EXPLORATION

6-1 Solving Systems by Graphing

You will need a graphing calculator for this Exploration.

- **1.** Press \searrow and enter the equations y = 2x 5 and y = -x + 4 as **Y1** and **Y2**.
- **2.** Press **2nd GRAPH** to view a table of values for the two equations.
- **3.** Use the table to find an *x*-value that produces the same *y*-value for both equations. Write this *x*-value and the corresponding *y*-value as an ordered pair.
- 4. Use the arrow keys to scroll up and down the table. Does there appear to be any other *x*-value that produces the same *y*-value for both equations?
- 5. Press **GRAPH** to view a graph of the equations.

THINK AND DISCUSS

- 6. Describe the graph of the functions.
- 7. Explain what happens on the graph at the point that you found in Step 3.

1	*16t1 /1日) /2日	2X-	5	10t3	
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EXPLORATION

6-1 Solving Systems by Graphing

You will need a graphing calculator for this Exploration.

- **1.** Press **Solution** and enter the equations y = 2x 5 and y = -x + 4 as **Y1** and **Y2**.
- **2.** Press **2nd GRAPH** to view a table of values for the two equations.
- Use the table to find an *x*-value that produces the same *y*-value for both equations. Write this *x*-value and the corresponding *y*-value as an ordered pair. (3,1)
- Use the arrow keys to scroll up and down the table. Does there appear to be any other *x*-value that produces the same *y*-value for both equations? no
- 5. Press **GRAPH** to view a graph of the equations.

THINK AND DISCUSS

- 6. Describe the graph of the functions. two intersecting lines
- 7. Explain what happens on the graph at the point that you found in Step 3. The lines intersect at (3, 1).

	P10 2X- -X+	t2 Plot3 5 4	*
×	<u> Y1</u>	Y2	-

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