

## Solving Equations with Technology.

Consider a typical problem from this chapter.

### Example 1:

$$3x - 4(5x - 2) = 11 - 4x$$

$$3x - 20x + 8 = 11 - 4x$$

$$-17x + 8 = 11 - 4x$$

Simplify the respective sides as one normally would **until it is time to get the variables on one side of the equation.**

**Instead** of moving the variables to one side and the constants to the other, move everything to the same side of the equation.

$$0 = -4x + 17x + 11 - 8$$

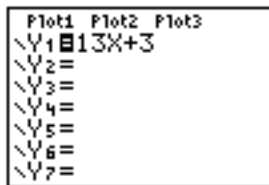
$$0 = 13x + 3$$

Notice that the equation is **zeroed** out. This actually sets up an idea known as finding **zeroes, roots, or solutions** to equations.

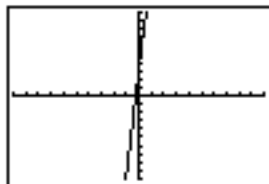
Next follow this procedure for finding solutions by graphing.

Step 1: Open the equation editor on the calculator by pressing the “y =” button on the left most side of the top menu.

Step 2: **Enter the non zero part** of the equation and then graph the result. In order to graph the equation press the **graph** button on the right most side of the top menu.

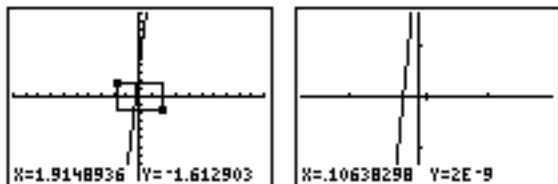


Step 3: Recall that any point on the x-axis is identified by an x-coordinate with some x-value and a **y-coordinate equal to zero**. So when  $y = 0$ , that's where the line intersects the x-axis. That is what one would be interested in finding.

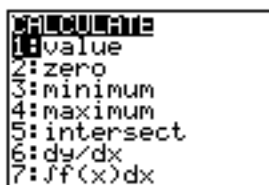


#### Step 4: Procedure for Finding Zeros

- a. Press the **zoom** button on the middle of the top menu.
- b. Select the **ZBox option**. This is the zoom box option. It will allow one to create a box that will be graphed as the new window. To create the box move the cursor by **using the arrow keys** on the calculator. The objective is too create a box the includes the x axis and the line that crosses thex-axis. As the cursor is moved to the left hit the **enter** button to engage the box then move to the right and down until the desired box is created. Next, press **enter a second time** to generate a window where the intersection has been zoomed in.

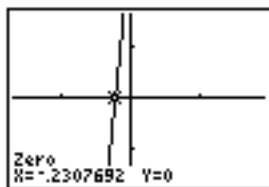


- c. To find the zero, or solution to the problem press the **2nd button** followed by **Trace** button. The trace button is second from the right on the top menu. This will call up the calculate menu.



Select option 2, the “zero” of a function.

- d. The calculator will prompt for a **Left Bound**, a **Right Bound**, and a **Guess**. Be sure that when the left boundary is selected the cursor has been moved to the **left of the point of intersection** by using the arrow buttons. Then press enter. The same should be done with the right boundary but making sure that the **cursor falls to the right of the point of intersection**. The “guess” just needs to be inside the boundaries. The calculator should then find the point of intersection.



This reports the decimal solution to the equation.

$$x = .2308$$

Example 2:

Consider this beast of a problem. It is not necessary to simplify the expression but merely to ensure that all the terms are on one side of the equation. Enter the equation and repeat the procedure outlined above.

$$7\frac{2}{3}m + 3(2\frac{1}{3}m - 5\frac{1}{4}) = 11\frac{1}{2}m + 3\frac{1}{4}$$
$$7\frac{2}{3}m + 3(2\frac{1}{3}m - 5\frac{1}{4}) - 11\frac{1}{2}m - 3\frac{1}{4} = 0$$

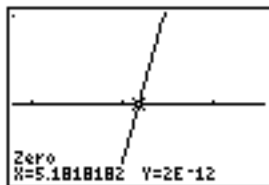
Note 1: On older calculators mixed numbers must be entered as an addition in parentheses.

Note 2: The calculator will only recognize x as a variable so it will be necessary to enter everything in terms of x.

Note 3: Be sure to balance the parentheses, particularly when the distributive property is involved. It may be in one's best interest to simplify the expression before entering it into the calculator.

```
Plot1 Plot2 Plot3
\Y1=((7+2/3)X+3((
2+1/2)X-(5+1/4))
-(11+1/2)X-(3+1/
4)
\Y2=
\Y3=
\Y4=
```

For this problem, I had to **zoom out** until the intersection came into view.



Notice that the y-value is not exactly equal to zero. In decimal form that represents 0.000000000002, which is pretty darn close to zero. The x-value is what one is interested in so report **m = 5.1818**

**PLEASE KEEP IN MIND THAT ONLY TECHNOLOGY PROBLEMS SHOULD BE REPORTED AS DECIMALS.**

Technology Problems: Please read through instructional pages before attempting these problems.

1.  $3k + 5 = 11k - 9$

1. \_\_\_\_\_

2.  $4y - 16 = 3y - 9$

2. \_\_\_\_\_

3.  $3t - 4 = 11(5t + 8) + 9$

3. \_\_\_\_\_

4.  $3(2m - 7) = \frac{1}{3}m + 8$

4. \_\_\_\_\_

5.  $7x - 13 = 5(11x - 2) + 4\frac{1}{2}x - 3\frac{1}{3}$

5. \_\_\_\_\_

6.  $\frac{4}{5}z - 1\frac{3}{7}(5z - 13) = 11\frac{2}{3}z + 6$

6. \_\_\_\_\_

7.  $\frac{2w + 5}{3} - \frac{8w - 7}{4} = \frac{11w + 3}{5}$

7. \_\_\_\_\_