

Coordinate Rule

Examples & Non-Examples

Example	Example	Non-Example
$(x, y) \rightarrow (x + 2, y - 3)$	$(x, y) \rightarrow (-x, y)$	$y = m(x - x_1) + y_1$

Definition

A **coordinate rule** is a set of instructions that describes how to **transform points** on the coordinate plane.

Key Points:

- It shows **how to move each point** (x, y) to a new location (x', y') .
- The rule is often written as an **ordered pair transformation**, like:
 - **Translation:** $(x, y) \rightarrow (x + a, y + b)$
 - **Reflection:** $(x, y) \rightarrow (-x, y)$, etc.
 - **Rotation:** $(x, y) \rightarrow (-y, x)$, etc.

Example:

A **translation rule** $(x, y) \rightarrow (x + 2, y - 3)$ means **move every point 2 units right and 3 units down**.

