1. [15 points] Jim is standing at the center of a circular ring of radius 10 meters.

At time t = 0, Naomi is 16 meters west and 2 meters south of Jim.

Naomi runs in a straight line towards the northernmost point of the ring.

Naomi runs at a constant speed of 5 meters per second while she's outside the ring, but slows down to 3 meters per second once she enters the ring.



- 2. [5 points per part] Gregg and Bea are walking around the coordinate plane.
 - (a) Gregg starts at the point (5, -2), and walks towards the point (-13, 7) in a straight line at a constant speed, reaching it after 12 seconds.

Write parametric equations for Gregg's location after *t* seconds.

$$X_{0} = 5 \qquad y_{0} = -2 \qquad x = 5 - \frac{18}{12}t \rightarrow x = 5 - \frac{3}{2}t$$

$$X_{1} = -13 \qquad y_{1} = 7 \qquad y = -2 + \frac{9}{12}t \rightarrow y = -2 + \frac{3}{4}t$$

$$\Delta X = -18 \qquad \Delta y = 9$$

$$\Delta t = |2$$

(b) Bea starts at the point (-3, 4), and walks towards the point (3, -4) at a constant speed of 4 units per second.

Write parametric equations for Bea's location after *t* seconds.

$$x_{0}^{=}-3 \qquad y_{0}=4 \qquad x = -3 + \frac{6}{25}t \qquad x = -3 + \frac{12}{5}t
y_{1}=3 \qquad y_{1}=-4 \qquad y = 4 - \frac{16}{25}t \qquad y = 4 - \frac{16}{5}t
\Delta x = 6 \qquad \Delta y = 8 \qquad y = 4 - \frac{16}{5}t
\Delta x = \frac{10}{5}t = \frac{10}{4} = 25$$
(c) When is Gregg due north of Bea?
When their x-coordinates are equal:

$$5 - \frac{3}{2}t = -3 + \frac{12}{5}t
5 + 3 = \frac{12}{5}t + \frac{3}{2}t
8 = \frac{39}{10}t
t = \frac{80}{39} seconds \approx 2.05 / 128 seconds$$

3. For this problem, consider the following multipart function:

$$f(x) = \begin{cases} x+6 & \text{if } -6 \le x < -3\\ -1+\sqrt{25-(x-2)^2} & \text{if } -3 \le x < 2\\ -1 & \text{if } 2 \le x < 5 \end{cases}$$

(a) **[6 points]** Sketch a graph of *f* here:



(b) **[3 points]** What is the range of *f*?



(c) [6 points] Find all values of x such that f(x) = 2.



4. Merlin is selling orbs. His profit is a quadratic function of how much he charges.

If Merlin gives away the orbs for free, he'll lose \$200.

If Merlin charges \$10 per orb, he'll **earn** a profit of \$280.

If Merlin charges \$20 per orb, he'll **earn** a profit of \$700.

(a) **[12 points]** Write a function f(x) for Merlin's profit if he charges x per orb.

 $f(x) = ax^2 + bx + c$ $f(0) = -200 \rightarrow -200 = c$ $f(10) = 280 \rightarrow 280 = 100 + 106 + c \rightarrow 106 = 480 - 100 + c = 48 - 100$ $f(10) = 280 \rightarrow 280 = 400 + 206 + c \rightarrow 700 = 400 + 20(48 - 100) - 200$ 700= 4009 +960 -2009 -200 -60 = 2009 a = -0.3b = 48 - 109 = 51 $f(x) = -0.3x^2 + 5/x - 200$

(b) [3 points] How much should Merlin charge to maximize his profit?

 $f(x) = \frac{-b}{2a} = \frac{-51}{2(-0.3)} = 85 \text{ dollars}$ $h = \frac{-b}{2a} = \frac{-51}{2(-0.3)} = 85 \text{ dollars}$ h = should charge this much