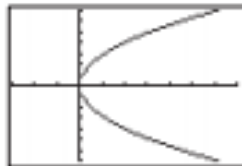


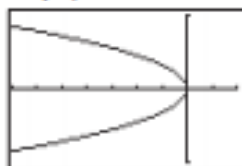
Quick Review 6.3

1. (a) $\vec{OA} = (-3, -2)$
 (b) $\vec{OB} = (4, 6)$
 (c) $\vec{AB} = (4 - (-3), 6 - (-2)) = (7, 8)$
2. (a) $\vec{OA} = (-1, 3)$
 (b) $\vec{OB} = (4, -3)$
 (c) $\vec{AB} = (4 - (-1), -3 - 3) = (5, -6)$
3. $m = \frac{6 - (-2)}{4 - (-3)} = \frac{8}{7}$
 $y + 2 = \frac{8}{7}(x + 3)$ or $y - 6 = \frac{8}{7}(x - 4)$
4. $m = \frac{-3 - 3}{4 - (-1)} = -\frac{6}{5}$
 $y - 3 = -\frac{6}{5}(x + 1)$ or $y + 3 = -\frac{6}{5}(x - 4)$
5. Graph $y = \pm\sqrt{8x}$.



[-3, 7] by [-7, 7]

6. Graph
- $y = \pm\sqrt{-5x}$
- .

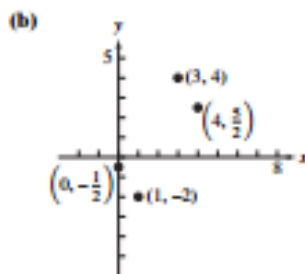


[-7, 2] by [-7, 7]

7. $x^2 + y^2 = 4$
8. $(x + 2)^2 + (y - 5)^2 = 9$
9. $\frac{600 \text{ rotations}}{1 \text{ min}} \cdot \frac{1 \text{ min}}{60 \text{ sec}} \cdot \frac{2\pi \text{ rad}}{1 \text{ rotation}} = 20\pi \text{ rad/sec}$
10. $\frac{700 \text{ rotations}}{1 \text{ min}} \cdot \frac{1 \text{ min}}{60 \text{ sec}} \cdot \frac{2\pi \text{ rad}}{1 \text{ rotation}} = \frac{70}{3}\pi \text{ rad/sec}$

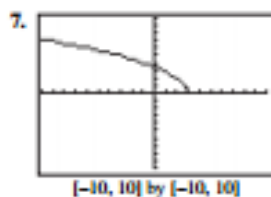
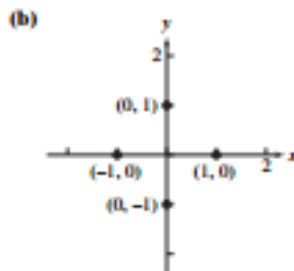
Section 6.3 Exercises

1. (b) [-5, 5] by [-5, 5]
2. (d) [-5, 5] by [-5, 5]
3. (a) [-5, 5] by [-5, 5]
4. (e) [-10, 10] by [-12, 10]
5. (a)
- | | | | | | |
|-----|----------------|----|--------|---|---------------|
| t | -2 | -1 | 0 | 1 | 2 |
| x | 0 | 1 | 2 | 3 | 4 |
| y | $-\frac{1}{2}$ | -2 | undef. | 4 | $\frac{5}{2}$ |

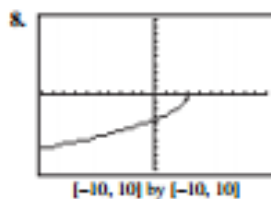


6. (a)

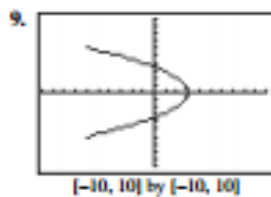
t	0	$\frac{\pi}{2}$	π	$\frac{3\pi}{2}$	2π
x	1	0	-1	0	1
y	0	1	0	-1	0



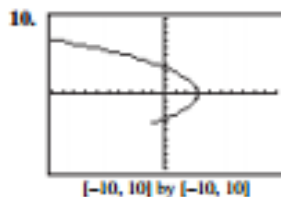
[-10, 10] by [-10, 10]



[-10, 10] by [-10, 10]



[-10, 10] by [-10, 10]



[-10, 10] by [-10, 10]

- 11.
- $x = 1 + y$
- , so
- $y = x - 1$
- : line through
- $(0, -1)$
- and
- $(1, 0)$

