## UNIT 4: GRAPHING USING INTERCEPTS

Unit 4, Page 5 ~

I can graph lines in Ax + By = C form using the x and y-intercepts.

Graphing L ines, Ax + By = C with x and y intercepts

quations that are written in Ax + By = C form are easier to graph using the x-intercept and y-intercepts. Before we igin, let's see what standard form looks like.

What is Standard Form?

Standard form is presented as

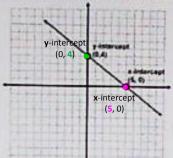
Ax +By = C

Where A and B are coefficients and C is a constant

Examples:

$$\begin{cases}
 2x + 4y = 8 \\
 5x - 7y = 12 \\
 3x - 9y = -18
\end{cases}$$

Now let's review what the term intercepts means. An intercept is where your line crosses an axis. We have an x intercept and a y intercept



The point where the line touches the x iivs is called the x intercept

The point where the line touches the y axis / is called the y Intercept

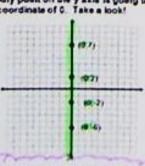


can find the points where the line crosses the x and y axis, then we would have two points and we'd be able to draw

When equations are written in standard form, it is pretty easy to find the intercepts. Take a look at this diagram, as it will help you to understand the process



Any point on the y axis is going to have an x coordinate of 0. Take a look!

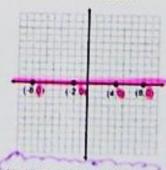


All of these points are y intercepts

to, to find the y intercept within an equation, we are going to let x = 0

## X Intercept: 7

Any point on the x axis is going to have a y coordinate of 0. Take a look!



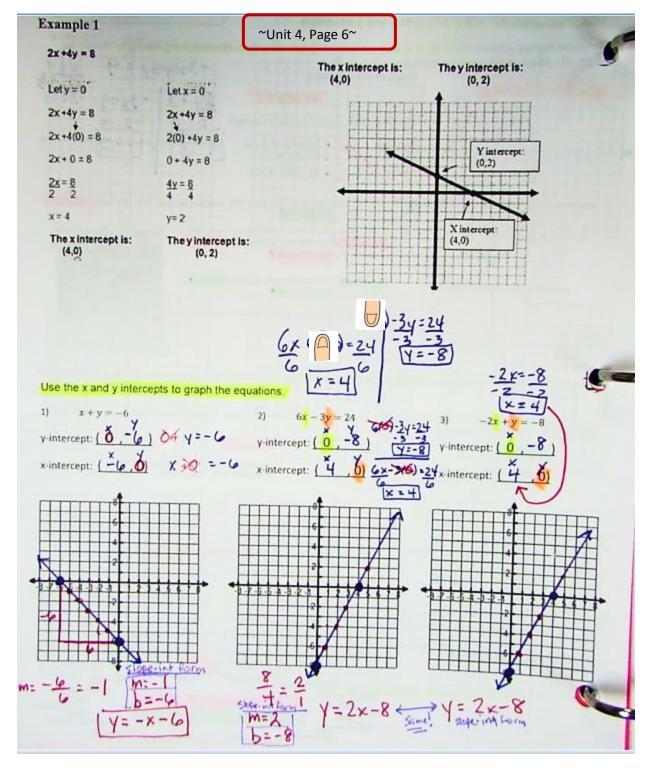
All of these points are a intercepts.

So, to find the s intercept within an equation

Now, let's apply this Just remember

To find the x intercept: Let y = 0

To find the y intercept: Let x = 0



## A STRATEGY - to make it even easier!

Look at the equation in problem 1: x + y = -6If x equals zero, place your finger over x and see what y equals! y = -6 (0, \_\_\_\_)

If y equals zero, place your finger over y to see what x equals! x = -6 (\_\_\_\_, 0)

Now you have two points, (0, -6) and (-6, 0). Graph and connect them to see the line they create.

You can use this method even if x or y is multiplied by a number... because any number times zero equals ZERO! That's what the finger tips in problem 2 above are showing!