

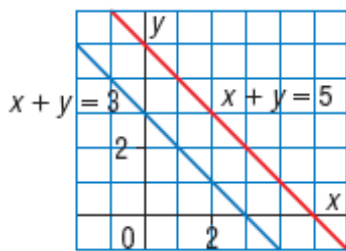
5.4 Solving Systems Graphically

When solving systems of equations graphically, you must show the equations you enter in your calculator (y₁ and y₂) and a sketch.

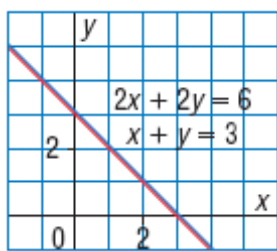
Recall Math 10C: The solution(s) to a system of equations is/are the point(s) of intersection (ie. the points that satisfy both equations.)



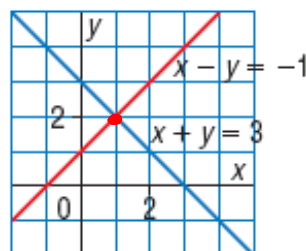
Numbers of Solutions: *Intersection points*
Systems of Linear Equations



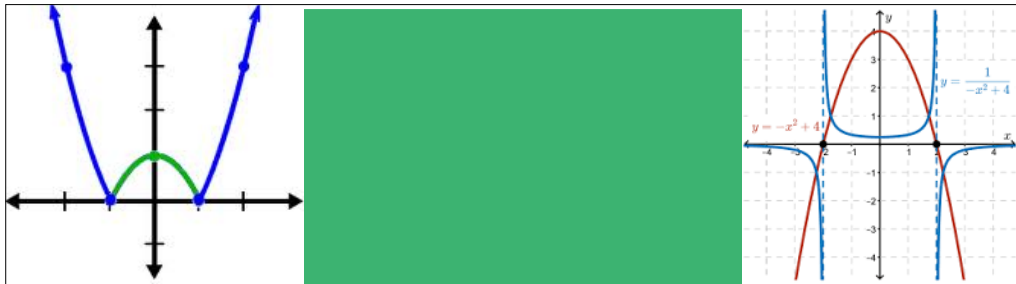
0 sol'n



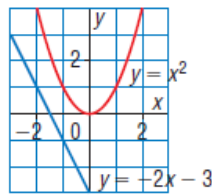
∞ sol'n



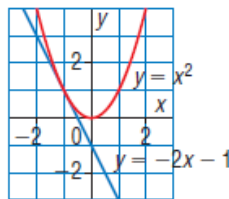
1 sol'n



Determining the numbers of Solutions:
Linear-Quadratic Systems

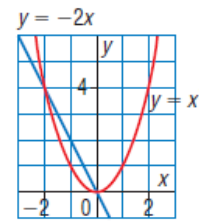


0 sol'n

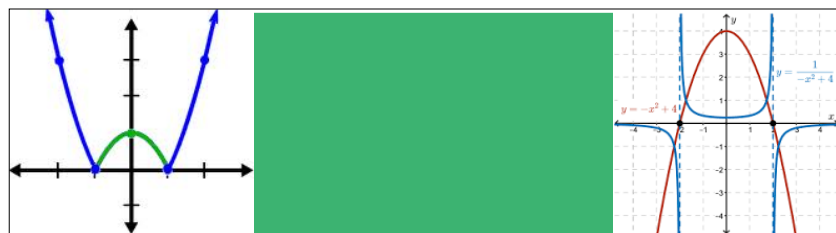


1 sol'n

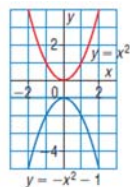
"tangent point"



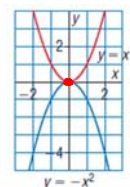
2 sol'n



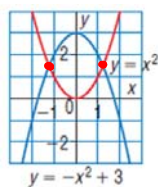
Determining the numbers of Solutions:
Quadratic-Quadratic System



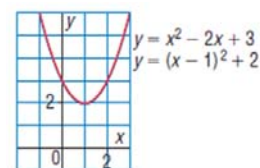
0 sol'n



1 sol'n



2 sol'n



∞ sol'n



Ex.) Solve and verify the following system of equations:

$$\begin{aligned}
 x - y + 1 &= 0 \\
 x^2 - 6x + y + 3 &= 0 \\
 -x^2 + 6x - 3 &
 \end{aligned}$$

$x + 1 = y_1$
 $y_2 = -x^2 + 6x - 3$

$(1, 2)$
 $(4, 5)$



Ex.) Solve:

$$2(3)^2 - 16(3) - 5 \stackrel{?}{=} -35$$

$$\begin{aligned}
 2x^2 - 16x - y &= -35 \\
 2x^2 - 8x - y &= -11
 \end{aligned}$$

$y_1 = 2x^2 - 16x + 35$
 $y_2 = 2x^2 - 8x + 11$

$(3, 5)$



Pg. 435
1-5.