

Descartes' Rule of Signs Worksheet - Answer Key

All 18 problems checked for sign changes, positive/negative possibilities, and root profiles.

Level 1

#	V+ / Positive	V- / Negative	Nonreal / profiles
1	4 -> 4, 2, 0	0 -> 0	Use degree to finish nonreal count if asked.
2	2 -> 2, 0	3 -> 3, 1	Use degree to finish nonreal count if asked.
3	3 -> 3, 1	2 -> 2, 0	Use degree to finish nonreal count if asked.
4	2 -> 2, 0	2 -> 2, 0	Use degree to finish nonreal count if asked.
5	2 -> 2, 0	2 -> 2, 0	Use degree to finish nonreal count if asked.
6	0 -> 0	4 -> 4, 2, 0	Use degree to finish nonreal count if asked.

Level 2

#	V+ / Positive	V- / Negative	Nonreal / profiles
7	3 -> 3, 1	2 -> 2, 0	Possible nonreal: 0, 2, 4
8	4 -> 4, 2, 0	1 -> 1	Possible nonreal: 0, 2, 4
9	2 -> 2, 0	2 -> 2, 0	Possible nonreal: 0, 2, 4
10	3 -> 3, 1	1 -> 1	Possible nonreal: 0, 2
11	6 -> 6, 4, 2, 0	0 -> 0	Possible nonreal: 0, 2, 4, 6
12	2 -> 2, 0	3 -> 3, 1	Possible nonreal: 0, 2, 4

Level 3

#	V+ / Positive	V- / Negative	Nonreal / profiles
13	4 -> 4, 2, 0	0 -> 0	(positive 4, negative 0, nonreal 0); (positive 2, negative 0, nonreal 2); (positive 0, negative 0, nonreal 4)
14	3 -> 3, 1	2 -> 2, 0	(positive 3, negative 2, nonreal 0); (positive 3, negative 0, nonreal 2); (positive 1, negative 2, nonreal 2); (positive 1, negative 0, nonreal 4)
15	4 -> 4, 2, 0	2 -> 2, 0	(positive 4, negative 2, nonreal 0); (positive 4, negative 0, nonreal 2); (positive 2, negative 2, nonreal 2); (positive 2, negative 0, nonreal 4); (positive 0, negative 2, nonreal 4); (positive 0, negative 0, nonreal 6)
16	4 -> 4, 2, 0	1 -> 1	(positive 4, negative 1, nonreal 0); (positive 2, negative 1, nonreal 2); (positive 0, negative 1, nonreal 4)
17	5 -> 5, 3, 1	2 -> 2, 0	(positive 5, negative 2, nonreal 0); (positive 5, negative 0, nonreal 2); (positive 3, negative 2, nonreal 2); (positive 3, negative 0, nonreal 4); (positive 1, negative 2, nonreal 4); (positive 1, negative 0, nonreal 6)
18	4 -> 4, 2, 0	1 -> 1	Factor x^2 first. (positive 4, negative 1, nonreal 0, zero 2); (positive 2, negative 1, nonreal 2, zero 2); (positive 0, negative 1, nonreal 4, zero 2)