Below, you see a	of two		
in two	·		OUTPUT
	2x + 3y = 7,		INTERSECTION
	-x+4y=2.		
One can solve it for	example by	one of the	DEFINITION
It seems easier to get rid of <i>x</i> . If I			SYSTEM
the second			SISILIVI
	2x + 3y = 7,		GRAPH
	-2x + 8y = 4.		EQUATION
I can then the	first t	to the second and get	POINT
	11y = 11,		
which means that $y = 1$. When I this result			LINEAR
into the first			SUBSTITUTE
	$2x + 3 \cdot 1 = 7$		ADD
and obtain $x = 2$. Thi	s gives me the	(2,1).	
If I y in the first, I get			ELIMINATE
<u> </u>	$y = -\frac{2}{3}x + \frac{7}{3}$.		INPUT
	eat y as a	in <i>x</i> ,	FUNCTION
written as	$f(x) = -\frac{2}{3}x + \frac{7}{3}.$		VARIABLE/UNKNOWN
The of such a is a straight line. Which means, that to draw it, I need to find two The first			SCALE
coordinates are the _	of the	f and the	SOLUTION
		_	
(2,1) by	the chosen		
		nt where the two lines	
the original			
written as The of such means, that to draw coordinates are the second coordinates a ample $x = 0$ and $x = (2,1)$ by If I also draw the meet, so called	eat y as a	a straight line. Which The first f and the So, choosing for ex $ (0,7/3)$ and In values for x into the	FUNCTION VARIABLE/UNKNOWN SCALE