# **Chapter 5**

## Linear Inequalities and Linear Programming

Section 1 Linear Inequalities in Two Variables

### Systems of Linear Inequalities in Two Variables



In this section, we will learn how to graph linear inequalities in two variables and then apply this procedure to practical application problems.



### **Graphs of Linear Inequalities**

The graph of the linear inequality Ax + By < C or Ax + By > C with B ≠ 0 is either the upper half-plane or the lower halfplane (but not both) determined by the line Ax + By = C.
If B = 0 and A ≠ 0, the graph of Ax < C or Ax > C is either the left half-plane or the right half-plane (but not both) determined by the line Ax = C.

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### Procedure for Graphing Linear Inequalities

**Step 1.** First graph Ax + By = C as a dashed line if equality is not included in the original statement, or as a solid line if equality is included.

**Step 2.** Choose a test point anywhere in the plane not on the line (the origin (0,0) usually requires the least computation) and substitute the coordinates into the inequality.

**Step 3.** Does the test point satisfy the original inequality? If so, shade the half-plane that contains the test point. If not, shade the opposite half-plane.

# **Graphing a Linear Inequality** Example 1 Our first example is to graph the linear equality $y < \frac{3}{4}x - 1$

### Graphing a Linear Inequality Example 1

Our first example is to graph the linear equality

$$y < \frac{3}{4}x - 1$$

Solution:

1. Replace the inequality symbol with an equal sign

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

2. Graph the line.If the original inequality is a > or < sign, the graph of the line should be dotted, otherwise solid.</li>

### Example 1 (continued)

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In this example, since the original problem contained the inequality symbol (<) the line that is graphed should be dotted.

For our problem, the equation of our line  $y = \frac{3}{4}x - 1$  is already

in slope-intercept form, (y = mx + b) so we easily sketch the line by first starting at the *y* intercept of -1, then moving up 3 units and to the right 4 units, corresponding to our slope of <sup>3</sup>/<sub>4</sub>. After locating the second point, we sketch the dotted line passing through these two points.

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### Example 1 (continued)

3. Now, we have to decide which half plane to shade. The solution set will either be

(a) the half plane above the line, or

(b) the half plane below the graph of the line. To determine which half-plane to shade, we choose a **test point** that is not on the line. Usually, a good test point to pick is the origin (0,0), unless the origin happens to lie on the line. In our case we can choose the origin as a test point.

Substituting the origin in the inequality  $y < \frac{3}{4}x - 1$ 

produces the statement  $0 \le 0 - 1$ , or  $0 \le -1$ .













### Example 3

Our third example is unusual in that there is no y variable present. The inequality 2x > 8 is equivalent to the inequality x > 4. How shall we proceed to graph this inequality? The answer is: the same way we graphed previous inequalities: **Step 1:** Replace the inequality symbol with an equals sign:

### x = 4.

**Step 2:** Graph the line x = 4. Is the line solid or dotted? The original inequality is >. Therefore, the line is **dotted**.

**Step 3.** Choose the origin as a test point. Is 2(0) > 8? Clearly **not**. Shade the side of the line that does **not** include the origin. The graph is displayed on the next slide.

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### Example 4

Graph  $y \leq -2$ .

This example illustrates the type of problem in which the x variable is missing.

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### **Application Solution**

x = number of tickets sold for the playing field

y = number of tickets sold for seats in the stands

Total tickets sale must be at least \$700,000.

### $125x + 175y \ge 700,000$

- 1. Graph:  $5x + 7y \ge 28,000$
- 2. Test point (0, 0) and it's false.

3. The graph is the upper half-plane including the boundary line.



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