Learning Target: I can solve linear programming problems.

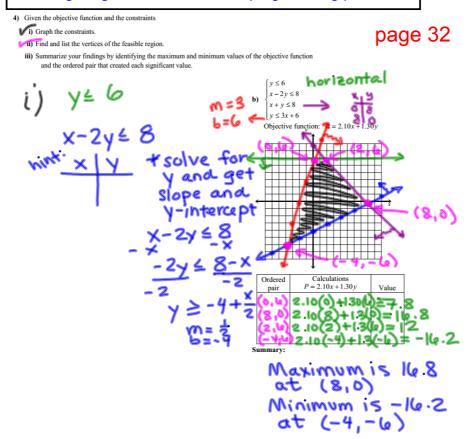
1.3E Solving Linear Programming Problems

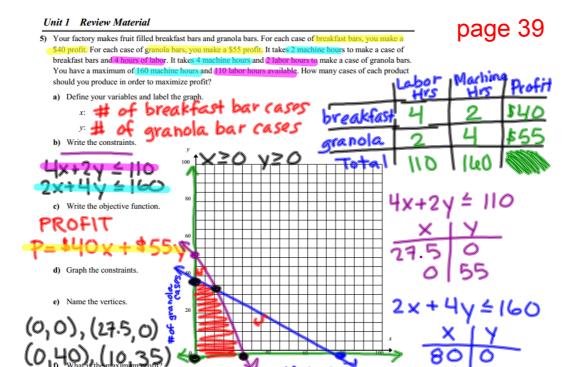
Section 1.3E

Linear programming sounds really difficult, but it is just a neat way to use math to find out the best way to do things – for example, how many things to make or buy. It usually involves a system of linear inequalities called constraints, but in the end, we want to either maximize something (like profit) or minimize something (like cost). Whatever we are maximizing or minimizing is called the objective function. In this section, we will further investigate the objective function and the means to identify the maximum or minimum value(s) for problems presented.

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g) How many cases of each product should you produce to maximize profit?

HOMEWORK TONIGHT:

Date		Learning	Practice	Number of Test	Self-Evaluation	
Covered	LT#	Target (LT) (What you should know)	Problems	Questions/Points	(Do you know it?)	
	1.2	I Can Demonstrate Understanding of Real-World Situations as a Linear Equation or Linear Inequalities	1.2 A 3-8 (P-19)	# of Questions = Points =	8 €	©
	1.3	I Can Represent Real-World Situations as a	1.3A 1,3,5,7 (P-21)	# of Questions = Points =	8 8	⊕
		Linear Programming Problem and	1.3B 1,2,10 (P-25)	# of Questions = Points =	8 €	©
		Demonstrate an Understanding of How to Find Reasonable Solutions	1.3B 9,11,12 (P-26) 1.3C 1-5 (P-29)	# of Questions = Points =	8 €	©
					8 e	⊕
	1.3	I Can Represent Real-World Situations as a Linear Programming Problem and Demonstrate an Understanding of How to Find Reasonable Solutions	1.3C 6-7,9 (P-31) 1.3D 6-9 (P-36)	# of Questions = Points =	Ø €	⊕
			1.3D 17-21 (P-41) 1.3E 1.3 E Worksheet #1 1.3E 1.3 E Worksheet #2	# of Questions = Points =	8 e	• ©
	EX	Review TRA CRED	Unit 1 Part B Review 1.3E 1 (page 30)		∂ €	©