

Graphing Linear Functions Equations

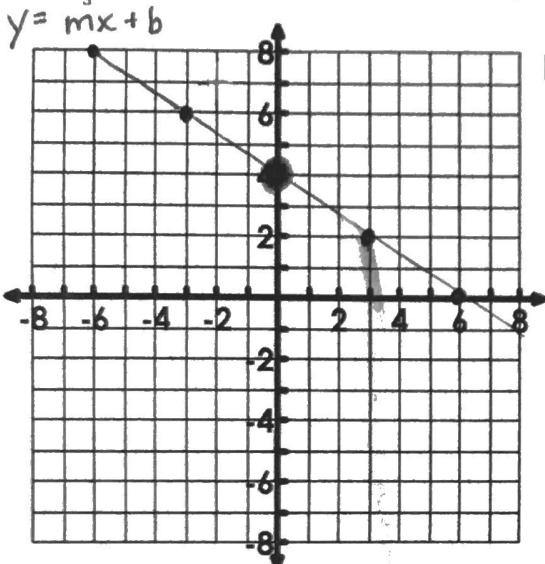
When you graph equations, you have to be able to identify the slope and y-intercept from the equation.

- Step 1:** Solve for y (if necessary) *where*
Step 2: Plot the y-intercept. (*starting point*) $x = 0$
Step 3: From the y-intercept, use the slope to calculate another point on the graph.
Step 4: Connect the points with a ruler or straightedge.

$$\text{Slope} = \frac{\text{change in } y}{\text{change in } x} = \frac{+1 \quad -1}{++ \quad --}$$

Ex. Graph the following lines:

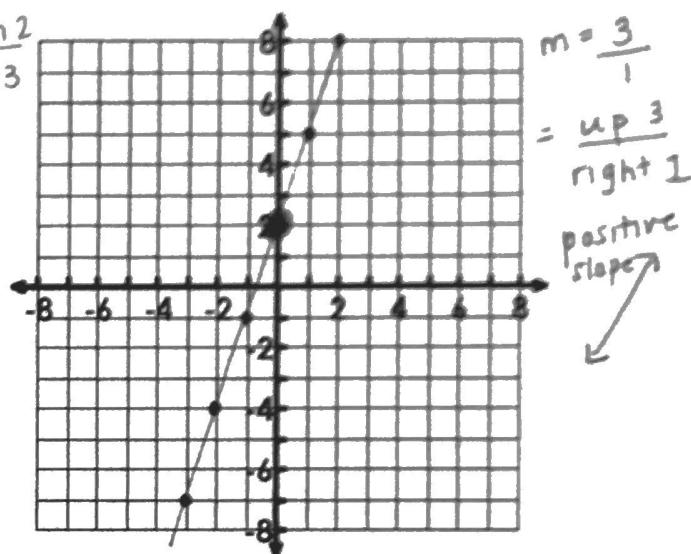
A. $y = -\frac{2}{3}x + 4$ $m = -\frac{2}{3}$ $b = 4 \Rightarrow (0, 4)$



