Finite Math - Spring 2019 Lecture Notes - 3/12/2019

## HOMEWORK

- Section 1.2 5, 6, 7, 8, 29, 31, 33
- Graph the following lines: (1) y = 2x, (2) 2x + 3y = 0, (3) 5x - 6y = 0
- Section 4.1 1, 5, 7, 9, 10, 11, 12, 13, 15, 17, 20, 21, 23, 25, 26, 27, 28, 31, 33, 77, 78, 79, 80

## Section 1.2 - Graphs and Lines

**Definition 1** (Line). A line is the graph of an equation of the form

Ax + By = C

where not both of A and B are equal to zero (i.e., if A = 0, then  $B \neq 0$  and vice-versa).

**Graphing Lines.** There are two common ways of graphing lines: by **finding intercepts** and by **using the slope and a point**. We will focus on the method of finding intercepts here in the notes. You can read about using the slope to graph a line in the textbook.

## Finding Intercepts.

**Definition 2** (Intercept). A point of the form (a, 0) on a line is called an x-intercept and a point of the form (0, b) is called a y-intercept.

Every line will have at least one intercept, but most have two. There are three special cases in which the line has only one intercept: if A = 0, B = 0, or C = 0. We will return to these special cases in a little bit.

Assume the line Ax + By = C has both an x- and y- intercept, we find them as follows:

• To find the x-intercept, we set y = 0 in the equation of the line and solve for x. Symbolically, this means that

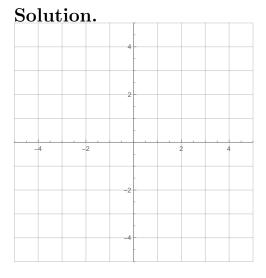
$$x = \frac{C}{A}.$$

• To find the y-intercept, we set x = 0 in the equation of the line and solve for y. Symbolically, this means that

$$y = \frac{C}{B}.$$

To graph a line using intercepts, we plot the two intercepts in the xy-plane, and draw a line through the points:

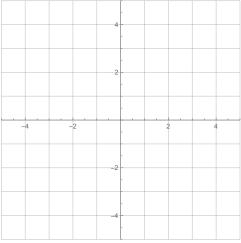
**Example 1.** Graph the line 4x - 3y = 12 using intercepts.



Now, let's talk about one of those special cases, when C = 0 in Ax + By = C. We will assume that  $A, B \neq 0$  here. If C = 0, you'll find that solving for the *x*-intercept as above gives (0,0) and solving for the *y*-intercept also gives (0,0). This means that both the *x*- and *y*- intercepts are at the origin. So, to graph the line Ax + By = 0, we need to come up with another point. You can really just pick any number other than 0 for *x* or *y*, then solve for the opposite. One easy thing that always works is to use one of the points (B, -A) or (-B, A), both are points on the line (check this!). That is, you just take the coefficients of *x* and *y*, flip their order, and put a minus sign in front of one of them. As a matter of fact, you could just use the two points (B, -A) and (-B, A) to graph the line. There's many other points you could use (which might be simpler than the previous two), but these always work.

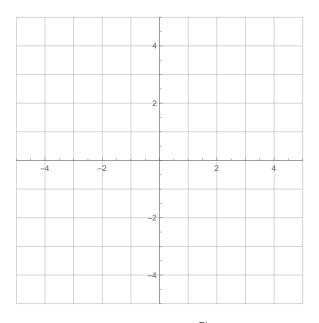
**Example 2.** Graph the line 2x + 3y = 0.



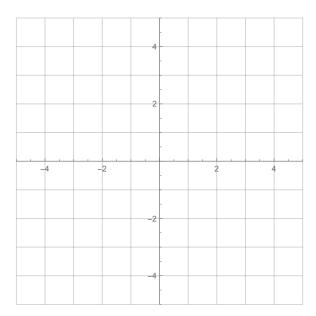


Horizontal and Vertical Lines. The cases when A = 0 or B = 0 in Ax + By = C correspond to horizontal and vertical lines, respectively.