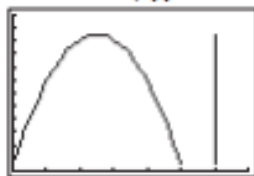
12. $t = y - 5$, so $x = 2 - 3(y - 5)$; $y = -\frac{1}{3}x + \frac{17}{3}$: line through $(0, \frac{17}{3})$ and $(17, 0)$
13. $t = \frac{1}{2}x + \frac{3}{2}$, so $y = 9 - 4(\frac{1}{2}x + \frac{3}{2})$; $y = -2x + 3$, $3 \leq x \leq 7$: line segment with endpoints $(3, -3)$ and $(7, -11)$
14. $t = y - 2$, so $x = 5 - 3(y - 2)$; $y = -\frac{1}{3}x + \frac{11}{3}$, $-4 \leq x \leq 8$: line segment with endpoints $(8, 1)$ and $(-4, 5)$
15. $x = (y - 1)^2$: parabola that opens to right with vertex at $(0, 1)$
16. $y = x^2 - 3$: parabola that opens upward with vertex at $(0, -3)$
17. $y = x^3 - 2x + 3$: cubic polynomial
18. $x = 2y^2 - 1$: parabola that opens to right with vertex at $(-1, 0)$
19. $x = 4 - y^2$: parabola that opens to left with vertex at $(4, 0)$
20. $t = 2x$, so $y = 16x^2 - 3$: cubic, $-1 \leq x \leq 1$
21. $t = x + 3$, so $y = \frac{2}{x+3}$, on domain: $-8 \leq x \leq 2$, $x \neq -3$
22. $t = x - 2$, so $y = \frac{4}{x-2}$, $x \geq 4$
23. $x^2 + y^2 = 25$, circle of radius 5 centered at $(0, 0)$
24. $x^2 + y^2 = 16$, circle of radius 4 centered at $(0, 0)$
25. $x^2 + y^2 = 4$, three-fourths of a circle of radius 2 centered at $(0, 0)$ (not in Quadrant II)
26. $x^2 + y^2 = 9$, semicircle of radius 3, $y \geq 0$ only
27. $\vec{OA} = (-2, 5)$, $\vec{OB} = (4, 2)$, $\vec{OP} = (x, y)$
 $\vec{OP} - \vec{OA} = t(\vec{OB} - \vec{OA})$
 $(x + 2, y - 5) = t(6, -3)$
 $x + 2 = 6t \Rightarrow x = 6t - 2$
 $y - 5 = -3t \Rightarrow y = -3t + 5$
28. $\vec{OA} = (-3, -3)$, $\vec{OB} = (5, 1)$, $\vec{OP} = (x, y)$
 $\vec{OP} - \vec{OA} = t(\vec{OB} - \vec{OA})$
 $(x + 3, y + 3) = t(8, 4)$
 $x + 3 = 8t \Rightarrow x = 8t - 3$
 $y + 3 = 4t \Rightarrow y = 4t - 3$

For #29–32, many answers are possible; one or two of the simplest are given.

29. Two possibilities are $x = t + 3$,
 $y = 4 - \frac{7}{3}t$, $0 \leq t \leq 3$,
 or $x = 3t + 3$, $y = 4 - 7t$, $0 \leq t \leq 1$.
30. Two possibilities are $x = 5 - t$, $y = 2 - \frac{6}{7}t$,
 $0 \leq t \leq 7$, or $x = 5 - 7t$, $y = 2 - 6t$, $0 \leq t \leq 1$.
31. One possibility is $x = 5 + 3 \cos t$, $y = 2 + 3 \sin t$,
 $0 \leq t \leq 2\pi$.
32. One possibility is $x = -2 + 2 \cos t$, $y = -4 + 2 \sin t$,
 $0 \leq t \leq 2\pi$.

