Solving Linear Systems by Graphing on the CALCULATOR

Step 1)   Write both equations in the system in $y = f(x)$ form. (In other words, solve for y.)

Step 2)   Enter both equations in the function editor window and $\boxed{\text{GRAPH}}$ them in the Standard Viewing Window.

Step 3)   If the point of intersection of the lines can be seen, then proceed to **Step 4**. Otherwise, adjust the window so that the point can be seen.

Step 4)

TI 83/84

Press $\boxed{\text{2nd}}$ $\boxed{\text{CALC}}$

Select: Intersect

Press $\boxed{\text{ENTER}}$ to select the first function and $\boxed{\text{ENTER}}$ again to select the second function.

Use the left (◀) or right (▶) arrow keys to move the trace bug close to the point of intersection.

Press $\boxed{\text{ENTER}}$

The solution appears.

TI 85/86

With the $\boxed{\text{GRAPH}}$ menu bar showing

$\boxed{\text{Y =}}$ $\boxed{\text{WIND}}$ $\boxed{\text{ZOOM}}$ $\boxed{\text{TRACE}}$ $\boxed{\text{GRAPH}}$

press $\boxed{\text{MORE}}$ $\boxed{\text{MATH}}$ $\boxed{\text{MORE}}$ $\boxed{\text{ISECT}}$

Press $\boxed{\text{ENTER}}$ to select the first function and $\boxed{\text{ENTER}}$ again to select the second function.

Use the left (◀) or right (▶) arrow keys to move the trace bug close to the point of intersection.

Press $\boxed{\text{ENTER}}$

The solution appears.

TI 89/92

Press $\boxed{\text{F5}}$

Select: Intersection

Press $\boxed{\text{ENTER}}$ to select the first function and $\boxed{\text{ENTER}}$ again to select the second function.

Use the left (◀) or right (▶) arrow keys to move the trace bug so that it is to the left of the point of intersection.

Press $\boxed{\text{ENTER}}$

Use the arrow keys to move the bug to the right of the point of intersection.

Press $\boxed{\text{ENTER}}$

The solution appears.

Step 5)   Write the solution in ordered pair (x, y) notation.