

Handout

Module 2

CHAPTER 12. ALGEBRAIC EXPRESSIONS

1. FINDING THE VALUE OF AN ALGEBRAIC EXPRESSION:

We know that the value of an algebraic expression depends on the values of the variables forming the expression. There are a number of situations in which we need to find the value of an expression, such as when we wish to check whether a particular value of a variable satisfies a given equation or not.

We find values of expressions, also, when we use formulas from geometry and from everyday mathematics. For example, the area of a square is l^2 , where l is the length of a side of the square. If $l = 5$ cm., the area is 5^2 cm² or 25 cm²; if the side is 10 cm, the area is 10^2 cm² or 100 cm² and so on. We shall see more such examples in the next section.

As for an example:

Find the value of the following expressions for $a = 3$, $b = 2$.

(i) $a + b$

(ii) $7a - 4b$

(iii) $a^2 + 2ab + b^2$

(iv) $a^3 - b^3$

Solution: Substituting $a = 3$ and $b = 2$ in

(i) $a + b$, we get

$$a + b = 3 + 2 = 5$$

(ii) $7a - 4b$, we get

$$7a - 4b = 7 \times 3 - 4 \times 2 = 21 - 8 = 13.$$

(iii) $a^2 + 2ab + b^2$, we get

$$\begin{aligned} a^2 + 2ab + b^2 &= 3^2 + 2 \times 3 \times 2 + 2^2 = 9 + 2 \times 6 + 4 \\ &= 9 + 12 + 4 = 25 \end{aligned}$$

(iv) $a^3 - b^3$, we get

$$\begin{aligned} a^3 - b^3 &= 3^3 - 2^3 = 3 \times 3 \times 3 - 2 \times 2 \times 2 = 9 \times 3 - 4 \times 2 \\ &= 27 - 8 = 19 \end{aligned}$$

2. USING ALGEBRAIC EXPRESSIONS – FORMULAE AND RULES:

We have seen earlier also that formulas and rules in mathematics can be written in a concise and general form using algebraic expressions. We see below several examples.

- **Perimeter formulas**

1. The perimeter of an equilateral triangle = $3 \times$ the length of its side. If we denote the length of the side of the equilateral triangle by l , then **the perimeter of the equilateral triangle = $3l$**
2. Similarly, **the perimeter of a square = $4l$**
where l = the length of the side of the square.
3. **Perimeter of a regular pentagon = $5l$**
where l = the length of the side of the pentagon and so on.

- **Area formulas**

1. If we denote the length of a square by l , then the area of the square = l^2
2. If we denote the length of a rectangle by l and its breadth by b , then the area of the rectangle = $l \times b = lb$.
3. Similarly, if b stands for the base and h for the height of a triangle, then the area of the

triangle = $b \times h/2$

Once a formula, that is, the algebraic expression for a given quantity is known, the value of the quantity can be computed as required.

For example, for a square of length 3 cm, the perimeter is obtained by putting the value $l = 3$ cm in the expression of the perimeter of a square, i.e., $4l$. The perimeter of the given square = (4×3) cm = 12 cm.

Similarly, the area of the square is obtained by putting in the value of $l (= 3$ cm) in the expression for the area of a square, that is, l^2 ; Area of the given square = $(3)^2$ cm² = 9 cm².

- **Rules for number patterns**

Study the following statements:

1. If a natural number is denoted by n , its successor is $(n + 1)$. We can check this for any natural number. For example, if $n = 10$, its successor is $n + 1 = 11$, which is known.
2. If a natural number is denoted by n , $2n$ is an even number and $(2n + 1)$ an odd number. Let us check it for any number, say, 15; $2n = 2 \times n = 2 \times 15 = 30$ is indeed an even number and $2n + 1 = 2 \times 15 + 1 = 30 + 1 = 31$ is indeed an odd number.

- **Pattern in geometry**

What is the number of diagonals we can draw from one vertex of a quadrilateral?

Check it, it is one.

From one vertex of a pentagon? Check it, it is 2.

From one vertex of a hexagon? It is 3.

The number of diagonals we can draw from one vertex of a polygon of n sides is $(n - 3)$. Check it for a heptagon (7 sides) and octagon (8 sides) by drawing figures. What is the number for a triangle (3 sides)? Observe that the diagonals drawn from any one vertex divide the polygon in as many non-overlapping triangles as the number of diagonals that can be drawn from the vertex plus one.

