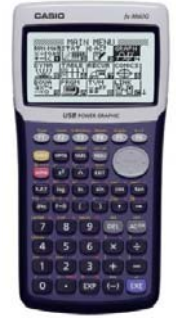


CASIO

eLearning Activities

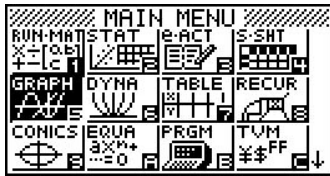


Graphing Linear Equations and Inequalities

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