# How to Graph Linear Equations

- Make sure the linear equation is in the form: y = mx + b
- 2. Plot the number **b** on the Y-axis
- 3. Convert *m* into a fraction
- 4. Start extending the line
  from *b* using the slope, or rise over
  run
- **5.** After 3 or more points, use a ruler and draw the line.



#### How to Graph Absolute Values

1. Make sure the equation is in the form:

y = a |x - h| + k

- 2. Plot the vertex (*h*, *k*)
- 3. Convert *a* into a fraction
- Start extending the <u>right side</u> of the line from the vertex using the slope *a*, or rise over run
- Go back to the vertex and extend the <u>left side</u> using the slope *a* or rise over run.



# How to Graph Parabolas

- 1. Make sure the equation is in the form:  $y = a (x h)^2 + k$
- 2. Plot the vertex (*h*, *k*)
- **3.** The changing slopes of the parabola are *a* multiplied by (1, 3, 5 ...)
- Start extending the <u>right side</u> of the parabola from the vertex using the slopes *a times (1, 3, 5..)*
- Go back to the vertex and extend the <u>left side</u> using the same slopes *a*



times (1, 3, 5..), then draw a smooth curve to create the parabola.

# How to Graph Circles

- 1. Make sure the equation is in the form:  $(x h)^2 + (y k)^2 = r^2$
- 2. Plot the circle's center (h, k)
- **3.** Find the square root of  $r^2$
- Start by plotting a point *r* units to the right, then *r* units to the left
- Go back to the center and plot points
   *r* units above and *r* units below, then draw the circle.



# **How to Graph Cubic Functions**

- 1. Make sure the equation is in the form:  $y = a (x - h)^3 + k$
- 2. Plot the point of symmetry (h, k)
- **3.** Find the right reference point (-1 + h, -a + k) or (-b + h, -a + k)
- 4. Find the left reference point

(1 + h, a + k) or (b + h, -a + k)

 Make a smooth curve about the reference points, then extend the <u>left</u> <u>side and right side</u> using a ruler.

