Solving Equations with Logs and Exponents

Names _____

Solve each of the following, taking turns on the problems. Show work. Round your answers to 3 decimal places, when necessary. Use the following guidelines to help you:

- If the equation is in log form, try changing it to exponential form.
- If the equation is in exponential form, try rewriting in log form. Remember to get the "b" term by itself first.
- Don't forget to expand or condense when appropriate, using these properties:

$$\circ$$
 \log (ab) = \log a + \log b

$$\circ$$
 $\log (a/b) = \log a - \log b$

$$\circ \log a^b = b \log a$$

$$\circ \quad \log_b a = \frac{\log a}{\log b}$$

Calculator OK

1)
$$18^{3x-5} = 56$$
 $109_{18}56 = 3x-5$
 $\frac{10956}{10918} = 3x-5$
 $\boxed{x \approx 2.131}$

2)
$$\ln x = 4$$
 $e^{4} = x$
 $x \approx 54.598$

3)
$$4 - 2e^{x} = -23$$

 $-2e^{x} = -27$
 $e^{x} = 13.5$
 $1913.5 = x$
 $x \approx 2.603$

4)
$$2\log 2x = 9$$

 $\log 2x = 4.5$
 $10^{4.5} = 2x$
 $x = \frac{10^{4.5}}{2}$
 $x = 15,811.388$

5)
$$7\ln(2x) - 5 = 16$$

 $7\ln(2x) = 21$
 $\ln(2x) = 3$
 $e^3 = 2x$
 $x = \frac{e^3}{2}$
 $x = \frac{e^3}{2}$

6)
$$\frac{1}{2}(8)^{2x} + \frac{2}{2} = \frac{9}{2}$$
2. $\frac{1}{2}(8)^{2x} = 7 \cdot 2$

$$(8)^{2x} = 14$$

$$\log_8 14 = 2x$$

$$\log_1 4 = 2x$$

$$\log_8 4 = 2x$$

$$\cos_1 4 = 2x$$

$$\cos_8 635$$

No Calculator!
$$7) \log_x 18 = 2$$

$$\chi^2 = 18$$

$$X = 3\sqrt{2}$$

(log bases only positive)

8)
$$lne^{-5} = x$$

$$e^{x}=e^{-5}$$

9)
$$\log 6 + 2\log x = \log 216$$

10)
$$2\log 3 + 4\log x = \log 144$$

$$1099 + 109 \times = 109 \times$$

$$x^{4} = 110$$

$$[X=2]$$
 (-2 extraneous)

A	nsw	er !	Sh	eet

Names

Directions: Answer each question, and follow the directions to create your picture. Turn in the picture for a classwork grade.

- 1. If x<1, draw 1 tree. If x>1, draw 2 trees.
- 2. Look at the tens digit of your answer. Draw that number of apples in a tree.
- 3. If x<1, draw the sun. If x>1, draw the moon.
- 4. If x starts with a 1, draw a star. If x doesn't start with 1, draw a rainbow.
- 5. If x<12, draw a bird. If x>12, draw a dog.
- 6. If x<1, draw a tire swing. If x>1, draw a rope swing.
- 7. If x is a whole number, draw a giraffe. If x is a radical, draw a hippo.
- 8. If x is positive, draw a hat on the animal you drew in #7. If x is negative, draw boots.

