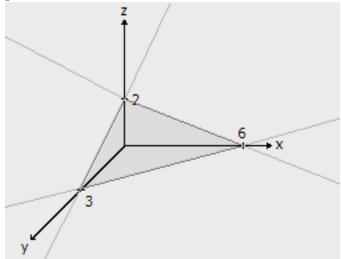
z = Ax + By + C

The graph of z = Ax + By + C is a plane Π having a normal vector $\vec{n} = [-A, -B, 1]$ and passing through point (0, 0, C). When plotting such a plane, it is more comfortable to express it in form $\Pi : \frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$ – then Π intersects the axes of the coordinate system at points (a, 0, 0), (0, b, 0) and (0, 0, c).

Example 1. Draw the graph of $z = -\frac{x+2y-6}{3}$. Solution:

$$z = -\frac{x+2y-6}{3}$$
$$-3z = x + 2y - 6$$
$$x + 2y + 3z = 6$$
$$\frac{x}{6} + \frac{y}{3} + \frac{z}{2} = 1$$

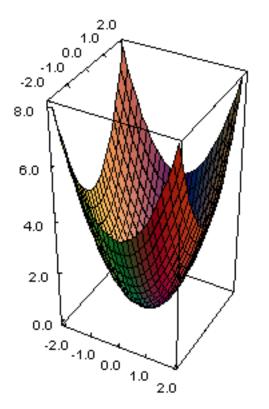
The graph of z is a plane intersecting the coordinate system axes at (6,0,0), (0,3,0) and (0,0,2).



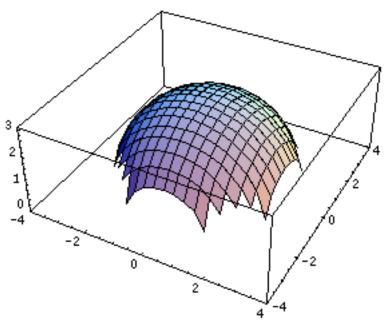
$$z = A(x^2 + y^2)$$

The graph of such a function is a paraboloid of revolution.

To obtain a graph of $z = A((x - p)^2 + (y - q)^2) + r$ you have to move the graph by a vector of $\vec{v} = [p, q, r]$.







$$z = \sqrt{R^2 - ((x - a)^2 + (y - b)^2)} + c$$

The graph of such a function is a <u>hemisphere</u> with a radius equal R and a center in (a, b, c).

$z = A\sqrt{x^2 + y^2}$

The graph of such a function is a <u>conical surface</u> that may also be obtained by revolving the graph of line $z_1 = kx, y = 0, x \ge 0$ about the *OZ* axis.

