10 Academic Day 3: Solving a System GRAPHICALLY

Linear Systems - Graphing

WARM UP: Intersecting Lines

Go-Go Taxi charges \$5 to ride their taxi plus \$0.30/km. Take-Me-There Taxi charges \$8 to ride, plus \$0.20/km.

Express each scenario as a linear equation, where x represents the number of kilometres and y represents the total charge.

Go-Go Taxi:

Take-Me-There Taxi: y = <u>0.20</u> x + <u>8</u>

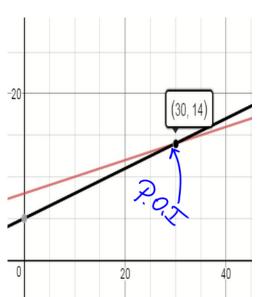
Download DESMOS app or go to www.desmos.com

1. Using the graphing calculator, sketch the two graphs on the grid provided.

2. Touch/click on the point of intersection (P.O.I) and determine the coordinates. Label this point on your graph.

KEY CONCEPTS When 2 or more equations are used to model a problem, it is called a <u>System</u> 0+ equations is simply 2 or more lines intersecting linear or Qlwqys (Some line). A linear system with two unknowns never () Once involving 2 variables. consists of 2 (or more) linear A solution to a linear system is an Order () Pair (X, Y) , that satisfies (LS=RS) all the equations in the system. If there is a single solution to the linear system, it is represented by the $\frac{1}{2001}$ intersection____ of the 2 lines. There are several methods to solve linear systems: guess and check graphing substitution _____ and <u>elimination</u>

Date: **Unit 1: Linear Systems**



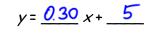






A linear system:

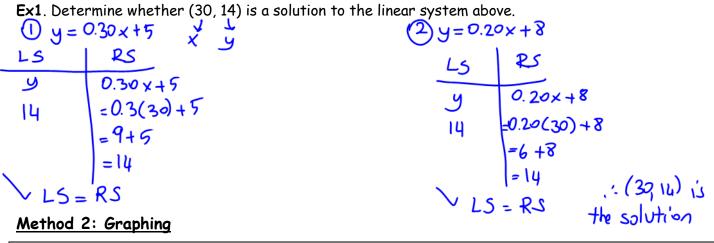
② y = 0.20x + 8



① y = 0.30x + 5

Method 1: Guess and Check

To determine whether a point (x, y) is a solution to a linear system using this method, the x and y values must be substituted into the left and right sides of both equations. If <u>sqme</u> for both equations, then (x, y) is a solution.



Method 2: Graphing

To determine the solution to a linear system using this method, both lines are graphed and the solution is the point of intersection (x, y) of the two lines. Solutions found using this method must be checked by substituting the x and y values into the left and right sides of both original equations.

