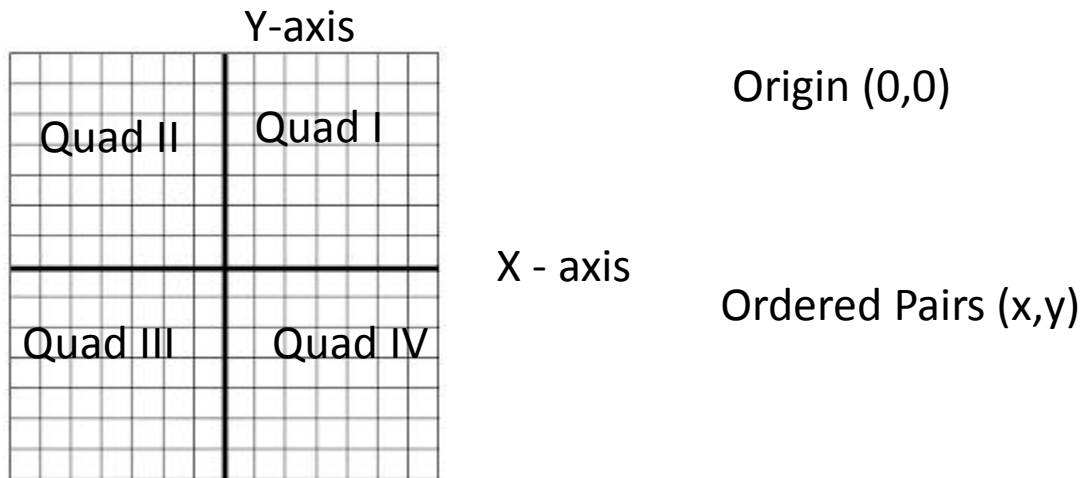


# Chapter 3

## Graphing Linear Equations and Functions

# 3.1 Plot Points in a Coordinate Plane

- Coordinate Plane



- Domain:  $x$  – values, inputs
- Range:  $y$  – values, outputs

## 3.2 Graph Linear Equations

- Linear Equation:  $Ax + By = C$
- Solutions:  $(x,y)$  that make equation true
  - Plug in  $x$  and  $y$  to see
- Solutions lie in a straight line: Graph
- To graph the solutions (line) make  $x$  |  $y$  chart
- Pick 3 values for  $x$  and plug them in 3 times

- Solve equation for  $y$  (get  $y$  by itself)

- Makes plug in easier

- Ex.)  $10x - 2y = 6$

- $\frac{-10x}{-2} \quad \frac{-10x}{-2}$

- $\frac{-2y}{-2} = \frac{6}{-2} - \frac{10x}{-2}$

- $-2 \quad -2 \quad -2$

- $y = -3 + 5x$

# Special Lines

- 1. Horizontal Line

- $y = b$                        $y = 6$

- No x term
- Crosses y axis

- 2. Vertical Line

$$x = a$$

$$x = 5$$

- No  $y$  term
- Crosses  $x$  axis

# Special Domains and Ranges

- Rules for making  $x$  |  $y$  chart
- Can only choose certain values
- $x \geq 5$  means the  $x$  values start at 5 and get bigger
- for the  $x$ 's
- $x \leq 0$  means the  $x$  values start at 0 and get smaller
- $3 \leq x \leq 7$  means the  $x$  values start at 3 and only go to 7

## 3.3 Graph Using Intercepts

- Easier way to Graph.
- Use the two key points
  1. x-intercept, where line crosses x- axis,  $y = 0$
  2. y-intercept, where line crosses y-axis,  $x=0$
- 2 points determine a line



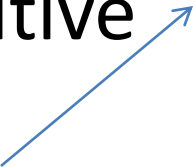
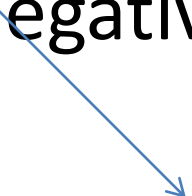


- To find intercepts:
  - 1. let  $x = 0$ , solve for  $y$
  - 2. let  $y = 0$ , solve for  $x$
  
  - Ex.)  $y = 2x - 5$
  - 1.  $x=0$ ,  $y = 2(0) - 5$      $y = -5$
  
  - 2.  $y=0$      $0 = 2x - 5$
  - $\frac{+5}{2} = \frac{+5}{2}$
  - $\frac{5}{2} = \frac{2x}{2}$
  - $2\frac{1}{2} = x$

# 3.4 Find Slope and Rate of Change

- **Slope:** the tilt of the line, slant between 2 points

- $(x_1, y_1), (x_2, y_2)$

- $$m = \frac{\text{rise}}{\text{run}} = \frac{\text{change in } y}{\text{change in } x} = \frac{y_2 - y_1}{x_2 - x_1}$$

- Positive 
- Negative 
- Zero (horizontal) 
- No (Vertical) 

# Rate of Change

- Find Slope of 2 points in chart:  $\frac{\$12}{2 h}$
- Divide ratio to find rate \$6 / hr
- Find missing x value or y value given slope
  - Ex: (1,2) (3,y) if  $m = \frac{2}{3}$

# 3.5 Graph Using Slope-Intercept Form

- Standard Form:  $ax + by = c$
- **Slope-Intercept Form:  $y = mx + b$** 
  - $m$  is the slope
  - $b$  is the  $y$ -intercept  $(0, b)$
- **Must be in slope-intercept form to pick out the slope and intercept**

# To Graph

- Using Slope and Intercept
- 1. Put in slope-intercept form:  
–  $y = mx + b$  (Solve for  $y$ )
- 2.  $m =$                        $b =$
- 3. Start at  $b$ , on  $y$ -axis
- 4. move  $m$  from  $b$ ,  $\frac{\text{rise}}{\text{run}}$

# Parallel Lines

- Lines are **parallel** if the slopes are the same

$$- y = 3x + 6$$

$$- y = 3x - 2$$

## 3.6 Direct Variation

- Another kind of linear equation
- Comes in form  **$y = mx$**
- Reads:  $y$  varies directly with  $x$
- The constant of variation:  $m$
- To graph: line that always goes through origin

# 3.7 Linear Functions

- Linear Function: replaces  $y$  with  $f(x)$ 
  - $f(x) = mx + b$
  - $m$  is slope
  - $b$  is  $y$ -intercept



– *Example:*  $f(x) = 2x + 1$

–  $f(3)$

– plug in 3 for x       $f(3) = 2(3) + 1$        $f(3) = 7$

–  $f(x) = 3$

– plug in 3 for y       $2x + 1 = 3$        $x = 1$

- To Graph: use slope(m) and y-int. (b)
- Remember: 1<sup>st</sup> point b (y-intercept)
- then slope (m)  $\frac{\textit{rise}}{\textit{run}}$
- The parent function:  $f(x) = x$