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* × 3.
		- The function table below shows five different input-output pairs for this function.



* + - 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* × 3
			* *Output* = 5 × 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.