Your Name

Mrs. T

Lesson 3.4

11/10/2020

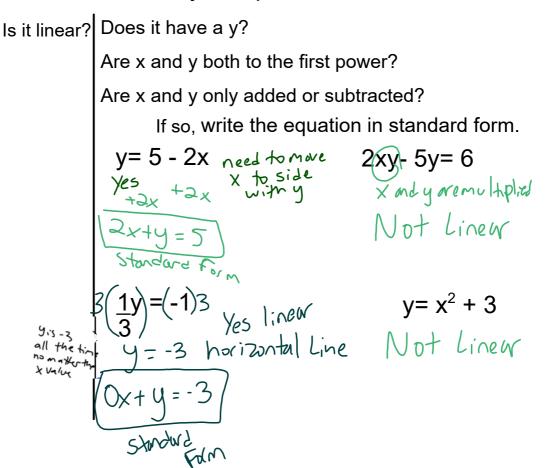
Linear Functions

Standard Form and

Horizontal and Vertical Lines

Objective: To be able to solve for y in order to turn a function into slope-intercept form so that you can graph it. To be able to graph a line from standard form using intercepts.

Virtue/Skill: We are using our solving for a variable skills. We will be solidifying our understanding of intercepts and their usefulness.



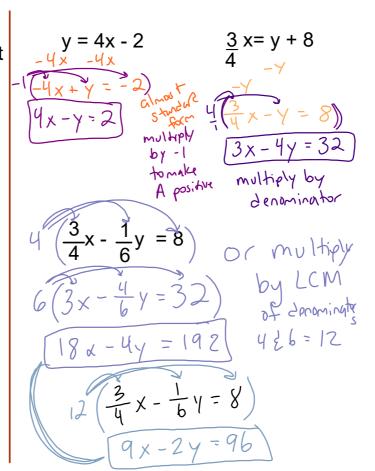
standard form

$$Ax + By = C$$
 $x \text{ and } y \text{ are } x \text{$

A, B, and C must be whole numbers

A must be positive

Turning it into Standard Form



x intercept

y intercept

Finding the x and y intercept from an equation

x Intercept

(___,0)

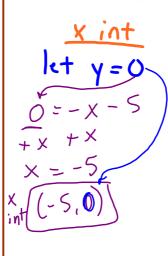
Substitute in 0 for y and solve for x

y Intercept

(0, ___)

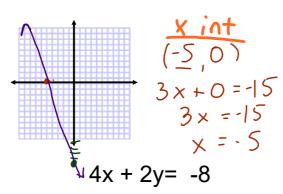
Substitute in 0 for x and solve for y

$$y = -x - 5$$



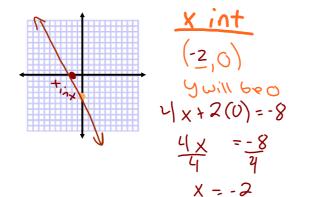
y int let x=0 y=-(0)-5 y=0-5 y=-5 y=-5

$$3x + y = -15$$

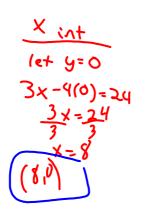


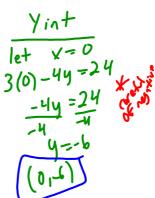
$$\frac{y}{(0,-15)}$$

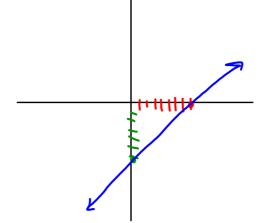
3(0) + y = -15
 $y = -15$



$$3x - 4y = 24$$



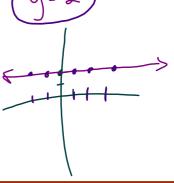




Horizontal Lines

$$y = #$$

- slope is 0...0x
- y is that output value
 for any x value input -

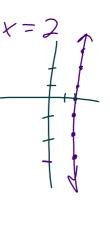


Vertical Lines

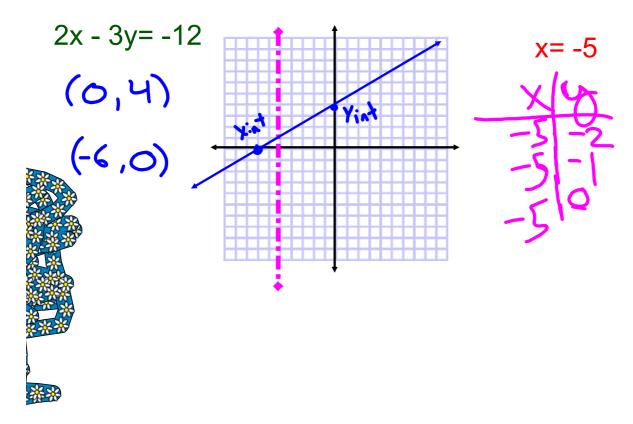
$$x = #$$

- slope is undefined
- Linear, but not a function
- x is that value for all y

Values. (x is the only input allowed, and you get every y value outputed)



Your Turn! Graph each.



Summary

Objective: To be able to solve for y in order to turn a function into slope-intercept form so that you can graph it. To be able to graph a line from standard form using intercepts.

Virtue/Skill: We are using our solving for a variable skills from 1.5. We will be solidifying our understanding of intercepts and their usefulness.

Assignment: Worksheet

Assignment: Textbook pg. 133 # 3-11 odd only, and 13,17,19, 21, and 25 and 26

Homework Answers 3-3

1. no

2. yes; 3x = y = 2

3. yes; 5x - y = -4

4. yes; 2x - y = -5

5. yes; 6x - y = 7

6. no 7. yes; y = 4 8. yes; x = 3y = 1

9. yes; y = 2

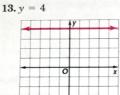
10. x int: (2,0) y int: (0,-2)

11. x int: (4,0) y int: (0,4)

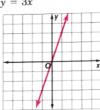
12. x int: (2,0) y int: (0,4)

13.

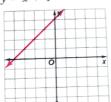




14. y = 3x

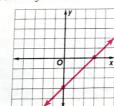


15. y = x + 4

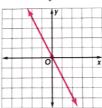


Graph each equation by using the x-intercept and y-intercept.

16. x - y = 3



17. 10x = -5y



18. 4x = 2y + 6

