

$$y = ax \quad (0,0)$$

$$\vec{u} = [p, q]$$

$$A + \vec{u} = B(p, q)$$

$$(0,0) + [p, q] = (p, q)$$

$$A \xrightarrow{\tau[p, q]} y = ax$$

$$\begin{cases} x_B = x_A + p \\ y_B = y_A + q \end{cases} \Rightarrow \begin{cases} x = x_A = x_B - p \\ y = y_A = y_B - q \end{cases}$$

$$y_A = a \cdot x_A$$

$$y_B - q = a(x_B - p)$$

$$y_B = a(x_B - p) + q \quad \forall_B$$

$$y = a(x - p) + q$$

$$y = ax \xrightarrow{\tau[p, q]}$$

$$y = a(x - p) + q$$

**POSTAĆ
KANONICZNA**

f. liniowa przechodzi przez punkt $B(p, q)$ i
wspiera się do prostej $y = ax$

FUNKCJA LINIOWA

$$y = a(x - p) + q$$

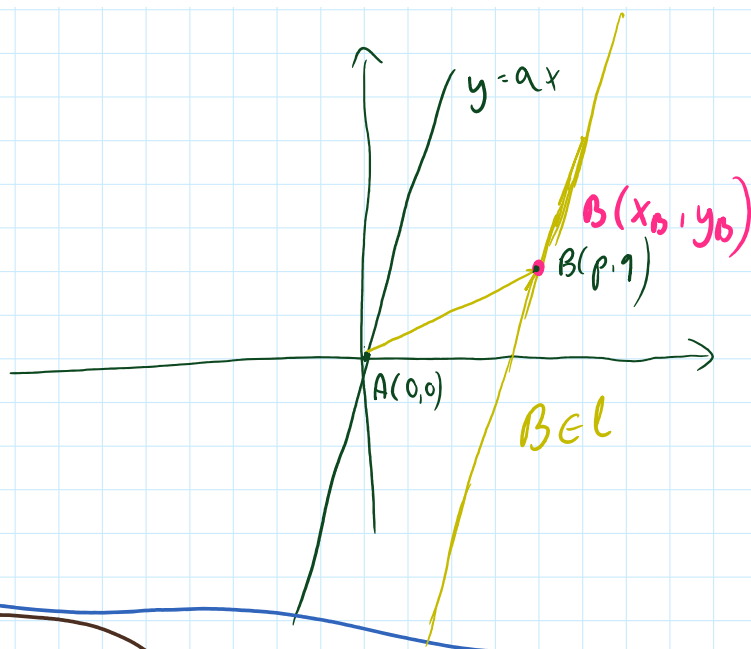
Zad

$\begin{matrix} x & y \\ A(2, 6) \end{matrix} \in y = ax$

 $\downarrow$ ust. aut. n. $\downarrow$ ang. wartości

$$6 = a \cdot 2 \Rightarrow a = 3$$

$$\Rightarrow k: y = 3x$$



$$A(x_A, y_A) \Rightarrow y_A = 3 \cdot x_A$$

l: $(y = 3x) \ni B(x-p, y-q)$

NIECH $B \in l$

$y - q = 3(x - p)$

$y = 3(x - p) + q$

l

$B(x-p, y-q)$

$B(3, 8)$

4.10 - 4.32

panke maszyn
2 ostatnie podł