

## CHAPTER OVERVIEW

### 8: Linear Programming - A Geometric Approach

#### Learning Objectives

In this chapter, you will learn to:

1. Graph a linear inequality.
2. Solve linear programming problems that maximize the objective function.
3. Solve linear programming problems that minimize the objective function.

#### [8.1: Graph Linear Inequalities in Two Variables](#)

##### [8.1E: Exercises](#)

#### [8.2: Maximization Applications](#)

##### [8.2.1: Maximization Applications \(Exercises\)](#)

#### [8.3: Minimization Applications](#)

##### [8.3.1: Minimization Applications \(Exercises\)](#)

#### [8.4: Chapter Review](#)

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