1.

#### Name .

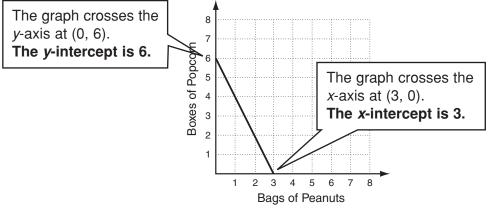
LESSON

# Reteach

## 5-2 Using Intercepts

The *x*-intercept is the *x*-coordinate of the point where the graph intersects the *x*-axis. The *y*-intercept is the *y*-coordinate of the point where the graph intersects the *y*-axis.

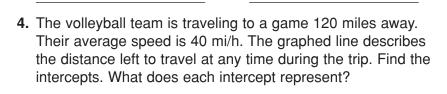
At a baseball game, Doug has \$12 to spend on popcorn and peanuts. The peanuts are \$4 and the popcorn is \$2. The function 4x + 2y = 12 describes the amount of peanuts *x* and popcorn *y* he can buy if he spends all his money. The function is graphed below. Find the intercepts. What does each intercept represent?



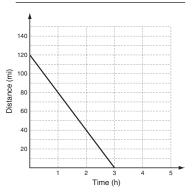
The *x*-intercept 3 is the amount of peanuts Doug can buy if he buys no popcorn.

The y-intercept 6 is the amount of popcorn Doug can buy if he buys no peanuts.

## Find the x- and y-intercepts.



2.



3.

#### **Reteach** LESSON Using Intercepts (continued) 5-2 You can find the x- and y-intercepts from an equation. Then you can use the intercepts to graph the equation. Find the x- and y-intercepts of 4x + 2y = 8. To find the *x*-intercept, substitute 0 for *y*. To find the *y*-intercept, substitute 0 for *x*. 4x + 2y = 84x + 2y = 84x + 2(0) = 84(0) + 2y = 84x = 82v = 8 $\frac{2y}{2} = \frac{8}{2}$ $\underline{4x} = \underline{8}$ 4 x = 2v = 4

The *x*-intercept is 2.

The *y*-intercept is 4.

## Use the intercepts to graph the line described by 4x + 2y = 8.

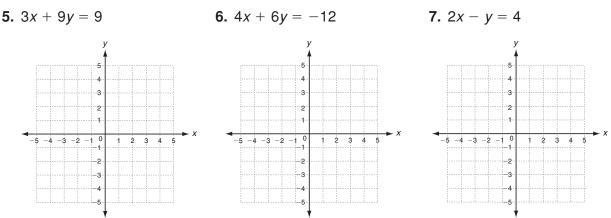
Because the x-intercept is 2, the point (2, 0) is on the graph.

Because the *y*-intercept is 4, the point (0, 4) is on the graph.

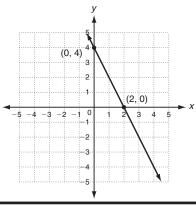
Plot (2, 0) and (0, 4).

Draw a line through both points.

## Use intercepts to graph the line described by each equation.



15



Date Class

