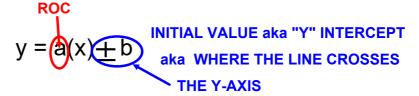
LINEAR EQUATIONS

-A linear equation is the rule from: a table OR a graph OR 2 coordinates OR a word problem

GENERAL FORMAT:



3 MAIN TYPES:

DIRECT: y=a(x)+O

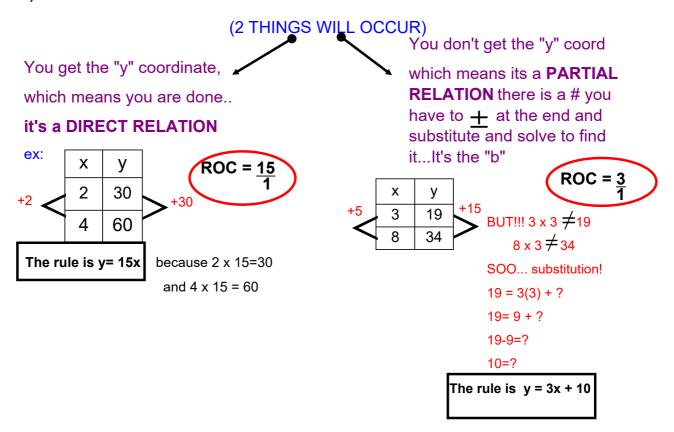
PARTIAL: y = a(x) + b

INVERSE: y= #

!!!
$$y = 2x+10 = f(x) = 2x+10!!!$$

Finding a linear equation from a table / graph /word problem

- 1) Make a table of values with the sets of #'s
- 2) Get the ROC and substitute it with the "x" value .

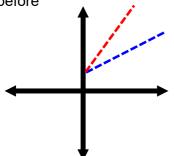


PARAMETERS

-Limits in a line that control steepness and where it crosses the y-axis ROC(a) and the INITIAL VALUE (b) have each their own parameters WHEN YOU CHANGE PARAMETERS:

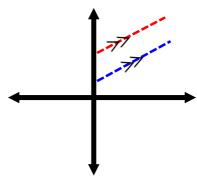
ROC/SLOPE (a)

If you ONLY change this, the line will cross at the same y-intercept BUT...it will be steeper OR flatter than before



Y-intercept/ initial value (b)

If you ONLY change this, the line will be PARALLEL to the original line BUT... it will cross the y-axis higher or lower than before



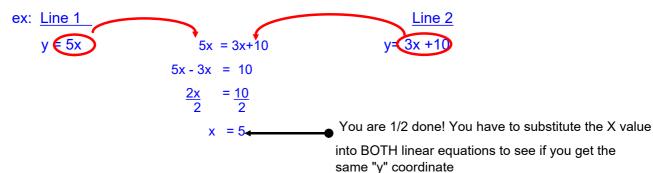
LINEAR SYSTEMS of EQUATIONS

-Where 2 lines cross on a graph OR where 2 different situations have IDENTICAL (x,y) values.

HOW TO FIND IT?

- 1) Graph both lines & see at what coordinates they cross (x, y) (not the best if the point is a decimal!)
- 2) Calculate using the COMPARISON METHOD:

Using algebra, solve for "x", substitute twice to get "y"



FINAL CONCLUSION: These 2 lines will cross @ (5, 25) on a graph

SUBSTITUTION: y= 5(5) = 25 y= 3(5) +10 = 25