$m = -\frac{2}{3} = \text{down 2 right 3}$

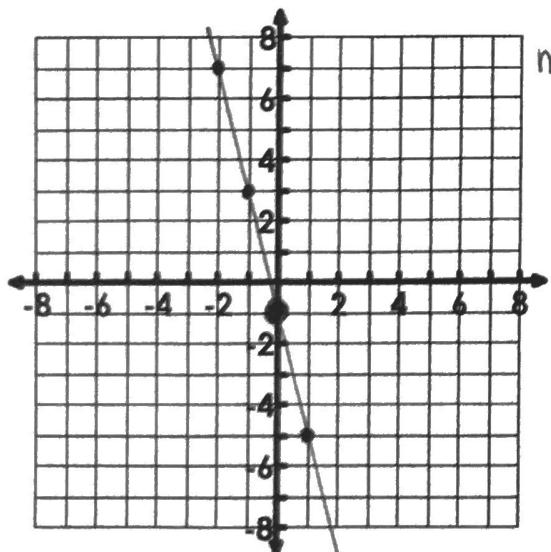
negative slope

$y = mx + b$
 $y = 3x + 2$ $m = 3$ $b = 2 \Rightarrow (0, 2)$



$m = \frac{3}{1}$
 $= \text{up 3 right 1}$
positive slope

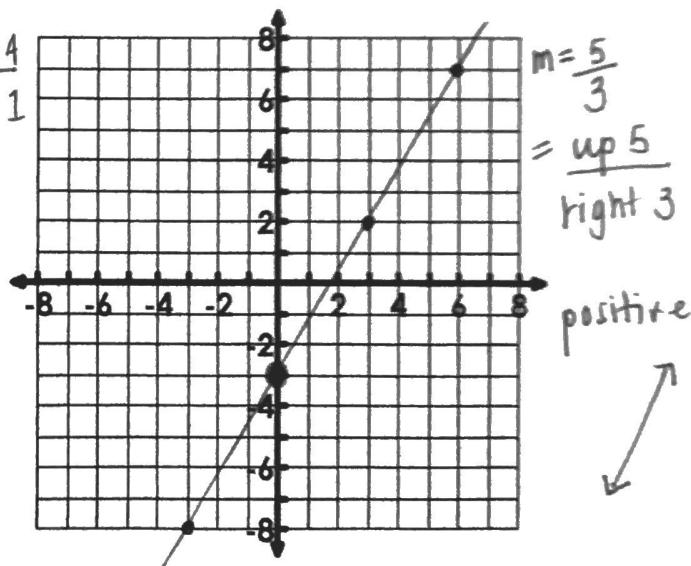
C. $y = -4x - 1$ $m = -4$ $b = -1 \Rightarrow (0, -1)$



$m = -4 = \text{down 4 right 1}$

negative

D. $y = \frac{5}{3}x - 3$ $m = \frac{5}{3}$ $b = -3 \Rightarrow (0, -3)$



$m = \frac{5}{3}$
 $= \text{up 5 right 3}$

positive

Graphing Horizontal and Vertical Lines

Horizontal Line

Zer  Slope

Y =

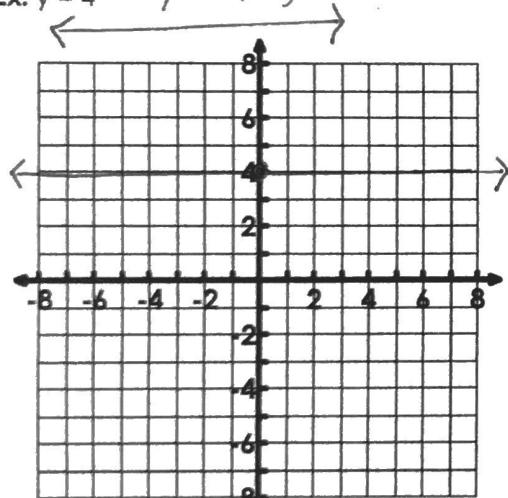
Vertical Line

UnDefined Slope

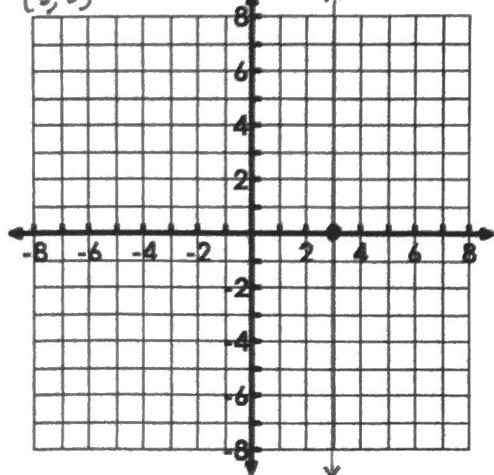
X =

When graphing horizontal and vertical lines, you will have one variable set equal to a constant. Whatever constant the variable is set equal to represents that value in a coordinate point. For example, if you have $y = 2$, all coordinate points must have a value of 2 and x can be whatever you want. Pick 3 points to graph the lines below.

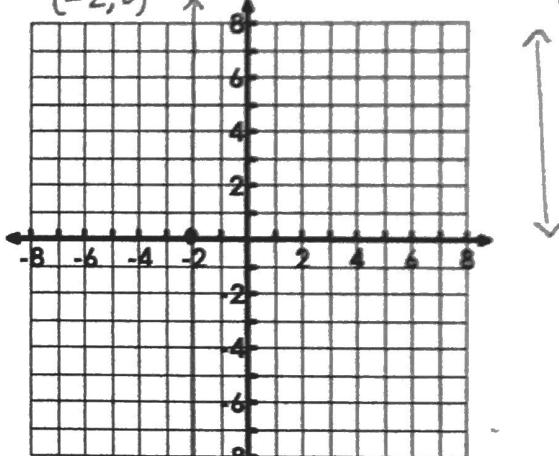
$$\text{Ex. } y = 4 \Rightarrow (0, 4)$$



$$\text{Ex. } x = -2 \Rightarrow (-2, 0)$$



$$\text{Ex. } x = -2 \Rightarrow \text{no } y\text{-intercept} \Rightarrow \text{does not cross } y$$



$$\text{Ex. } y = -5 \Rightarrow (0, -5)$$

