Linear Programming (Day 2)

SWBAT write and graph linear inequalities to maximize an objective function.

Linear Programing is a method for finding a quantity, given a			_ value of some
The constraints are a system in inequalities that whe (It contains all the points that satisfy the constraints)	•••••	you a	<u> .</u> .
The quantity you are trying to minimize or maximize is the			
Graph each system of constraints. Name all vertice The objective function is normally a		_function.	

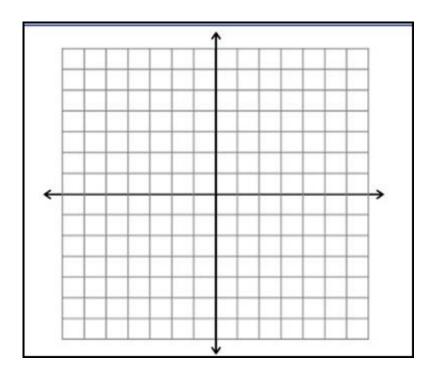
Steps to Solving a Linear Programming System of Inequalities

Step 1: Graph the system of inequalities (the constraints)

Step 2: Write the coordinates of the feasible region (extreme points of the system)

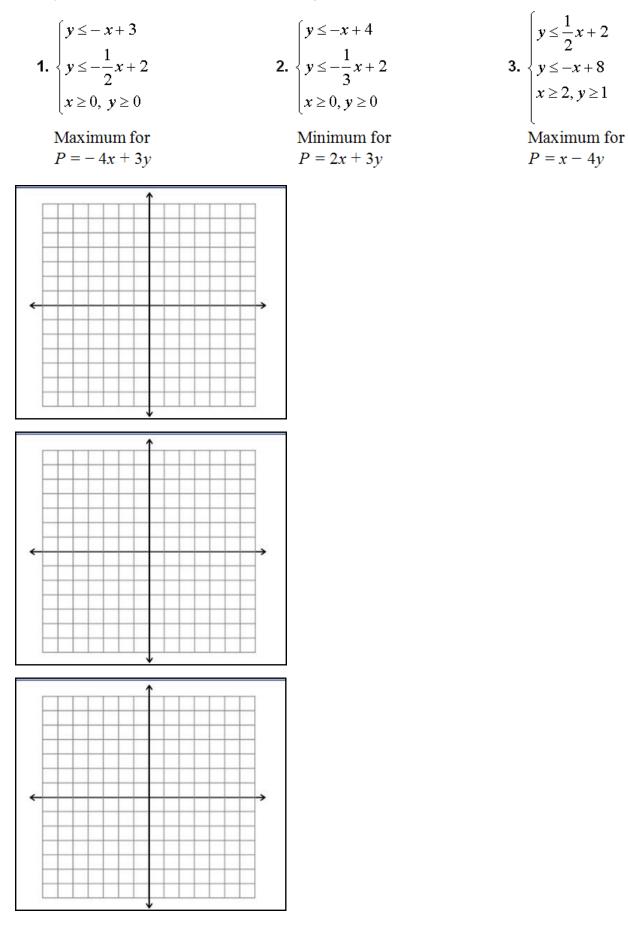
Step 3: Substitute the coordinates into the objective function to determine the maximum or minimum value of the function.

Graph the following: $x + 2y \le 5$ $x - y \le 2$ $x \ge 0$ $y \ge 0$ Evaluate P = x + 3y at each vertex



Math 1

Graph each system of constraints. Name all vertices. Then find the values of x and y that maximize or minimize the objective function.



Graph each system of constraints. Name all vertices. Then find the values of x and y that maximize or minimize the objective function. Find the maximum or minimum value.

