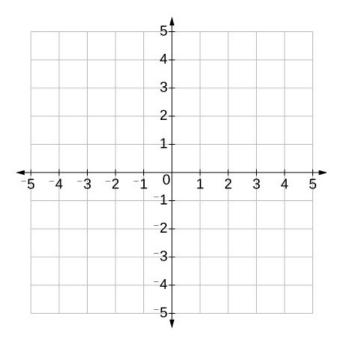
## 3.1 Graphing Linear Equations in 2 Variables

So far our equations have typically only involved one variable, whether it is x, y, or any other that may be used. In this chapter, we add a *second dimension*, meaning that we use two variables instead of one.

Equations of the form ax + b = c have *one* solution for x and we can plot/graph this solution on a number line. However, when we increase this to two variables, our solutions jump in quantity - there are now an *infinite* number of solutions. Instead of graphing this on a number line, we introduce the concept of a *Cartesian plane* that is constructed from both an x and a y-axis.

#### Cartesian Planes



This plane is also referred to as an "xy-plane"; however, the axes are not required to be x and y. For example, if we were working on a problem in a physics class, we may refer to the x axis as t (for time) and the y axis as h (for height).

Positions or placements on the xy-plane are referred to as points or ordered-pairs. All of this together – the plane, points, axes, etc. – are collectively referred to as a "rectangular coordinate system".

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## **Definition 3.1.1** (Point)

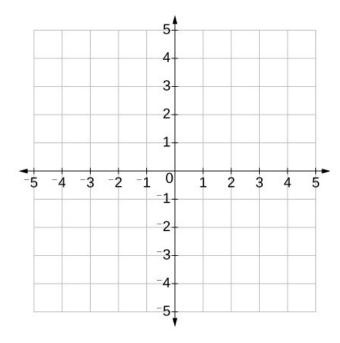
written as (x, y) where x is the x-coordinate (left/right of the center) and y is the y-coordinate (above/below the center)

Regarding individual points, we can make some inferences from our plane.

- In Q1, x > 0, y > 0 so our points are (+, +).
- In Q2, x < 0, y > 0 so our points are (-, +).
- In Q3, x < 0, y < 0 so our points are (-, -).
- In Q4, x > 0, y < 0 so our points are (+, -).

#### Example 3.1.1

Graph the following points on the coordinate plane below.



- A(-2,4)
- B(4,-2)
- C(-3,0)
- D(0, -3)

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# Solutions of Equations in 2-Variables

A solution is an ordered pair (x, y) such that (x, y) satisfies the given equation. Each equation in two variables has an infinite number of solutions – an infinite number of ordered pairs that satisfy the equation.

## Example 3.1.2

Is the point (3,-2) a solution to x-3y=9?

## Example 3.1.3

Is the point (-2,3) a solution to x - 3y = 9?

# **Finding Solutions**

- 1. Choose your x values (pick some negative, 0, and some positive)
- 2. Plug the values of x into the equation and solve for y.
- 3. Write each pair of x and y as an ordered pair.

## Example 3.1.4

Find 3 solutions of y = 3x + 2.

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# Graphing Equations in 2-Variables

There are a few methods available to graph these type of equations. The easiest, of course, is to use a graphing calculator. Throughout this chapter we will see a few of the various methods.

## Point-Plotting Method

- 1. Find several ordered pairs that are solutions to the equation
  - Aim for 3 or more ordered pairs.
- 2. Plot each of these points on the coordinate plane.
- 3. Connect the dots preferably with a straightedge of some sort.

## Example 3.1.5

Graph the equation y = 3x.

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Example 3.1.6 Graph the equation  $y = \frac{1}{2}x - 2$ .

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