GRAPHING LINEAR EQUATIONS IN TWO VARIABLES

The graphs of linear equations in two variables are straight lines. Linear equations may be written in several forms:

<u>Slope-Intercept Form</u>: y = mx+ b

In an equation of the form y = mx + b, such as y = -2x - 3, the slope is **m** and the y-intercept is the point **(0, b)**. To graph equations of this form, construct a table of values (**Method 1**) or use the slope and y-intercept (**Method 3**) (see Examples 1 and 6).

<u>General Form</u>: ax + by = c

To graph equations of this form, such as 3x - 2y = -6, find the **x**- and **y-intercepts** (**Method 2**), or solve the equation for y to write it in the form y = mx + b and construct a table of values (see Example 2).

Horizontal Lines: y = b

The graph of y = b is a horizontal line passing through the point (0, b) on the y-axis. To graph an equation of this form, such as y = 4, plot the point (0, b) on the y-axis and draw a horizontal line through it (see Example 4). If the equation is not in the form y = b, solve the equation for y.

Vertical Lines: x = a

The graph of $\mathbf{x} = \mathbf{a}$ is a vertical line passing through the point (**a**, **0**) on the **x-axis**. To graph a vertical line, such as 4x + 12 = 0, solve the equation for x to write it in the form $\mathbf{x} = \mathbf{a}$, plot the point (**a**, **0**) on the x-axis, and draw a vertical line through it (see Example 5).

METHOD 1: CONSTRUCT A TABLE OF VALUES

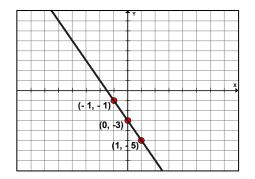
To graph equations of the form y = mx and y = mx + b,

- 1) **Choose** three values for **x**. Substitute these values in the equation and solve to find the corresponding y-coordinates.
- 2) Plot the ordered pairs found in step 1.
- 3) Draw a straight line through the plotted points. If the points do not line up, a mistake has been made.

Example 1: Graph y = -2x - 3

To graph the equation, choose three values for x and list them in a table. (<u>Hint</u>: choose values that are easy to calculate, like -1, 0, and 1.) Substitute each value in the equation and simplify to find the corresponding y-coordinate. Plot the ordered pairs and draw a straight line through the points.

x	y = -2x - 3	(x, y)
-1	y = -2(-1) - 3 = 2 - 3 = -1	(-1, -1)
0	y = -2(0) - 3 = -3	(0, –3)
1	y = -2(1) - 3 = -2 - 3 = -5	(1, -5)



Example 2: Graph 3x – 2y = –6

The equation 3x - 2y = -6 is written in the general form. To graph this equation with a table of values, first solve the equation for y to write it in the form **y** = **mx** + **b**, as shown:

$$3x - 2y = -6$$

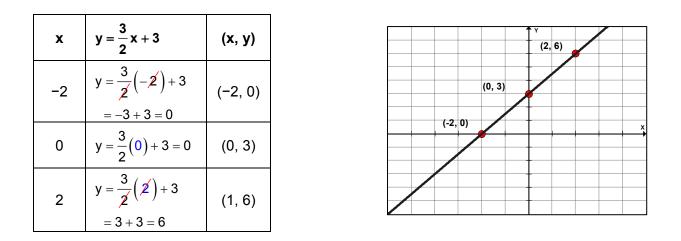
$$3x - 2y - 3x = -3x - 6$$

$$-2y = -3x - 6$$

$$\frac{-2y}{-2} = \frac{-3x}{-2} - \frac{6}{-2}$$

$$y = \frac{3}{2}x + 3$$

Next, choose three values for x and calculate the corresponding y-coordinates. (<u>Hint</u>: to cancel fractions, choose multiples of the denominator.) Plot the points in the table and draw a line through them.