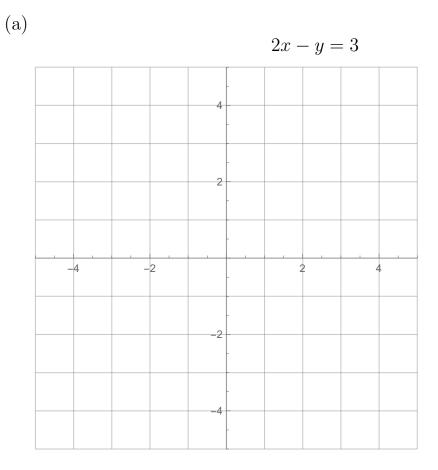
• If A = 0, we end up with the line  $y = \frac{C}{B}$ , which is a horizontal line where every y-value is  $\frac{C}{B}$ . A special one of these is when C is also zero so we get the equation y = 0. The graph of this line is the x-axis. Here are the graphs of y = 2 (red) and y = -3 (green).



• If B = 0, we end up with the line  $x = \frac{C}{A}$ , which is a vertical line where every x-value is  $\frac{C}{A}$ . A special one of these is when C is also zero so we get the equation x = 0. The graph of this line is the y-axis. Here are the graphs of x = 2 (red) and x = -3 (green).

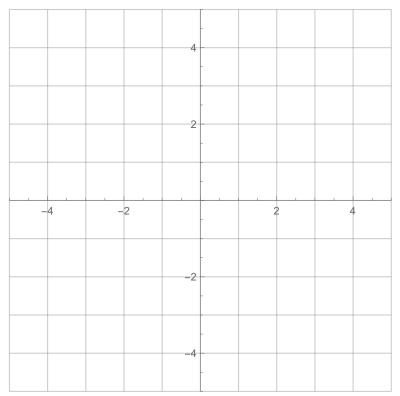


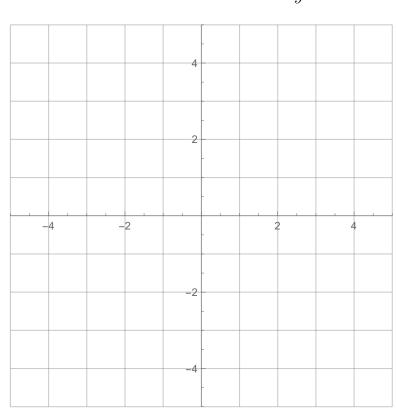
**Example 3.** Graph the following lines:



(b)

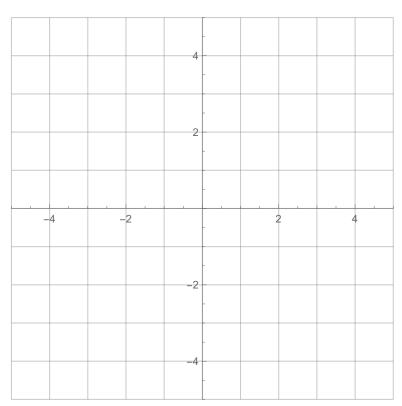
2x + 4y = 8





(d)

6x = 18



3x - 2y = 0

## Section 4.1 - Systems of Linear Equations in Two Variables

Suppose we go to a movie theater and there are two packages for discounted tickets:

Package 1: 2 adult tickets and 1 child ticket for \$32

Package 2: 1 adult ticket and 3 child tickets for \$36

Based off of this information, can we figure how much the adult and child ticket discount prices are?

We can! To do this let A stand for the price of the adult ticket and let C stand for the price of the child ticket, then we get the following two equations from the two packages:

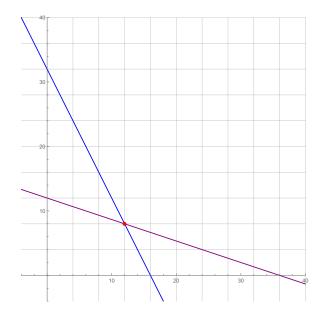
This is a system of two linear equations in two variables. To find the answer, we need to find a pair of numbers (A, C) which satisfy *both* equations simultaneously.

 ${\bf Definition}\; {\bf 3}$  (System of Two Linear Equations in Two Variables). Given the linear system

where a, b, c, d, h, and k are real constants, a pair of numbers  $x = x_0$  and  $y = y_0$  (often written as an ordered pair  $(x_0, y_0)$ ) is a solution of this system if each equation is satisfied by the pair. The set of all such ordered pairs is called the solution set for the system. To solve a system is to find its solution set.

