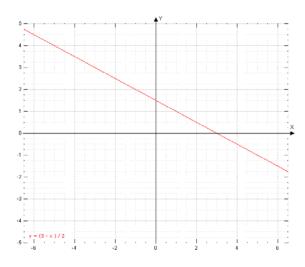
x + 2y = 3

(i) (ii) (iii) Put x = 0, then 2y = 3 or y = 3/2 So y intercept is (0, 3/2)Put y = 0, then x = 3 so x intercept is (3, 0)



(iv)