## ACTIVITY 1.3 Using Technology



#### STUDENT HELP

► Study Tip In Step 2, if the values of  $y_1$  and  $y_2$  become farther apart, you should reset the step value to -1. In Step 3, if the difference in *y*-values changes sign between  $x_1$  and  $x_2$ ( $x_1 < x_2$ ), then the solution is between  $x_1$  and  $x_2$  and you should reset the starting *x*-value to  $x_1$  and use a step value of 0.1.

# Using Tables to Solve Equations

You can use the Table feature of a graphing calculator to solve linear equations.

#### EXAMPLE

Use the *Table* feature of a graphing calculator to solve the equation 7x - 2 = 4x + 13.

### **SOLUTION**



- 1 To use the *Table* feature to solve the equation, let  $y_1$  equal the left side of the equation, and let  $y_2$ equal the right side as shown above.
- Scroll through the table until you find an *x*-value for which both sides of the equation have the same *y*-value or until the difference in the *y*-values changes sign. If both of the *y*-values are the same, that *x*-value is the solution of the equation. For the given equation, the solution is x = 5.

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Graphing Calculator Activity for use with Lesson 1.3

2 Then set the starting *x*-value of the table to 0 and the step value (the value by which the *x*-values increase) to 1. The table should look similar to the one shown above.

X ////	/Y1	Y2
<u>x</u> 0	-2	13
1	5	17
1 2 3 4	12	21
3	19	25
4	12 19 26	25 29
5	33	33

#### **EXERCISES**

Use the table shown to decide whether the statement is *true* or *false*. Explain your reasoning.

**1.** The solution of 4 - 5x = 16 + x is 2. **2.** The solution of 3x + 4 = x + 10 is 3.

X//////	Y1	Y2
-3	19	13
-2	14	14
-1	9	14 15 16 17
0	4	16
1	-1	17
1 2	-6	18



Use the Table feature of a graphing calculator to solve the equation.

**3.** 2x + 4 = -3x - 6**4.** -4x + 4 = -x - 5**5.** -2x - 5 = 3 - 10x**6.** -4x + 10 = 4 - 10x**7.** 15x - 3 = 15 - 3x**8.** 2x - 18 = -5x - 4