33. In Quadrant I, we need $x > 0$ and $y > 0$, so $2 - |t| > 0$ and $t - 0.5 > 0$. Then $-2 < t < 2$ and $t > 0.5$, so $0.5 < t < 2$. This is not changed by the additional requirement that $-3 \leq t \leq 3$.
34. In Quadrant II, we need $x < 0$ and $y > 0$, so $2 - |t| < 0$ and $t - 0.5 > 0$. Then $(t < -2$ or $t > 2)$ and $t > 0.5$, so $t > 2$. With the additional requirement that $-3 \leq t \leq 3$, this becomes $2 < t \leq 3$.
35. In Quadrant III, we need $x < 0$ and $y < 0$, so $2 - |t| < 0$ and $t - 0.5 < 0$. Then $(t < -2$ or $t > 2)$ and $t < 0.5$, so $t < -2$. With the additional requirement that $-3 \leq t \leq 3$, this becomes $-3 \leq t < -2$.
36. In Quadrant IV, we need $x > 0$ and $y < 0$, so $2 - |t| > 0$ and $t - 0.5 < 0$. Then $-2 < t < 2$ and $t < 0.5$, so $-2 < t < 0.5$. This is not changed by the additional requirement that $-3 \leq t \leq 3$.
37. (a) One good window is $[-20, 300]$ by $[-1, 10]$. If your grapher allows, use "Simultaneous" rather than "Sequential" plotting. Note that 100 yd is 300 ft. To show the whole race, use $0 \leq t \leq 13$ (upper limit may vary), since Ben finishes in 12.916 sec. Note that it is the *process* of graphing (during which one observes Ben passing Jerry and crossing "the finish line" first), not the final product (which is two horizontal lines) which is needed; for that reason, no graph is shown here.
- (b) After 3 seconds, Jerry is at $20(3) = 60$ ft and Ben is at $24(3) - 10 = 62$ ft. Ben is ahead by 2 ft.
38. (a) If your grapher allows, use "Simultaneous" rather than "Sequential" plotting. To see the whole race, use $0 \leq t \leq 5.1$ (upper limit may vary), since the faster runner reaches the flag after 5.1 sec. Note that it is the *process* of graphing, not the final product (which shows a horizontal line) which is needed; for that reason, no graph is shown here.
- (b) The faster runner (who is coming from the left in the simulation) arrives at $t = 5.1$ sec. At this instant, the slower runner is 4.1 ft away from the flag; the slower runner doesn't reach the flag until $t = 5.5$ sec. This can be observed from the simulation, or by solving algebraically $x_1 = 50$ and $x_2 = 50$.
39. (a) $y = -16t^2 + v_0 t + s_0 = -16t^2 + 0t + 1000 = -16t^2 + 1000$
- (b) Graph and trace: $x = 1$ and $y = -16t^2 + 1000$ with $0 \leq t \leq 6$, on the window $[0, 2]$ by $[0, 1200]$. Use something like 0.2 or less for Tstep. This graph will appear as a vertical line from $(1, 424)$ to $(1, 1000)$; it is not shown here because the simulation is accomplished by the *tracing*, not by the *picture*.
- (c) When $t = 4$, $y = -16(4)^2 + 1000 = 744$ ft; the food containers are 744 ft above the ground after 4 sec.
40. (a) $y = -16t^2 + v_0 t + s_0 = -16t^2 + 80t + 5$
- (b) Graph and trace: $x = 6$ and $y = -16t^2 + 80t + 5$ with $0 \leq t \leq 5.1$ (upper limit may vary) on $[0, 7]$ by $[0, 120]$. This graph will appear as a vertical line from about $(6, 0)$ to about $(6, 105)$. Tracing shows how the ball begins at a height of 5 ft, rises to over 100 ft, then falls back to the ground.

- (c) Graph $x = t$ and $y = -16t^2 + 80t + 5$ with $0 \leq t \leq 5.1$ (upper limit may vary).



