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.

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* × 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.