There are a few ways we can go about solving this: *graphically*, using *substitution*, and *elimination by addition*.

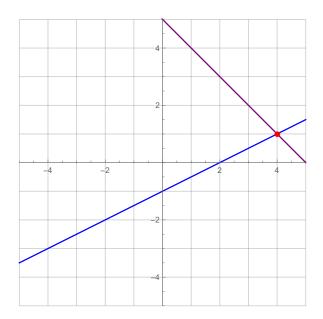
Solving by Graphing. To solve this problem by graphing, we simply graph the two equations in the system, then find the intersection. Since we're relying on a graph to find this point, we need to check our solution in the equations of the system.



There are actually 3 types of solutions to a system of linear equations

(1) Consider the system

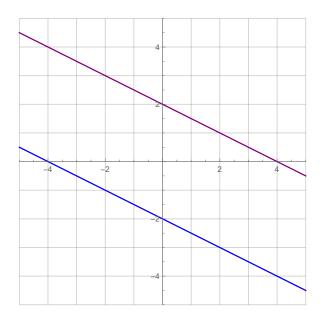
If we graph the lines, we get



In this case, like before, we see only the *one solution* at (4, 1). (You should check this in the system!)

(2) Consider the system

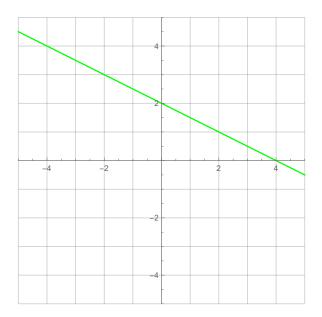
If we graph the lines, we get



In this case, the lines are parallel and so they never intersect. In this case, there is  $no \ solution$ .

(3) Consider the system

If we graph the lines, we get



Here, both of the lines are exactly the same. In this case, there is an infinite number of solutions.

**Definition 4.** A system of linear equations is called consistent if it has one or more solutions and inconsistent if it has no solutions. Further, a consistent system is called independent if it has exactly one solution (called the unique solution) and is called dependent if it has more than one solution. Two systems of equations are called equivalent if they have the same solution set.

**Theorem 1.** The linear system

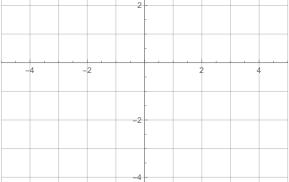
 $must\ have$ 

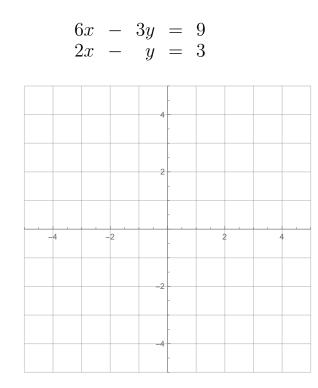
- (1) Exactly one solution (consistent and independent).
- (2) No solution (inconsistent).
- (3) Infinitely many solutions (consistent and dependent).

There are no other possibilities.

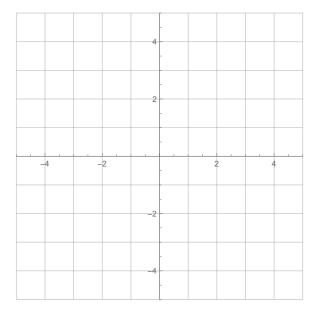
**Example 4.** Solve the following systems of equations using the graphing method. Determine whether there is one solution, no solutions, or infinitely many solutions. If there is one solution, give the solution.

(a)





(c)



(b)

**Solving by Substitution.** When solving a system by substitution, we solve for one of the variables in one of the equations, then plug that variable into the other equation.

**Example 5.** Solve the following system using substitution

**Example 6.** Solve the following system using substitution

**Solving Using Elimination.** We now turn to a method that, unlike graphing and substitution, is generalizable to systems with more than two variables easily. There are a set of rules to follow when doing this

**Theorem 2.** A system of linear equations is transformed into an equivalent system if

- (1) two equations are interchanged
- (2) an equation is multiplied by a nonzero constant
- (3) a constant multiple of one equation is added to another equation.

**Example 7.** Solve the following system using elimination

Example 8. Solve the system using elimination

$$5x - 2y = 12$$
  
$$2x + 3y = 1$$