$[0, 7]$ by $[0, 120]$

- (d) When $t = 4$, $y = -16(4)^2 + 80(4) + 5 = 69$ ft. The ball is 69 ft above the ground after 4 sec.
- (e) From the graph in (b), when $t = 2.5$ sec, the ball is at its maximum height of 105 ft.
41. Possible answers:
- (a) $0 < t < \frac{\pi}{2}$ (t in radians)
- (b) $0 < t < \pi$
- (c) $\frac{\pi}{2} < t < \frac{3\pi}{2}$
42. (a) Both pairs of equations can be changed to $x^2 + y^2 = 9$ — a circle centered at the origin with radius 3. Also, when one chooses a point on this circle and swaps the x - and y -coordinates, one obtains another point on the same circle.
- (b) The first begins at the right side (when $t = 0$) and traces the circle counterclockwise. The second begins at the top (when $t = 0$) and traces the circle clockwise.
43. (a) $x = 400$ when $t \approx 2.80$ — about 2.80 sec.
- (b) When $t \approx 2.80$ sec, $y \approx 7.18$ ft.
- (c) Reaching up, the outfielder's glove should be at or near the height of the ball as it approaches the wall. If hit at an angle of 20° , the ball would strike the wall about 19.74 ft up (after 2.84 sec) — the outfielder could not catch this.
44. (a) No: $x = (120 \cos 30^\circ)t$; this equals 350 when $t \approx 3.37$. At this time, the ball is at a height of $y = -16t^2 + (120 \sin 30^\circ)t + 4 \approx 24.59$ ft.
- (b) The ball hits the wall about 24.59 ft up when $t \approx 3.37$ (see (a)) — not catchable.
45. (a) Yes: $x = (5 + 120 \cos 30^\circ)t$; this equals 350 when $t \approx 3.21$. At this time, the ball is at a height of $y = -16t^2 + (120 \sin 30^\circ)t + 4 \approx 31.59$ ft.
- (b) The ball clears the wall with about 1.59 ft to spare (when $t \approx 3.21$).
46. For Linda's ball, $x_1 = (45 \cos 44^\circ)t$ and $y_1 = -16t^2 + (45 \sin 44^\circ)t + 5$. For Chris's ball, $x_2 = 78 - (41 \cos 39^\circ)t$ and $y_2 = -16t^2 + (41 \sin 39^\circ)t + 5$. Find graphically the minimum of $d(t) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$. It occurs when $t \approx 1.21$ sec; the minimum distance is about 6.60 ft.
47. No: $x = (30 \cos 70^\circ)t$ and $y = -16t^2 + (30 \sin 70^\circ)t + 3$. The dart lands when $y = 0$, which happens when $t \approx 1.86$ sec. At this point, the dart is about 19.11 ft from Tony, just over 10 in. short of the target.

48. Yes: $x = (25 \cos 55^\circ)t$ and $y = -16t^2 + (25 \sin 55^\circ)t + 4$. The dart lands when $y = 0$, which happens when $t \approx 1.45$ sec. At this point, the dart is about 20.82 ft from Sue, inside the target.

49. The parametric equations for this motion are $x = (v + 160 \cos 20^\circ)t$ and $y = -16t^2 + (160 \sin 20^\circ)t + 4$, where v is the velocity of the wind (in ft/sec) — it should be positive if the wind is in the direction of the hit, and negative if the wind is against the ball.

To solve this algebraically, eliminate the parameter t as follows:

$$t = \frac{x}{v + 160 \cos 20^\circ}. \text{ So } y = -16\left(\frac{x}{v + 160 \cos 20^\circ}\right)^2 + 160 \sin 20^\circ\left(\frac{x}{v + 160 \cos 20^\circ}\right) + 4.$$

Substitute $x = 400$ and $y = 30$:

$$30 = -16\left(\frac{400}{v + 160 \cos 20^\circ}\right)^2 + 160 \sin 20^\circ\left(\frac{400}{v + 160 \cos 20^\circ}\right) + 4.$$

Let $u = \frac{400}{v + 160 \cos 20^\circ}$, so the equation becomes

$$-16u^2 + 54.72u - 26 = 0. \text{ Using the quadratic formula,}$$

$$\text{we find that } u = \frac{-54.72 \pm \sqrt{54.72^2 - 4(-16)(-26)}}{-32} \approx$$

$$0.57, 2.85. \text{ Solving } 0.57 = \frac{400}{v + 160 \cos 20^\circ} \text{ and}$$

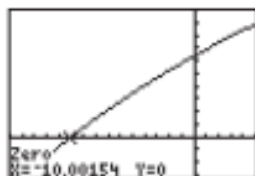
$$2.85 = \frac{400}{v + 160 \cos 20^\circ}, v \approx 551.20, v \approx -10.00. \text{ A wind}$$

speed of 551 ft/sec (375.7 mph) is unrealistic, so we eliminate that solution. So the wind will be blowing against the ball in order for the ball to hit within a few inches of the top of the wall.

To verify this graphically, graph the equation

$$30 = -16\left(\frac{400}{v + 160 \cos 20^\circ}\right)^2 + 160 \sin 20^\circ\left(\frac{400}{v + 160 \cos 20^\circ}\right) + 4, \text{ and find}$$

the zero.



$[-15, 5]$ by $[-3, 10]$

50. Assuming the course is level, the ball hits the ground when $y = -16t^2 + (180 \sin \theta)t$ equals 0, which

$$\text{happens when } t = \frac{180 \sin \theta}{16} = 11.25 \sin \theta \text{ sec. At that}$$

$$\text{time, the ball has traveled } x = (180 \cos \theta)t$$

$$= 2025(\cos \theta)(\sin \theta) \text{ feet. The answers are therefore approximately:}$$

- (a) 506.25 ft.
 (b) 650.82 ft.
 (c) 775.62 ft.
 (d) 876.85 ft.