

# Notes 3.1A Solving Systems of Equations (linear and non-linear)

## Solve systems of equations:

- What it means to solve a system of equations
- Graphing without a calculator.
- Graphing with a calculator.

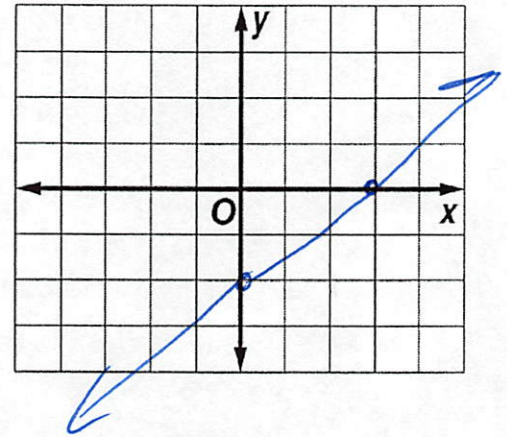
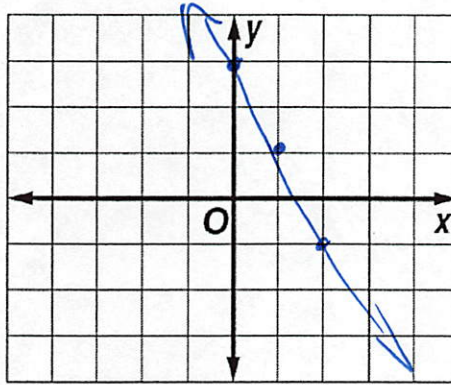
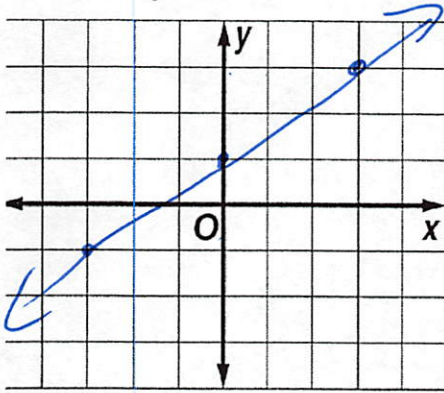
$y = mx + b$   $m$ ; slope  $b$ ; y-cut

find intercepts:

$$y = \frac{2}{3}x + 1$$

$$y = -2x + 3$$

$$2x - 3y = 6 \quad \begin{matrix} x = 3 \\ y = -2 \end{matrix}$$

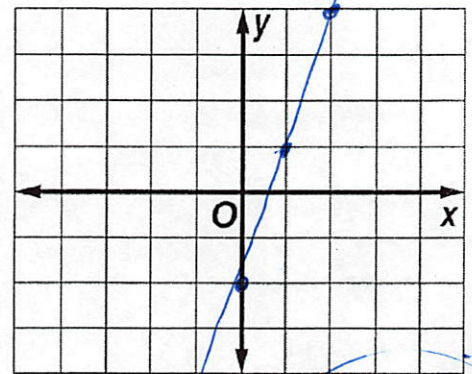
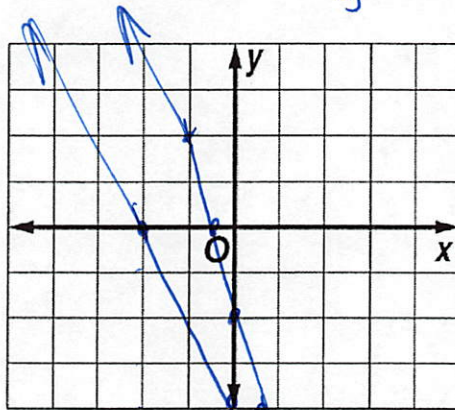
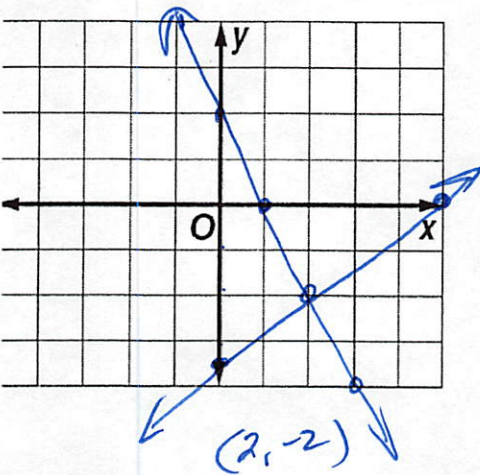


## Solve a system by graphing:

$$\begin{matrix} 4x + 2y = 4 & x = 1, y = 2 \\ 2x - 3y = 10 & x = 5, y = -10/3 \end{matrix}$$

$$\begin{matrix} 4x + y = -2 & x = -1/2, y = -2 \\ -6x - 3y = 12 & x = -2, y = -4 \end{matrix}$$

$$\begin{matrix} y = 3x - 2 \\ 6x - 2y = 4 \\ \text{or } y = 3x - 2 \end{matrix} \quad \begin{matrix} x = 2/3 \\ y = -2 \end{matrix}$$



