

**ALGEBRA II JOURNAL**  
**Systems of Equations**

1. Complete the following table:

Situation	Slopes/Intercepts	Number of Solutions
Same line		
Intersecting lines		
Parallel lines		

2. The 5 methods for solving a system of linear equations are:
- a) \_\_\_\_\_ c) \_\_\_\_\_ e) \_\_\_\_\_
- b) \_\_\_\_\_ d) \_\_\_\_\_
3. To solve a system of two equations with your calculator you must:
- a) \_\_\_\_\_
- b) \_\_\_\_\_
4. When using substitution to solve a system of equations, the best variable to isolate is the variable with \_\_\_\_\_.
5. a) An equation with two variables to the first power represents \_\_\_\_\_.
- b) An equation with 3 variables to the first power represents \_\_\_\_\_.
- b) When you solve a system of equations with 2 variables and find the answer to be a single point  $(x,y)$ , that point represents where \_\_\_\_\_.
- c) When you solve a system of equations with 3 variables and find the answer to be a single point  $(x,y,z)$ , that point represents where \_\_\_\_\_.
5. a) The **two** *visual* differences between a determinant and a matrix are \_\_\_\_\_ and \_\_\_\_\_.
- b) The result of calculating a determinant is \_\_\_\_\_.
6. The best method to use to solve a system of equations containing 4 or more equations with 4 or more variables is \_\_\_\_\_.
7. The solutions to a system of **inequalities** are found by \_\_\_\_\_.
8. a) The purpose of linear programming is \_\_\_\_\_.
- b) In linear programming, the graph of the inequalities will form a \_\_\_\_\_ and the possible solutions will be located at \_\_\_\_\_.

- c) You can determine which information to use when writing the *function* of a linear programming problem by \_\_\_\_\_.
- d) The two inequalities which are automatically included in most linear programming word problems are \_\_\_\_\_.

9. List the following rules, facts, or formulas.

- a) Formula for finding the value of a 2 x 2 determinant

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} =$$

- b) Set up the determinants for solving a 3-variable system of equations using Cramer's Rule. Show the setup for solving for  $x$ ,  $y$ , and  $z$ .

$$x = \frac{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}$$

$$y = \frac{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}$$

$$z = \frac{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}{\begin{vmatrix} | & | & | \\ | & | & | \\ | & | & | \end{vmatrix}}$$

- c) Show the first line of how to find the value of the following 3 x 3 determinant by hand.

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix}$$

- d) Formula for finding an inverse matrix given  $[A] = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ .