## Everything you always wanted to know about Straight Lines

### Straight-line equations are those that are first degree in both *x* and *y*.

**Slope:** the measure of "steepness" of a line. Two points on the line are needed to determine the slope.  $Slope = m = \frac{change \text{ in } y}{change \text{ in } x} = \frac{rise}{run} = \frac{y_2 - y_1}{x_2 - x_1}$  where  $(x_1, y_1)$  and  $(x_2, y_2)$  are the coordinates of any two points on the line

## **Line Equations:**

- Point-Slope Form: y y<sub>1</sub> = m(x x<sub>1</sub>) Need a point and the slope to use this form where (x<sub>1</sub>, y<sub>1</sub>) is the point and m is the slope
  Slope-Intercept Form: y = mx + b Need a slope and a point on the line,
- Slope-Intercept Form: y = mx + b Need a slope and a point on the line, where **m** is the slope and **b** is the y-intercept (0,b) OR Need the slope and y-intercept

\*Equations must be in the slope-intercept form (solved for *y*) in order to easily "see" what the slope and *y*-intercept are.

Parallel Lines...have the same slopes and different y-intercepts

Perpendicular Lines...have slopes that are negative reciprocals. If the slope of one line is 4, then the

slope of the perpendicular line is  $-\frac{1}{4}$ .

## **Graphing Linear Equations:**

- Find the *x*-intercept by letting y = 0, then find the *y*-intercept by letting x = 0. Plot these two points, and draw the line that connects the two points.
- If the equation is given in *slope-intercept* (y=mx+b) form: Plot the *y*-intercept first. From the *y*-intercept, use the slope information to go up/down, then right, to obtain another point. Connect these two points, and you have graphed the line.

**Vertical Lines...**are missing the *y* variable. The slope of a vertical line is undefined.

x = 3 is the equation of a vertical line, where the *x* coordinate is always 3, and the *y* coordinate can be any value.

Horizontal Lines...are missing the *x* variable. The slope of a horizontal line is zero.

y = 2 is the equation of a horizontal line, where the *y* coordinate is always 2, and the *x* coordinate can be any value.

# Horizontal and Vertical lines are perpendicular.