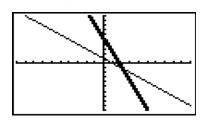
SOLVING LINEAR SYSTEMS USING SUBSTITUTION

The substitution method is another way to solve a linear system using ALGEBRA! The method requires you to write both equations in the slope *y*-intercept form.

$$y = mx + b$$

Recall: Solving a linear system means finding the POINT OF INTERSECTION.



To find the POINT OF INTERSECTION (x, y): FIRST find the x component (STEP 1) THEN find the y component (STEP 2)

METHOD FOR STEP 1 – finding the *x* component of the POI (*x*, *y*)

- *1* Make sure both equations are in y = mx + b form; if not, rearrange them into this form.
- *2* Both equations equal y, so they are equal to each other! So....set the right side of each equation equal to each other!!!.

3 Solve for x.

EXAMPLES: Solve for *x* for the following linear systems:

y = 2x + 7	6x + 2y = 12
y = -x - 11	4x - y = 5

x + y = -2x - y = 6

METHOD FOR STEP 2 – finding the *y* component of the POI (*x*, *y*)

- *1* Use the equation of the line in the y = mx + b form
- *2* Substitute the value of x (from STEP 1) into that equation
- *3* Solve for y

EXAMPLES - Solve the following equations by substituting in for the *x* value

a) y = x + 5 when x = 2b) y = 6x - 3 when x = -5

c) y = 3x + 8 when x = 7 d) y = -9x - 25 when x = -4