













y = asinx a = Vertical Stretch Factor → Amplitude If a<0 then there is an x-axis reflection. Upside down









y = sinbxPeriod =  $\frac{2\pi}{b}$ 



## y = asinbx

a = Amplitude a<0 is an x-axis reflection (upside down)

$$\longrightarrow$$
 Period =  $\frac{2\pi}{b}$