Chapter 30: Review of Slavences & Series

Monday, March 04, 2013 11:11 AM

sequence: an ordered list of numbers

-> often with a definite pattern

examples: from handout

a) pettern: add 3

b) pattern: multiply by 4
c) pattern: square the index (number of the term)
d) pattern: multiply by 2

geometric sequence in which the next term is found by multiplying the previous term by a Constant

series - sum of a sequence