## LESSON 2

This lesson will deal with the solving of systems linear equations by graphing.

Note: To solve a system of linear equations by graphing, follow these steps.

- 1. Graph each of the equations in the system on the same coordinate axes.
- 2. Find the point at which the graphs intersect.
- 3. Plug the point back into each of the equations to verify that it makes all of the equations in the system true.

## Example 1. Solve by Graphing



Graph the first equation by plotting two points. When x = 0, y = -4 (0, -4), and when x = 2, y = 2 (2, 2). Doing the same for the second equation we have two points (0, 2) and (2, -4). The graph is shown below.





In this case we must rearrange the equation in slope-intercept form, y = mx + b as above, then proceed as in Example 1. The graph is shown below.



Example 3.  $4x - y = 20 \Rightarrow y = 4x - 20$  $-2x - 2y = 10 \Rightarrow -x - 5$ 

Again, in this case we must rearrange the equation in slope-intercept form, y = mx + b as above, then proceed as in Example 1. The graph is shown below.





