

Vocabulary: Function Machines 3



Vocabulary

- **Function** – a rule that describes how to get an output value from an input value.
 - Functions can be used to create function tables (also called *input-output tables*).
 - An example of a function is $Output = Input \times 3$.
 - The function table below shows five different input-output pairs for this function.

Input	Output
1	3
2	6
3	9
4	12
10	30

- An additional input-output pair for this function would be (5, 15) because when you use 5 as the input, the function gives you 15 as the output.
 - $Output = Input \times 3$
 - $Output = 5 \times 3$
 - $Output = 15$
- **Input** – a number that goes into a function.
 - A function turns each input into a single output.
- **Inverse operation** – an operation that is the opposite of another operation.
 - An inverse operation “undoes” the other operation.
 - Addition and subtraction are inverses of each other, and multiplication and division are inverses of each other.
 - For example, if you start with 8, then subtract 3, and then add 3, you end up with 8.
 - For example, if you start with 10, then multiply by 4, and then divide by 4, you end up with 10.
- **Output** – a number that comes out of a function.
 - The output depends on the input and the function rule.