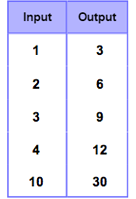
Vocabulary: Function Machines 3

dictionary2

**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.