $2 - \underbrace{0}_{0} = 2;$ $2 \cdot (2) = [4];$ write down the number [4], and put a box around it. Go to STEP 4.

STEP 4: $\begin{array}{c} 0 \text{ pets} & 0 \text{ pets} \\ 0 & 0 \end{array} = 0 ; \quad 0 + \boxed{4} = 4 \end{array}$

7 pets

2. STEP 1: 7 + 2 = 9; write down the number (9), and circle it. Since you own more than 2 pets, go to STEP 3.

STEP 3: 7 - 2 = 5; opposite is -5; $(-5) \cdot 9 = -45$. Write down the number -45 and put a box around it.

STEP 4: 7 pets 7 pets7 ets 7 ets 7

3. $2 \cdot 8 + 5 \cdot 4$: give 2 pieces of candy to each of 8 kids, and 5 pieces of candy to each of 4 kids; OR

give 2 pieces to each of 8 kids, and 4 pieces to each of 5 kids; OR

give 8 pieces to each of 2 kids, and 5 pieces to each of 4 kids.

 $5\cdot 7+1\colon$ give 5 pieces of candy to each of 7 kids, with 1 piece left over.

4.

name for 60information revealed by name $6 \cdot 10$ give 6 pieces of candy to each of 10 kids; or give 10 pieces of candy
to each of 6 kids $3 \cdot 20$ or $20 \cdot 3$ 60 pieces of candy can be evenly distributed among 3 kids, by giving
20 pieces to each $7 \cdot 8 + 4$ or $8 \cdot 7 + 4$ give 7 pieces of candy to each of 8 kids, with 4 pieces left over $16 \cdot 3 + 2 \cdot 6$ give 16 pieces to each of 3 kids, and 2 pieces to each of 6 kids; OR
give 3 pieces to each of 3 kids, and 6 pieces to each of 2 kids; OR
give 16 pieces to each of 3 kids, and 6 pieces to each of 2 kids; OR
give 3 pieces to each of 16 kids, and 2 pieces to each of 6 kids.

 $\frac{1}{3}(180)$ give one-third of a piece to each of 180 kids

5. The universal set for x is \mathbb{R} because the theorem says 'For all real numbers $x \dots$ '.

6. You can add zero to any real number, and this doesn't change the identity of the number. Adding zero gives a new *name* for a number, but doesn't change where it *lives* on a real number line. Consequently, the number 0 is often given the fancy name 'additive identity'.

7. The universal set for x is \mathbb{R} because the theorem says 'For all real numbers $x \dots$ '.

8. You can multiply any real number by 1, and this doesn't change the identity of the number. Multiplying by 1 gives a new *name* for a number, but doesn't change where it *lives* on a real number line. Consequently, the number 1 is often given the fancy name 'multiplicative identity'.

9. (a) 0 = 5 + (-5) = (-5) + 5 = 5 - 5(b) $0 = \frac{1}{2} + (-\frac{1}{2}) = (-\frac{1}{2}) + \frac{1}{2} = \frac{1}{2} - \frac{1}{2}$ (c) 0 = 3.2 + (-3.2) = (-3.2) + 3.2 = 3.2 - 3.2(d) 0 = (-7) + 7 = 7 + (-7)10. (a) $1 = \frac{5}{5} = 5 \cdot \frac{1}{5} = \frac{1}{5} \cdot 5$ (b) $1 = \frac{1/2}{1/2} = \frac{1}{2} \cdot 2 = 2 \cdot \frac{1}{2}$ (c) $1 = \frac{3.2}{3.2} = 3.2 \cdot \frac{1}{3.2} = \frac{1}{3.2} \cdot 3.2$ (d) $1 = \frac{-7}{7} = -7$ 1 = -1 (7) When a potential p

(d) $1 = \frac{-7}{-7} = -7 \cdot \frac{1}{-7} = \frac{1}{-7} \cdot (-7)$ When a negative number comes after a centered dot, it is customary to put the negative number insides parentheses, because $\frac{1}{-7} \cdot -7$ can look somewhat confusing.

11. (a) true

(b) Since 2+3=5+1 is false, the entire sentence 2+3=1+5=6 is false. Students sometimes 'string' things together with equal signs as they work through a calculation, using '=' to mean something like 'I'm going on to the next step'. DON'T DO THIS! BE CAREFUL!

- (c) true: 1 + 2 + 3 = 1 + 5 is true, and 1 + 5 = 6 is true.
- (d) true for all nonzero real numbers t; not defined if t = 0
- (e) true

(f) 1 + (2+3) + 4 = 5 is false; 5 = 1 + 5 is false; 1 + 5 = 6 + 4 is false; 6 + 4 = 10 is true. The entire sentence is FALSE because there is at least one 'piece' that is false. (Indeed, in this case, three of the four subsentences are false!)

12. a = b = c = d is shorthand for: a = b and b = c and c = d

END-OF-SECTION EXERCISES:

- 13. EXP (simplest name: 36)
- 14. SEN, true
- 15. SEN, false (Don't use '=' to mean that you're going on to the next step!)
- 16. SEN, always true
- 17. SEN, true