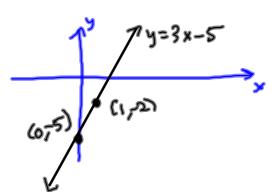


Notice how "sparse" this graph is. For speed and efficiency, focus on the important stuff, like the intercepts.



Your textbook wants you to plug in points at random. This won't be good enough for most graphs on homework and tests. What matters? INTERCEPTS.

In the case where there is only one intercept, you will have to find another point that isn't an intercept.

In Chapter 3, our focus is on LINES. We will devote ourselves to other concepts in later chapters, even though some other things are sprinkled into Chapter 3: Lines 3x-vy=6 4=5x+2

- Quadratics: Anything with an  $x^2$  in it, we IGNORE, for now.
- Absolute Value: Anything with a |x| in it (or a |5x-3|), we IGNORE, for now.

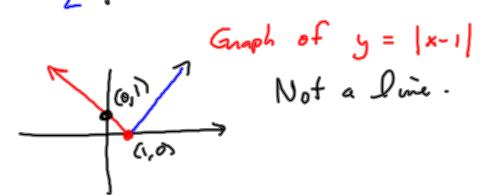
Plotting anything but lines by just plugging in points is a waste of time. We have better ways of attacking these other things. It's enough, for now, to know that 3.1 #s 21 - 2 are NOT LINEAR. #38 Not linear

So, when doing practice problems that I'm NOT collecting, be sure to omit (1) Cave out) the following: y = |x-y|3.1 #s 33, 34, 37 - 40, 45, 46. The propriete in the second of the seco

Anything I ask you to graph on Chapter 3 Test will either be a line or have a line as its boundary.

$$|x| = \begin{cases} -x & \text{if } x < 0 \\ |-3| = 3 = -(-3) \end{cases}$$

$$|x-1| = \begin{cases} x-1 & \text{if } x-1 \geq 0 \\ -(x-1) & \text{if } x-1 \geq 0 \end{cases}$$
 $|x-1| = \begin{cases} x-1 & \text{if } x-1 \geq 0 \\ -(x-1) & \text{if } x-1 \geq 0 \end{cases}$ 
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There is one case where just graphing the intercepts ign't enough. 4=5x x-24 = 0 So you need to plug -2y=-1in more than just the  $y=\frac{1}{2}$ intercepts for graphs that  $y=\frac{1}{2}$ pass that the origin. onigia. 53.1 #5 12,20,28,38,46