

Straight-line graphs

Gradient of a line

Gradient measures the slope of a line

Gradient, $m = \frac{\text{rise}}{\text{run}}$ e.g. $m = \frac{4}{2} = 2$

positive gradient: rise (positive), run (positive)

negative gradient: rise (negative), run (positive)

zero gradient: run (positive), rise = 0

undefined gradient: run = 0, rise (positive)

A rate equals the gradient with units.
e.g. Speed = $\frac{40}{4} = 10$ km/h

Equation of a line

$$y = mx + c$$

gradient m , y-intercept c

- The rule is a linear equation.
- The graph is made up of points in a straight line.

Special lines

Horizontal lines e.g. $y = 3$

Vertical lines e.g. $x = 2$

Parallel and perpendicular lines

- Parallel-lines have the same gradient; e.g. $y = 3x - 4$ and $y = 3x + 1$
- For perpendicular lines, the product of their gradients is -1 , so $m_1 \times m_2 = -1$ or $m_2 = -\frac{1}{m_1}$.

For two variables that are directly proportional

- Both variables will increase or decrease together at the same rate.
- The rule is $y = kx$, where k is the constant of proportionality.

For two variables that are inversely (or indirectly) proportional

- When one variable increases, then the other variable decreases.
- The graph is a curve.

Sketching a line

Plotting straight-line graphs:

- Complete a table of values.
- Plot points and join them to form a straight line.

Using the y-intercept and gradient:

- Plot the y-intercept (c).
- Use the gradient to plot the next point.
- Join points to form a straight line.

e.g. $y = 2x - 1$
 $c = -1$ $m = \frac{2}{1}$

Midpoint of a line segment

Find the average of the end point coordinates.

$$M = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right)$$

e.g. $x = \frac{-3 + 5}{2} = \frac{2}{2} = 1$
 $y = \frac{-2 + 3}{2} = \frac{1}{2} = 0.5$
 $\therefore M = (1, 0.5)$

Length of a line segment

Use Pythagoras' theorem.

$$PQ^2 = 8^2 + 5^2$$

$$PQ^2 = 64 + 25$$

$$PQ^2 = 89$$

$$PQ = \sqrt{89}$$

$\sqrt{89}$ is an exact length.

Distance-time graph

- Flat segment means the object is at rest.

Reading from a graph:

- Start on given distance; move across to line and then down to time scale (or in reverse).

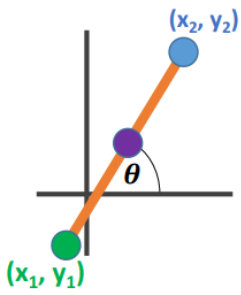
Using the axes intercepts

- Plot each axis intercept
- x-intercept (when $y = 0$)
- y-intercept (when $x = 0$)
- Join points to form a straight line.

e.g. $y = -2x + 4$

Linear modelling

- Find a rule in the form $y = mx + c$, using the appropriate pronumerals.
- Sketch a graph.
- Apply the rule to solve problems.
- Answer the problem in words.



Length of line Segment = $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$

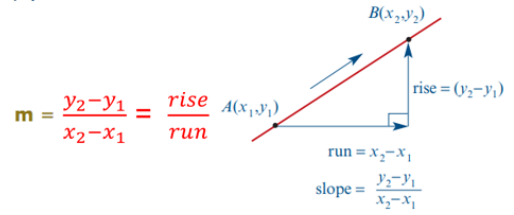
Co-ordinate of Midpoint = $\left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}\right)$

$\theta = \tan^{-1}(\text{gradient})$

gradient = $\frac{y_2 - y_1}{x_2 - x_1} = \frac{\text{rise}}{\text{run}}$

How do you find "m" and "c"?

- **c** is easy: just see where the line crosses the Y axis.
- **m** (the Slope) needs some calculation:



Types of Gradient Slope

There are four types of "Gradient" or "Slope"

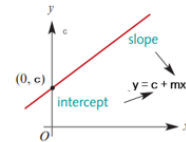


Images Purchased from Photozone.com

$y = c + mx$ General Equation of a Straight Line...

y = c + mx

The 'c' represents the y-intercept of the line: (where the line crosses the y-axis).



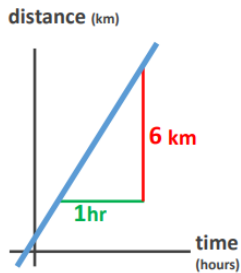
The 'm' represents the gradient/slope of the line: $m = \frac{y_2 - y_1}{x_2 - x_1}$

Keywords: The intercept slope form Equation $\rightarrow y = c + mx$

Rate of Change is basically just gradient with units

units means km/h, m/s, L/s etc

Covered in detail in video tutorials, see [RATES OF CHANGE](#)



Rate of Change = $\frac{\text{rise}}{\text{run}} = \frac{6\text{km}}{1\text{hr}} = 6\text{km/h}$

MathsMethods.com

Parallel means the same gradient



$y = 2x + 3$ $y = 2x - 2$

Perpendicular means $m = \frac{-1}{m}$



$y = 2x$ $y = -\frac{1}{2}x$