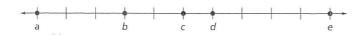
Exercises

For Exercises 1–4, graph each integer on a number line. Then identify any opposites.

- **1.** -1, 4, 2, -4, 3, 1
- **2.** 2, 0, ⁻3, 4, ⁻1, 3
- **3.** -5, 10, -2, 4, 0, -10
- **4.** ⁻⁵, 8, ⁻⁷, ⁻¹⁰, 5, 10
- **5.** Use an integer to represent each play in a football game.
 - a. The fullback carries the ball for a gain of 6 yards.
 - **b.** The quarterback is sacked for a loss of 3 yards.
 - c. The play stops at the line of scrimmage for no gain.
- 6. Use an integer to represent each change to a bank account.
 - a. A deposit of \$20 is made on Monday.
 - **b.** A check for \$4 is written on Tuesday.
 - c. A check for \$6 is written on Wednesday.
 - d. No transactions are made on Thursday.
- 7. Use an integer to represent each position of an elevator.
 - **a.** The elevator leaves the ground floor and arrives at the 12th floor.
 - **b.** The elevator leaves the ground floor and arrives at the second basement level.
 - c. The elevator leaves the ground floor, arrives at the 7th floor, and then travels down 3 floors.
- 8. Use an integer to represent time in seconds for a space-ship launch.
 - a. Lift off.
 - **b.** The countdown begins with 10 seconds before lift off.
 - c. The space ship has been in the air for one minute.
- **d.** Why do you think a launch countdown starts at *T-minus ten seconds?*
- 9. Use the number line below.



- **a.** If *a* and *e* are opposites, what integer would you use to represent *c*? Assign integer values to *a* and *e*.
- **b.** If a and d are opposites, is c positive or negative? Explain.

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- **3.** ⁻⁵, 10, ⁻², 4, 0, ⁻¹⁰
- **4.** -5, 8, -7, -10, 5, 10
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