

Math 1090 ~ Business Algebra

Section 1.8 Graphical Linear Programming

Objectives:

• Maximize or minimize linear functions with constraints using graphical means.

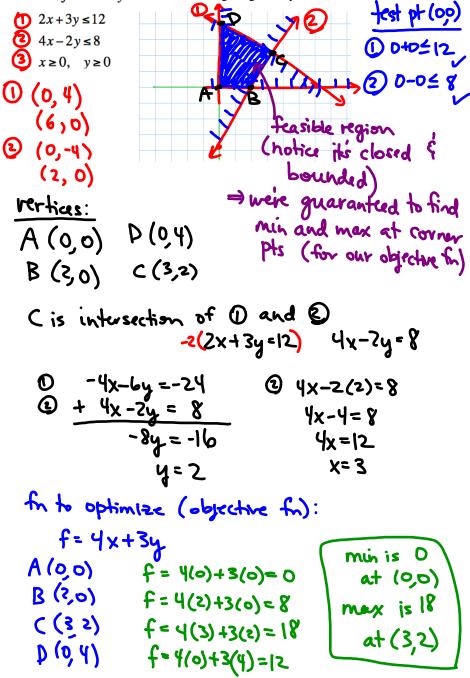
Graphical Linear Programming

Linear Programming : a technique to optimize a linear function given a set of linear constraints Closed and Bounded Region closed and examples of either not closed and br not bounded Constraints bounded linear inequalities whose Solution set is graphed Feasible Region the shaded regim in 2-d Optimal Solutions the solute set for system of linear inequalities (constraints) If we have a closed, bounded feasible region, the optimal solution for something measured on that feasible region is guaranteed to occur at a corner pt.

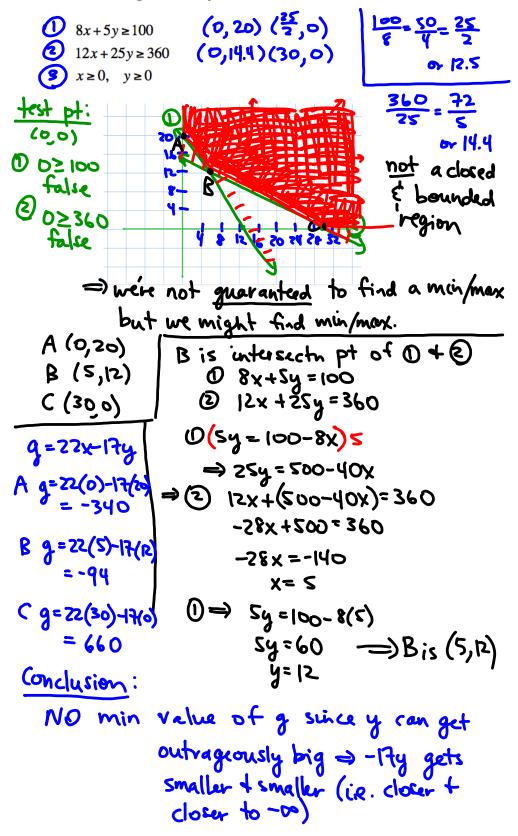
Graphical Linear Programming Procedures

- 1. Graph all constraints on the same axes.
- 2. Shade in the feasible region
- 3. Find and label vertices.
- 4. Plug in the corner points to the objective function to determine which gives the maximum or minimum as desired.

Ex 1: Find the minimum and maximum values of the objective function, f = 4x + 3y on the feasible region given by



Ex 2: Minimize g = 22x - 17y subject to these constraints.



Ex 3: A contractor builds two types of homes. The Carolina requires one lot, \$160,000 capital and 160 worker-days of labor. The Savannah requires one lot, \$240,000 capital and 160 worker-days of labor. The contractor owns 300 lots and has \$48,000,000 available capital and 43,200 worker-days of labor. The profit on the Carolina is \$40,000 and on the Savannah, it's \$50,000. How many of each type of home should be built to maximize profit? What is the maximum profit? $X \in T \cap Caroling homes$

