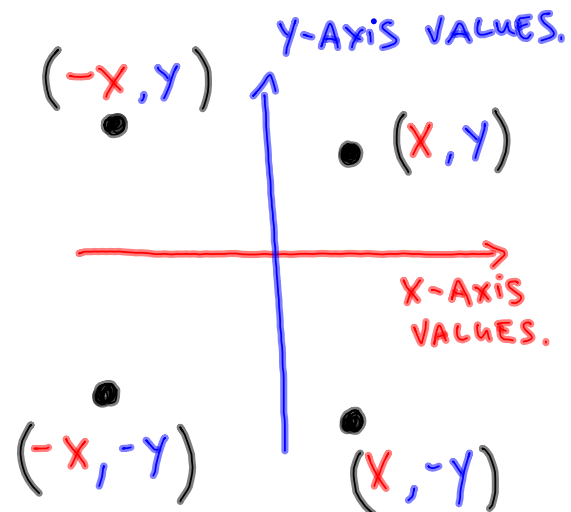


ELEMENTS OF A CARTESIAN GRAPH.

X-AXIS \Rightarrow FOR IND. VARIABLE.

Y-AXIS \Rightarrow FOR DEP. VARIABLE.

* ALWAYS X, THEN Y
HORIZONTAL, VERTICAL



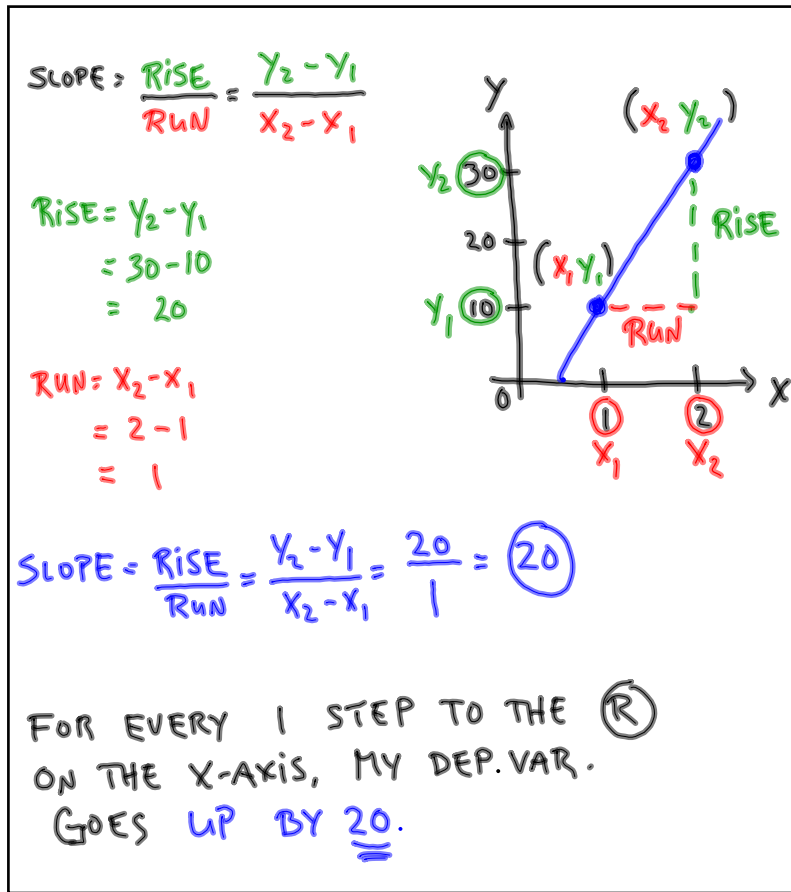
RATE OF CHANGE.

A.K.A. SLOPE

\Rightarrow How much the DEP. VARIABLE. CHANGES BY FOR EVERY 1 STEP TO THE RIGHT ON THE X-AXIS.

