

## Preview Pg.62#13,17

### U2L3 – 1.4 Graphing Lines Using the TI-83 Plus Calculator (Smartboard?)

Students will:

1. Use graphing calculators to graph lines of the form  $y = mx + b$  and  $Ax + By + C = 0$ .
2. Use the Trace function on the calculator to determine the point of intersection of 2 lines.

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Go through Pgs. 64 – 65 together.  
Discuss graphing  $2x + 3y = 7$ .

1. In the practice questions at the bottom of pg. 65 do we really need to use the calculator to find the y-intercept?

2. Show the "CALC" and "zero" function on the calculator to determine the x-intercept.

Ex. Pg.65 a – f