

ACTIVITY 7.1

Using Technology

Graphing Calculator Activity for use with Lesson 7.1

Solving Linear Systems by Graphing

EXAMPLE

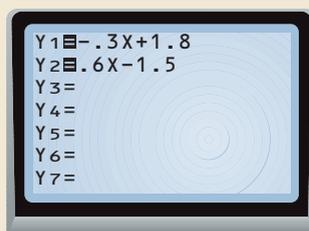
Solve the linear system by graphing.

$$y = -0.3x + 1.8 \quad \text{Equation 1}$$

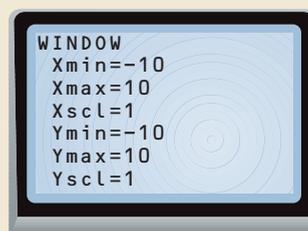
$$y = 0.6x - 1.5 \quad \text{Equation 2}$$

SOLUTION

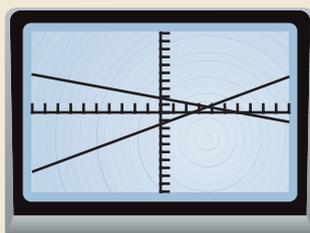
- 1 Enter the equations.



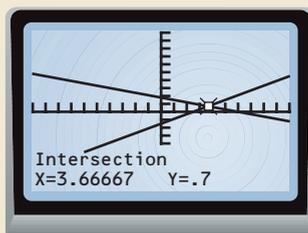
- 2 Set an appropriate viewing window to graph both equations.



- 3 Graph both equations. You can use the direction keys to move the cursor to the approximate intersection point.



- 4 Use the *Intersection* feature to estimate a point where the graphs intersect. Follow your calculator's procedure to display the coordinate values.



▶ The solution of the system of linear equations is approximately (3.7, 0.7).

EXERCISES

In Exercises 1–4, solve the linear system. Check the result in each of the original equations.

1. $y = x + 6$
 $y = -x - 1$

2. $3x + y = -2$
 $x - y = -8$

3. $-0.25x - y = 2.25$
 $-1.25x + 1.25y = -1.25$

4. $-0.8x + 0.6y = -12.0$
 $1.25x - 1.50y = 12.75$

5. Graph the linear system at the right. $3x + 9y = 8$
 $2x + 6y = 7$

Describe the lines, and explain why the linear system has no solution.

STUDENT HELP



See keystrokes for several models of calculators at www.mcdougallittell.com