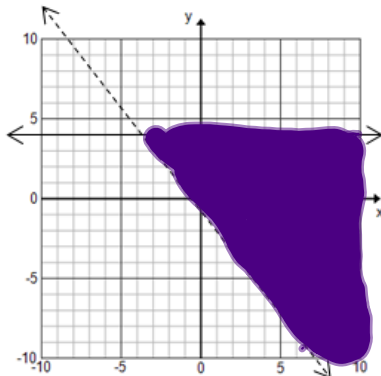


# Entrance Ticket

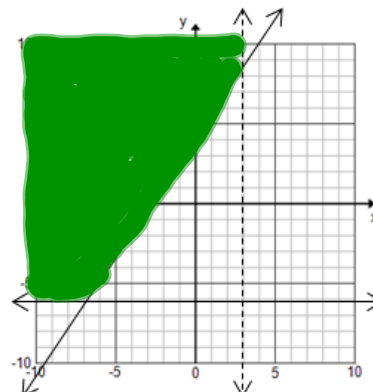
Directions: Shade ONLY the feasible region for the system of inequalities on the right.

1.  $\frac{-4}{3}x - 1 < y$   
 $y \leq 4$



2.  $2x + 4 \leq y$

$y \geq -6$   
 $x < 3$



## 1.3C Linear Programming – Finding Vertices Graphically

P-33

- 9) A carpenter makes tables and chairs. Each table can be sold for a profit of \$30 and each chair for a profit of \$10. The carpenter can afford to spend up to 42 hours per week working and takes six hours to make a table and three hours to make a chair. The carpenter has a small shop and has limited room for storage. He has only 40 cubic feet available for storage. Chairs take 5 cubic feet of storage; fortunately the tables are collapsible and only take 4 cubic feet of storage.



- a) Identify the variables and label the axes.

$t$ : # of tables  
 $c$ : # of chairs

- b) Determine the objective function used to maximize the profit.

equation

$$30t + 10c = P$$

$P$ : profit

- c) Write the constraints as a system of inequalities.

Minimum number of tables:

$$t \geq 0$$

Minimum number of chairs:

$$c \geq 0$$

Time available:

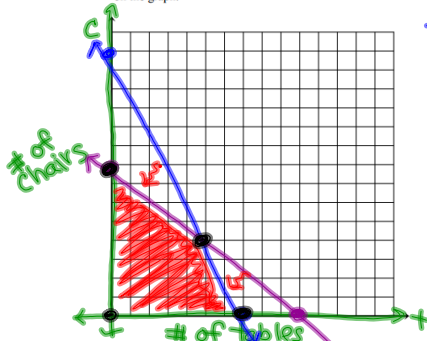
$$6t + 3c \leq 42$$

Storage available:

$$5c + 4t \leq 40$$

non-negative constraints

- d) Graph the constraints on the grid. Find (and list) the vertices of the feasible region and label them on the graph.



$$\begin{array}{r|l} t & c \\ 7 & 0 \\ 0 & 14 \end{array} \quad \begin{array}{l} 6t + 3(0) = 42 \\ 6t = 42 \\ t = 7 \end{array}$$

$$\begin{array}{r|l} t & c \\ 10 & 0 \\ 0 & 8 \end{array} \quad \begin{array}{l} 6(0) + 3t = 42 \\ 3t = 42 \\ t = 14 \end{array}$$

VERTICES:

$$(0, 8), (7, 0), (0, 0), (5, 4)$$

Section 1.3C

TEST:  $(0, 0)$   
 $6(0) + 3(0) \leq 42$  T  
 $5(0) + 4(0) \leq 40$  T

$$\begin{array}{r|l} t & c \\ 10 & 0 \\ 0 & 8 \end{array} \quad \begin{array}{l} 5c + 4t = 40 \\ 5(0) + 4t = 40 \\ 4t = 40 \\ t = 10 \end{array}$$

Learning Target: I can find vertices using graphing technology.

page 26

### 1.3D Linear Programming - Finding Vertices Algebraically

#### Section 1.3D

Up to this point, you have worked with linear programming problems by:

- 1) Writing and graphing a system of inequalities,
- 2) Finding the feasible region for the system,
- 3) Locating the vertices on the graph of the feasible region graphically

Most real-life situations though, do not have solutions that are whole numbers such as the solutions for Larry's Lawn Service and Cam's spring planting. **In situations where the vertices are not easily found, we use algebraic methods to solve for them.**

### Finding Vertices Using Graphing Technology

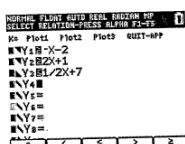
Find the vertices and shade with the calculator.

To get the inequality sign hit ALPHA then select the sign

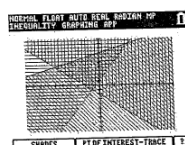
$$y \geq -x - 2$$

$$y \geq 2x + 1$$

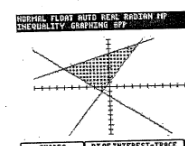
$$y \leq \frac{1}{2}x + 7$$



Graphed

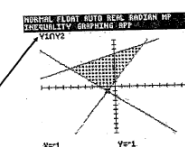


Hit Alpha F1, #1






Hit Alpha F3 and use your down and up and left and right arrow buttons.

Notice the 2 lines that we are finding the intersection for.



Solutions  $(-1, -1)$ ,  $(-6, 4)$ ,  $(4, 9)$

# HOMEWORK TONIGHT:

	10/3	I Can Represent Real-World Situations as a Linear Programming Problem and	1.3C #6,7 (P-31)	# of Questions =	  
	1.3 10/7		1.3D #9 (P-33) #6-9 (P-36)	Points =	