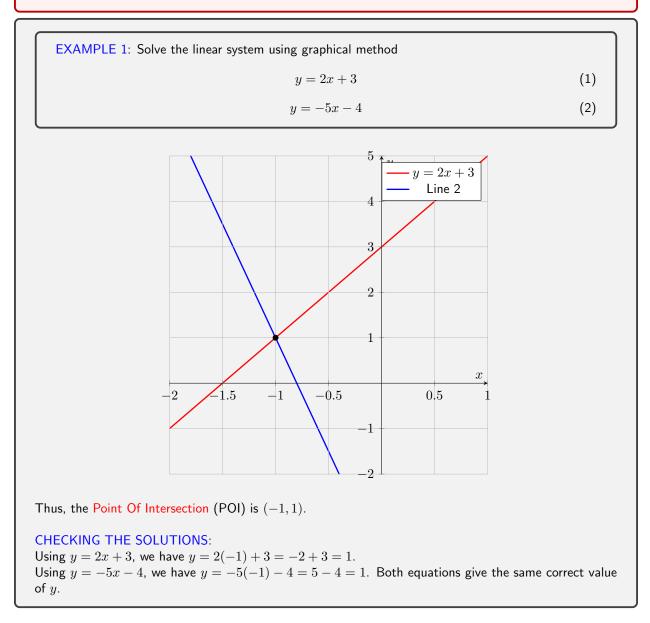
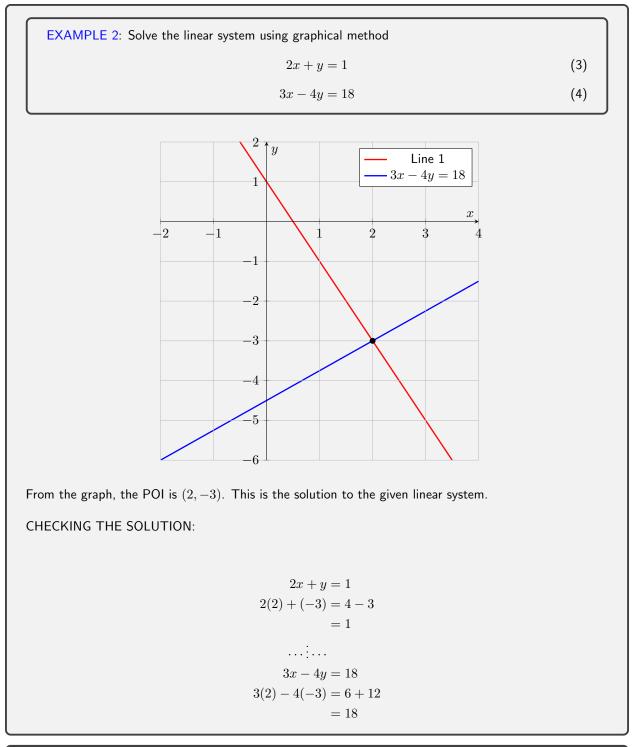
LESSON 2: Graphical solution of linear systems

Linear system: two or more linear equations treated simultaneously. Today's lesson focuses on only two.

Three **possibilities**:

ONE point of intersection; NO point of intersection (parallel lines); INFINITELY many points of intersection (coincident lines).

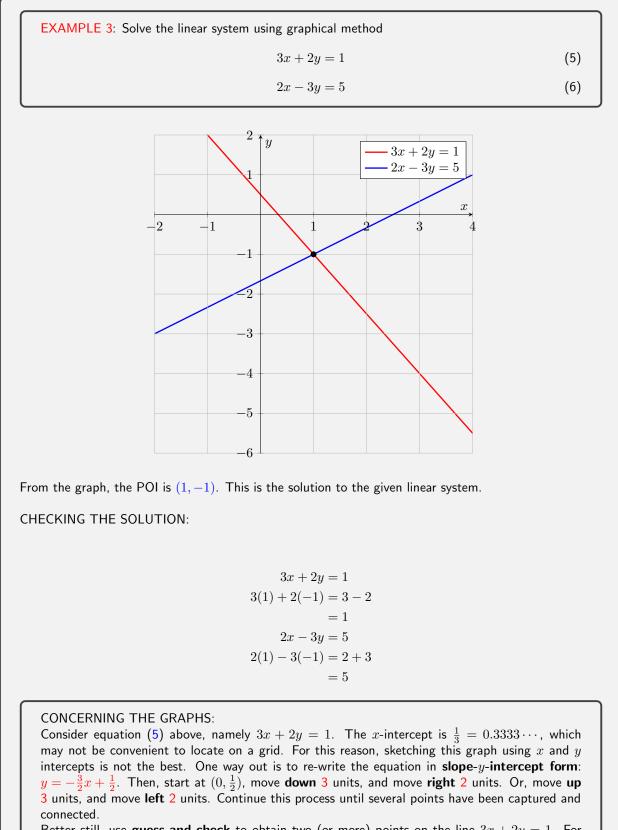




Unrelated info

For something totally unrelated to today's lesson: Line 1 and Line 2 (labels used in the two preceding examples) are just reminders of our city's subway system – CLICK HERE to go there.

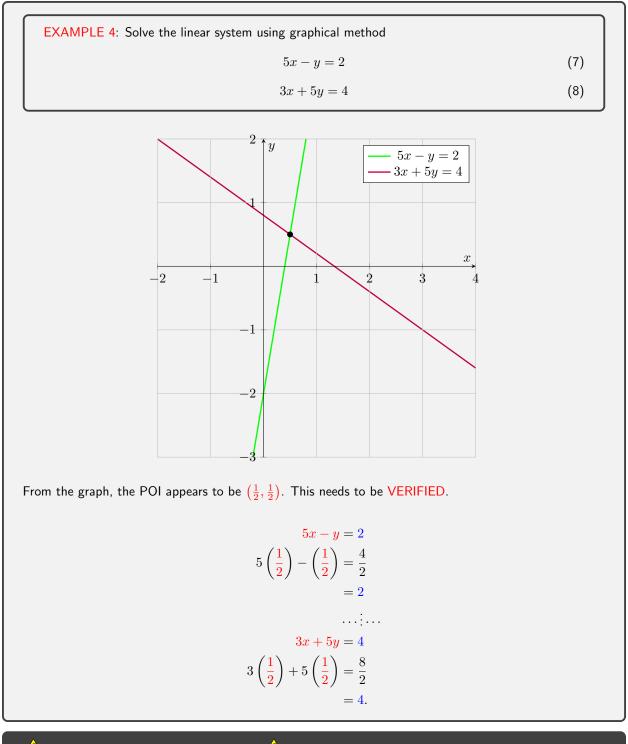




Better still, use **guess-and-check** to obtain two (or more) points on the line 3x + 2y = 1. For example, put x = -1 and solve for $y: 3(-1) + 2y = 1 \implies y = 2$. So one point is (-1, 2). ETC.







Unfamiliar fractions or decimals as POI

NOTE that it is sometimes challenging to read the coordinates of the point of intersection from a graph. This is one major limitation of the graphical method of solving linear systems. For this reason, other methods of solving linear systems will be considered.