Check

$$4(2) + 2(-2) = 4 \quad \checkmark$$

$$2(2) - 3(-2) = 10 \quad \checkmark$$

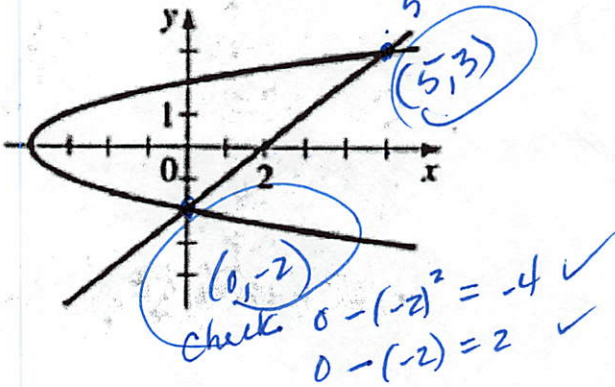
$$4(1) + (-4) = -2 \quad \checkmark$$

$$-6(1) - 3(-4) = 12 \quad \checkmark$$

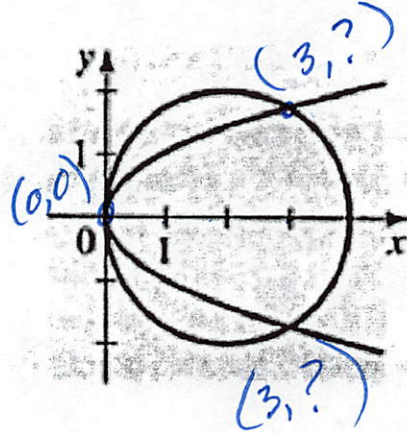
Same line infinite solutions

Solve a system by graphing (non-linear)

20.  $\begin{cases} x - y^2 = -4 \\ x - y = 2 \end{cases}$

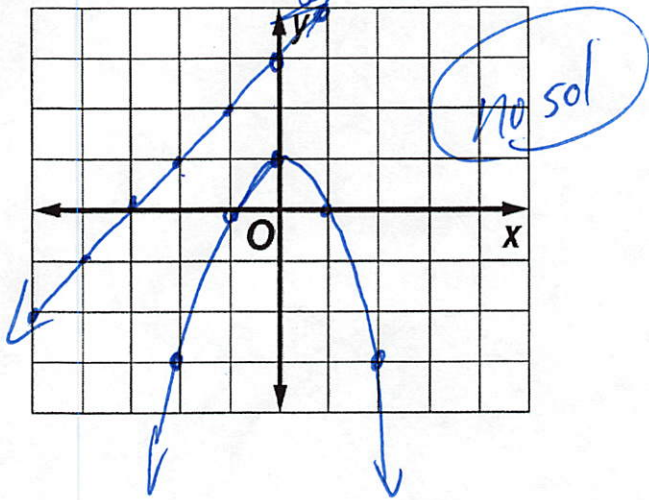


22.  $\begin{cases} x^2 + y^2 = 4x \\ x = y^2 \end{cases}$

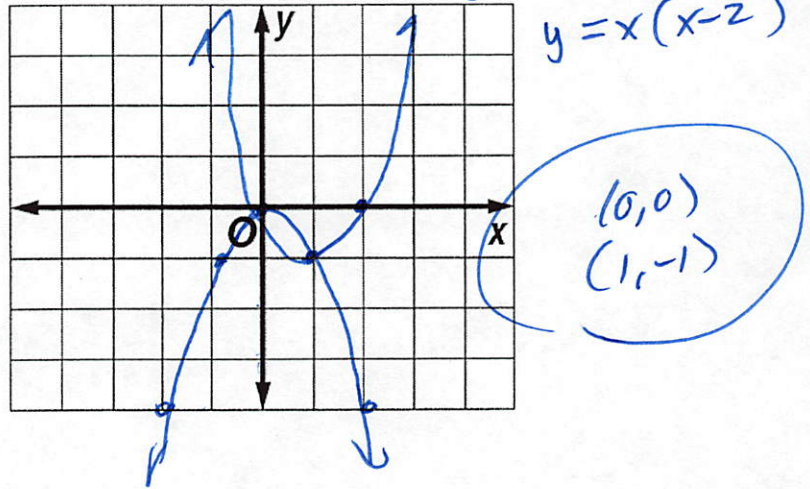


so put 3 in for x and solve for y  
 $3 = y^2$   
 $y = \pm\sqrt{3}$

$x^2 + y = 1$      $y = -x^2 + 1$   
 $x - y = -3$      $y = x + 3$



$x^2 + y = 0$      $y = -x^2$   
 $x^2 - 2x - y = 0$      $y = x^2 - 2x$   
 $y = x(x - 2)$



$(x - 1)^2 + (y - 3)^2 = 4$   
 $x - y = -4$

$(-1, 3)$

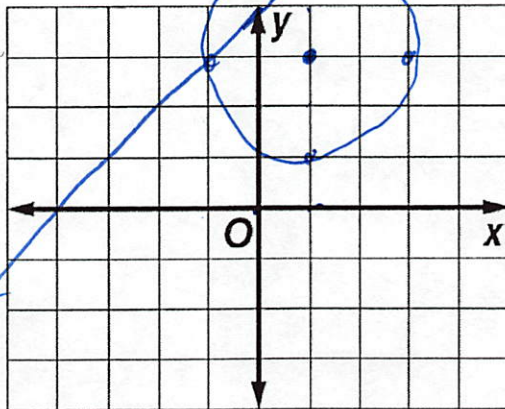
$(-1 - 1)^2 + (3 - 3)^2 = 4 \checkmark$

$-1 - 3 = -4 \checkmark$

$(1, 5)$

$(1 - 1)^2 + (5 - 3)^2 = 4 \checkmark$

$1 - 5 = -4 \checkmark$



$(-1, 3)$

$(1, 5)$