2. The equation 3x - 4xy = 0 is **NOT LINEAR** because the term 4xy has two variables multiplied together.

Note. A few people divided both sides by x to get 3 + 4y = 0, or 4y = -3, which is linear. However, this is a different equation from what we started out with. For example, note that x = 0, y = 5 is a solution to 3x + 4xy = 0, but not to 4y = -3. The illegal move was dividing by x, which is potentially 0. Moral: Never divide both sides of an equation by a variable expression unless you are sure that expression cannot equal 0.

6. The equation $(\sin 2)x - y = 14$ is **LINEAR** because $\sin 2$ is a constant.

14.
$$\begin{cases} x - y & = 4 \\ 2y + z & = 6 \\ 3z & = 6 \end{cases}$$

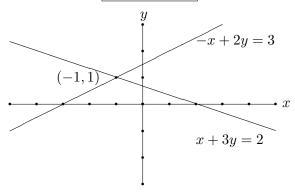
Back-substitution gives x = 6, y = 2, z = 2, and this checks back.

16.
$$\begin{cases} x_1 + x_2 + x_3 = 0 \\ x_2 = 0 \end{cases}$$

Back-substitution gives $x_2 = 0$ and $x_1 = -x_3$, so solution is $x_1 = -t, x_2 = 0, x_3 = t$, which checks back.

18.
$$\begin{cases} x + 3y = 2 \\ -x + 2y = 3 \end{cases}$$

Adding the two equations gives 5y = 5, or y = 1. Plugging this back into either of the equations in the system gives x = -1, so the solution is x = -1, which checks back.



In graphing the two equations in the system, we get two lines which intersect at the point (-1,1). Since this point is on both lines, it has to be a solution to both equations, so (x,y) = (-1,1) is the solution of the system, which agrees with the work done above.