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Graphing Inequalities - Lesson 13-4

Today, we learned about graphing inequalities. We started by reviewing the following hints for doing this:

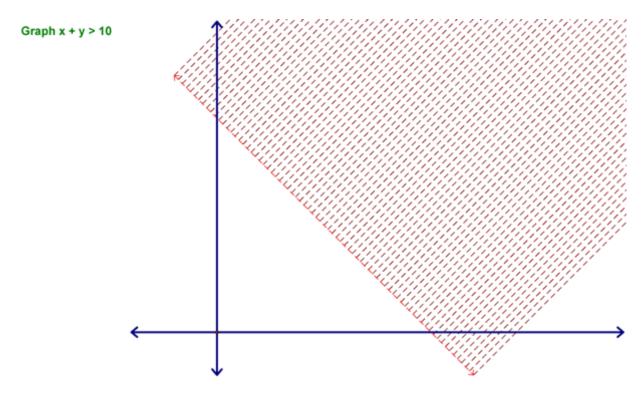
Some hints for graphing inequalities:

1. If > or <, line should be dashed.

2. If =, \geq , or \leq , line should be solid.

3. Plug in (0,0) to determine where shading should be

Then we did the following example:



For the example, we took the following steps:

- 1. Put the equation in y = mx + b form: y > -x + 10.
- Graphed the line y = -x + 10...we did this as a dotted line since the inequality is just >, not > or =.
- 3. Plugged the point (0, 0) into the equation to see if it resulted in a true statement...it didn't (0 is not > 10), so we shaded on the side of the line opposite to (0, 0).

That's it! you should be able to do problems that use these techniques now! *Baroody*