Graphing Calculator Activity for use with Lesson 3.1

● ACTIVITY 3.1 Graphing Using Technology **Systems of Equations**

In Lesson 3.1 you learned how to *estimate* the solution of a linear system by graphing. With a graphing calculator, you can get an answer that is very close to, and sometimes exactly equal to, the actual solution.

EXAMPLE

Solve the linear system using a graphing calculator.

5x + 3y = -154x - 2y = 45

SOLUTION

1 Solve each equation for y.

See keystrokes for

STUDENT HELP

KEYSTROKE HELP



3 Using a standard viewing window, graph the equations.



If the graphs do not intersect on the screen, set a different viewing window.

The solution is about (4.77, -12.95).

EXERCISES

Solve the linear system using a graphing calculator.

1. y = x + 4**2.** y = -2x + 13**3.** 3x - y = 16y = 2x + 5y = 6x - 5-5x + 8y = 13**5.** 6x + 9y = -13-x + 2y = 10**4.** 5x + 2y = 6**6.** 2x + 8y = -53x - 3y = -53x + 4y = 26

2 Enter the equations. It's a good idea to use parentheses to enter fractions.



4 Use the *Intersect* feature to find the point where the graphs intersect.



