Date	_
Date	_

9.4 Graphical Solution of Linear Programming

FM.0.2 Use geometric and algebraic techniques to solve optimization problems with and without technology.PS.1 Make sense of problems and persevere in solving them.

(Graphical Solution
_	
0	Objective Function
(Constraint

Ex. 1 Maximize P = 3x + 2y subject to $2x + 3y \le 12$, $2x + y \le 8$, $x \ge 0$, $y \ge 0$.

Step 1: Graph the Inequalities

<u>Step 2: List the corners of graph</u> and substitute points into function.





Date	

Ex. 1 Minimize C = 3x + 4y subject to $x + y \ge 3$, $x + 2y \ge 4$, $x \ge 0$, $y \ge 0$.

Step 1: Graph the Inequalities

<u>Step 2: List the corners of graph</u> and substitute points into function.

· · · · · · · · · · · · · · · ·		
		:
	1 1 1	
		·····÷····÷····
- · · · · · · · · · · · · · · · · · · ·		
		·····
	1. 1. 1	
· · · · · · · · · · · · · · · · · ·		
	1. 1. 1	
- · · · · · · · · · · · · · · · · · · ·		
- · · · · · · · · · · · · · · · · · · ·		·····
		<u>.</u>
- · · · · · · · · · · · · · · · · · · ·		
<u>_ </u>		

Step 3: Determine the Minimum

Ex. 3 Ace Novelty wishes to produce two types of souvenirs: type A and type B. Each type-A souvenir will result in a profit of \$1, and each type-B souvenir will result in a profit of \$1.20. To manufacture a type-A souvenir requires 2 minutes on machine I and 1 minute on machine II. A type-B souvenir requires 1 minute on machine I and 3 minutes on machine II. There are 3 hours available on machine I and 5 hours available on machine II for processing the order. How many souvenirs of each type should Ace make in order to maximize its profit?

Let *x* be the number of type-A souvenirs sold and let *y* be the number of type-B souvenirs sold. Graph the inequalities and find the maximum profit.

