Methods for Graphing Linear Equations

Method 1 for Graphing Linear Equations (from Section 2.2)

- 1) Choose 3 x or y values, unless you have been given values to use.
 - a. Some easy choices, x = 0 (x-intercept), y = 0 (y-intercept), x = 1 or y = 1.
- Plug each of those into the equation & solve for the other variable. x y 0 0 1
 - Some people like to make a chart, like the one to the right.
 - b. Others like to set the up as ordered pairs
- 3) Plot each of the 3 ordered pairs
- 4) Connect the 3 plotted points.

Method 2 for Graphing Linear Equations

- 1) If the equation is not in slope-intercept form, convert it.
- 2) Plot the intercept, (0, b)
- 3) Use the meaning of slope to find at least one more point on the line. Two points are preferred, start from a plotted point!

a. $+m = \frac{\text{move up y units}}{\text{move to right x units}} = \frac{\text{move down y units}}{\text{move to left x units}}$ $eg + \frac{2}{4} = \frac{+2}{+4} = \frac{up 2}{right 4} = \frac{-2}{-4} = \frac{down 2}{left 4}$ b. $-m = \frac{\text{move down y units}}{\text{move to right x units}} = \frac{\text{move up y units}}{\text{move to left x units}}$ $eg - \frac{2}{4} = \frac{-2}{+4} = \frac{down 2}{right 4} = \frac{+2}{-4} = \frac{up 2}{left 4}$

4) Connect the 3 plotted points.

Example for Method 2:

Graph the line 4x + 2y = 6.

• First change the form of the line from Standard to Slope-Intercept.

 $\circ \quad 4x + 2y = 6 \rightarrow -4x \rightarrow 2y = -4x + 6 \rightarrow \div 2 \rightarrow y = -2x + 3$

- The slope is 2 and the y-intercept is (0, 3). Since the slope is 2, we know that for each unit to the right, the line goes down 2.
- Since slope is the change in y divided by the change in x, you can add the denominator from your current x value, and add the numerator to your current y value. We started at the y-intercept (0, 3), slope is -2 so I added 1 to 0 for the new x value and -2 to the 3 for the new y value to get (1, 1).
 - \circ So starting at (0, 3) the next point to the right will be (1, 1). The next point to the right after (1, 1) will be (2, -1).

