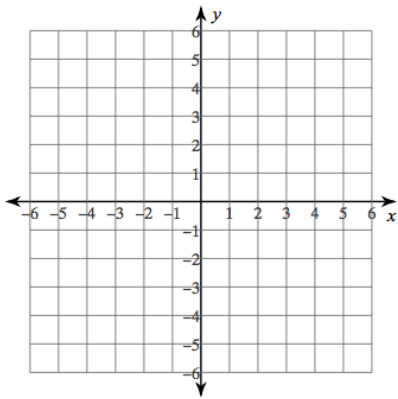


Rules for Graphing

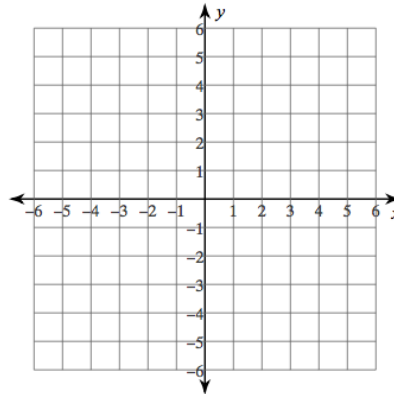
- 1) Write the equation in slope-intercept form - $y = mx + b$
- 2) Plot the y -intercept first. It is always $(0, b)$.
- 3) Use the slope or $\frac{\text{rise}}{\text{run}}$ to plot your next point. The slope is always m .
- 4) Draw a straight line between the two points. Any point on the line is a solution to the equation.

Sketch the graph of each line. Accuracy counts! Use a ruler.

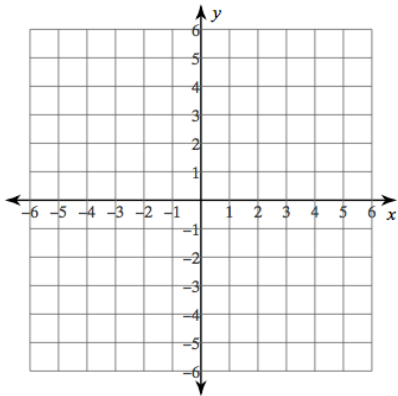
1) $y = -\frac{3}{2}x + 4$



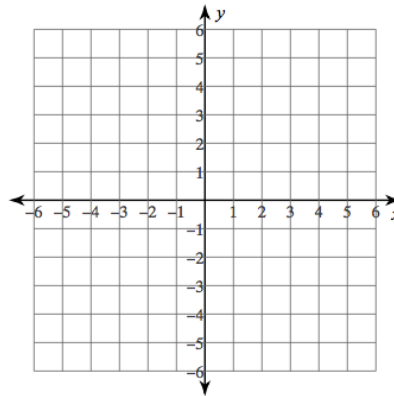
2) $y = 5$



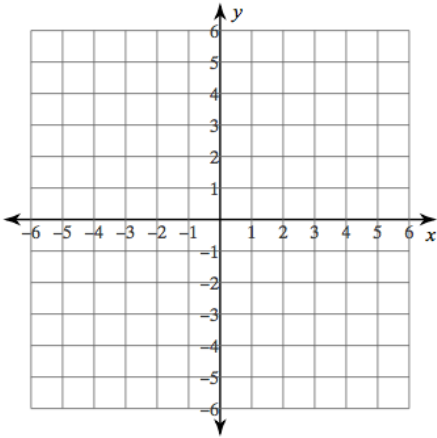
3) $y = -2x$



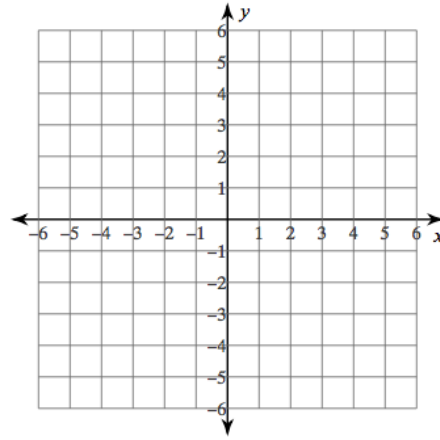
4) $4x - y = 2$



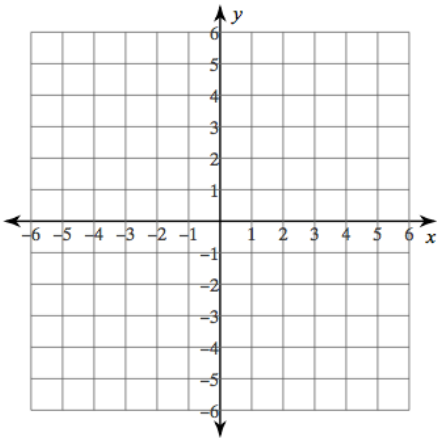
5) $x = 2$



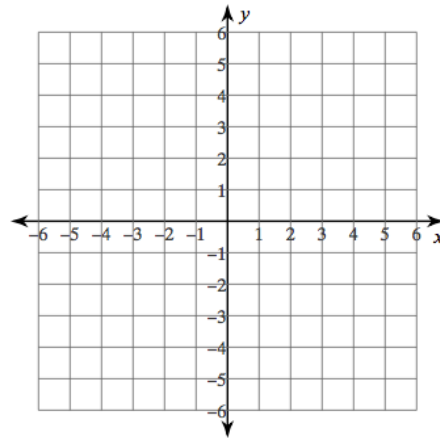
6) $\frac{1}{5}x = -2 - y$



7) $10 = 3x - 5y$



8) $-5y + x = -20$



9) $-5x + 3y = 0$