METHOD 2: FIND THE X- AND Y-INTERCEPTS

In Example 2, the line crosses the x-axis at (-2, 0) and y-axis at (0, 3). The **point** where the line crosses the **x-axis** is called the **x-intercept**. At this point, the y-coordinate is **0**. The **point** were the line crosses the **y-axis** is called the **y-intercept**. At this point, the x-coordinate is **0**.

When an equation is written in the general form, such as -2x + 4y = 8, it is easier to graph the equation by finding the intercepts.

- 1) To find the **x-intercept**, let **y** = **0** then substitute 0 for y in the equation and solve for x.
- 2) To find the **y-intercept**, let x = 0 then substitute 0 for x in the equation and solve for y.
- 3) Plot the intercepts, label each point, and draw a straight line through these points.

Example 3: Graph -2x + 4y = 8

1) To graph the equation, find the x- and y-intercepts.

To find the **x-intercept**, let y = 0 and solve the equation for x.

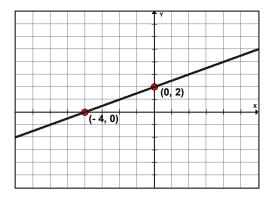
To find the **y-intercept**, let **x** = **0** and solve the equation for y.

$$y = 0, -2x + 4y = 8$$
 $x = 0, -2x + 4y = 8$ $-2x + 4(0) = 8$ $-2(0) + 4y = 8$ $-2x = 8$ $4y = 8$ $x = -4$ $y = 2$

The x-intercept is (-4, 0).

The y-intercept is (0, 2).

2) Next plot each intercept, label the points, and draw a line through them.

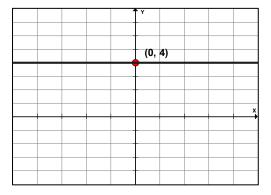


Graphing Horizontal and Vertical Lines

The graph of y = b is a **horizontal line** passing through the point (0, b), the **y-intercept**. The graph of x = a is a **vertical line** passing through the point (a, 0), the **x-intercept**.

Example 4: Graph y = 4

To graph the equation, plot the intercept on the y-axis, label the point, and draw a horizontal line through the point.



Example 5: Graph 4x + 12 = 0

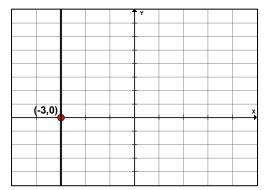
First, solve the equation for x to write it in the form x = a.

$$4x + 12 = 0$$

-12 -12
$$4x = -12$$

$$x = -3$$

The **x-intercept** is (-3, 0). Plot this point on the x-axis, label the point, and draw a vertical line through the point.



METHOD 3: USE THE SLOPE AND Y-INTERCEPT

To graph an equation using the slope and y-intercept,

- 1) Write the equation in the form y = mx + b to find the slope m and the y-intercept (0, b).
- 2) Next, plot the y-intercept.
- 3) From the y-intercept, move up or down and left or right, depending on whether the slope is positive or negative. Draw a point, and from there, move up or down and left or right again to find a third point.
- 4) Draw a straight line through all three points.

Example 6: Graph 2x + 5y = 10.

To graph the equation using the slope and y-intercept, write the equation in the form y = mx + b to find the slope m and the y-intercept (0, b).

$$2x + 5y = 10$$

$$2x + 5y - 2x = -2x + 10$$

$$5y = -2x + 10$$

$$\frac{5y}{5} = \frac{-2x}{5} + \frac{10}{5}$$

$$y = -\frac{2}{5}x + 2$$

The slope $\mathbf{m} = \frac{\text{the change in y}}{\text{the change in x}} = \frac{\text{rise}}{\text{run}} = -\frac{2}{5}$ and the **y-intercept** is (0, 2).

Now, plot the y-intercept. From there, <u>move up or down two units</u> (the rise) then <u>move right or left five</u> <u>units</u> to <u>the right</u> (the run) to find additional points.

When the slope is *negative*, make the change in y *negative* to locate points to the *right* of the y-intercept; make the change in x *negative* to locate points to the *left* of the y-intercept.