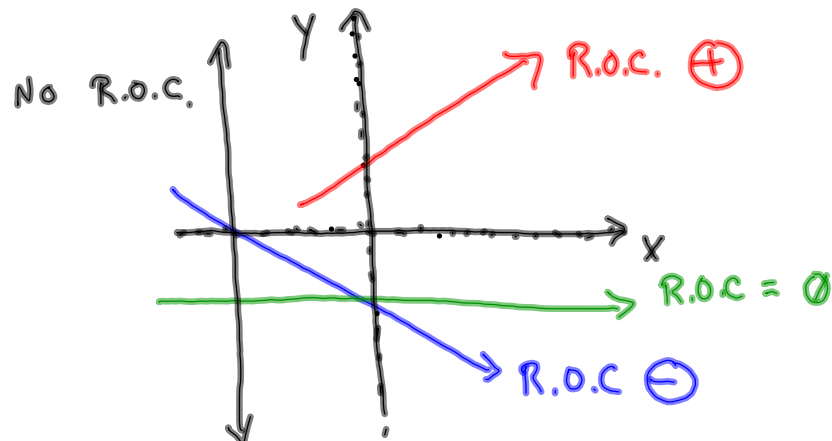


$$\text{SLOPE} = \frac{\text{RISE}}{\text{RUN}} = \frac{Y_2 - Y_1}{X_2 - X_1}$$



NOTES ON SLOPES.

- -ive SLOPE GOES ↓ AS YOU STEP TO THE \textcircled{R}
- +ive SLOPE GOES ↑ AS YOU STEP TO THE \textcircled{R} .
- SLOPE = 0 MEANS HORIZONTAL LINE.
- LINE STRAIGHT UP & DOWN : NO SLOPE.

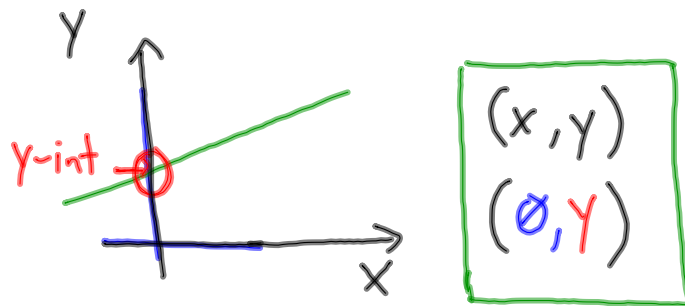


INITIAL VALUE
(y-intercept).

THE VALUE OF THE DEP. VARIABLE (Y-AXIS)
WHEN YOU START (WHEN YOUR X-AXIS VALUE
is 0).

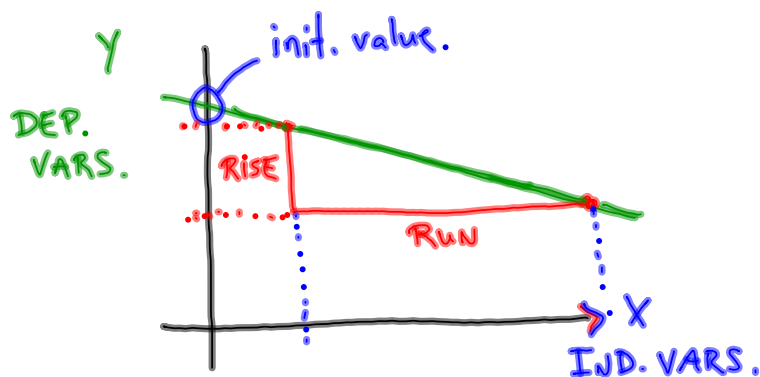
A.K.A. Y-INTERCEPT

'CAUSE IT'S THE Y-VALUE WHEN
THE LINE CROSSES THE Y-AXIS.



RULE: $y = a \cdot x + b.$

DEP. VAR. VALUES. (points to y)
R.O.C (SLOPE) (points to a)
IND. VAR. VALUES (points to x)
INITIAL VALUE (Y-INTERCEPT). (points to b)



MAKING A GRAPH.

- ① LABEL YOUR AXES → X AXIS : IND. VAR.
→ Y AXIS : DEP. VAR.
- ② CHOOSE A PROPER SCALE FOR EACH AXIS
LOOK @ BIGGEST #, GO A LITTLE BIGGER &
MAKE REGULAR DIVISIONS BACK TO 0 (ORIGIN).
- ③ PLOT 3 POINTS (X,Y) & CONNECT FOR
A STRAIGHT LINE.
- ④ TITLE: 'y' DEPENDS ON 'x'
DEP. VAR DEPENDS ON IND. VAR.

NOTES ON INTERCEPTS.

Y-INTERCEPT: Y-VALUE AS THE LINE CROSSES THE
Y-AXIS (@ THE START, $x=0$)

X-INTERCEPT: X-VALUE AS THE LINE CROSSES THE
(AKA: THE ZERO) X-AXIS (WHERE $y=0$)

