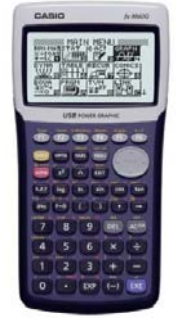


CASIO


eLearning Activities

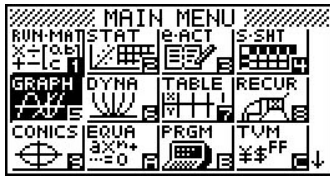


Graphing Linear Equations and Inequalities

Example: Graph $2x + y = 6$.

Check the **SETTING WINDOWS FOR GRAPHING** section for a review on setting the windows.



1) 



2) Go to **GRAPH** and 


3) Push  for **TYPE**.

The main choices of interest are $y=$ and $x=c$.


Push  to find $Y>$, $Y<$, etc. Push  to return to previous options.

Select  for $Y =$.


Set the **TYPE** before the equation is input. Once the **TYPE** is set, the remaining lines will have that **TYPE** equation or inequality unless a reset is made.


Likewise,  may be used for **COLR** (color).

4) Solve $2x+y=6$ for y so that $y = -2x + 6$.

5) Enter $-2x + 6$ for $Y1$ and 

6) Push  to **DRAW**.

7) Push  to return to $Y1$ listing.

An equation may be deleted with  for **DEL** or just typing over the equation.

Practice Problems

1) $y = 4x - 3$

3) $x = 7$ in green

2) $y > 2x + 1$ in blue

4) $4x - 2y > 12$ in orange