Vocabulary: Cat and Mouse (Modeling with Linear Systems)

Wocabulary

Gizmos

- <u>Slope</u> a measure of the steepness of a line.
 - For two points on a line, (x_1, y_1) and (x_2, y_2) , slope is defined as:

slope =
$$\frac{\text{rise}}{\text{run}} = \frac{\text{changein } y}{\text{changein } x} = \frac{y_2 - y_1}{x_2 - x_1}$$
.

For example, the slope of the line through the points (2, 1) and (5, 7) as shown to the right is:

$$\frac{7-1}{5-2} = \frac{6}{3} = 2$$



- \circ Slope is a measure of the rate of change of a quantity. The greater the slope, the faster the *y*-value is changing, with respect to *x*.
- <u>*y*-intercept</u> the *y*-coordinate of a point where a graph intersects the *y*-axis.
 - In general, the *y*-intercept is the value of *y* when x = 0.

