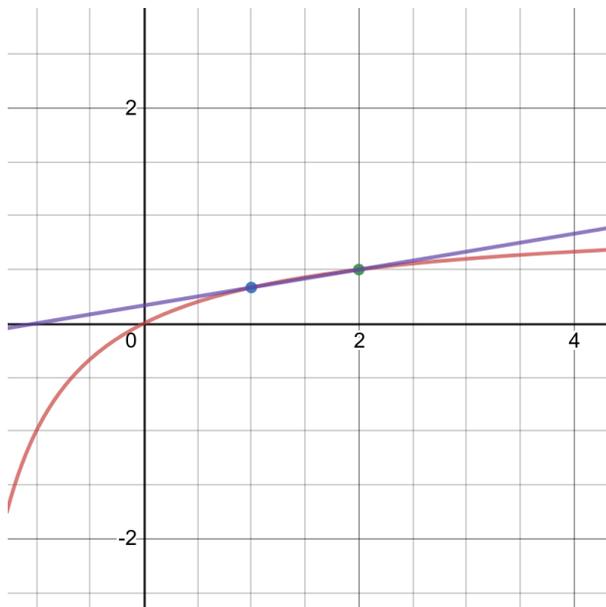


The first job in Calculus is to find the slope of the line tangent to a curve. Eventually we will have quick shortcuts but at the beginning we will do it numerically.

- Here is the graph of  $y = \frac{x}{2+x}$  along with the “secant” line that crosses the curve at the points  $(1, 1/3), (2, 1/2)$ . The line has slope  $\frac{1}{2} - \frac{1}{3} = \frac{1}{6}$



Question 1 states “The point  $P(1, 1/3)$  lies on the curve  $y = x/(2+x)$ . If  $Q$  is the point  $(x, x/(2+x))$ , use a scientific calculator to find the slope of the secant line  $PQ$  (correct to six decimal places) for the following values of  $x$ ” and then gives many values of  $x$  closer and closer to 1. You do not want to compute this with a scientific calculator. Set up a template in wolfram via

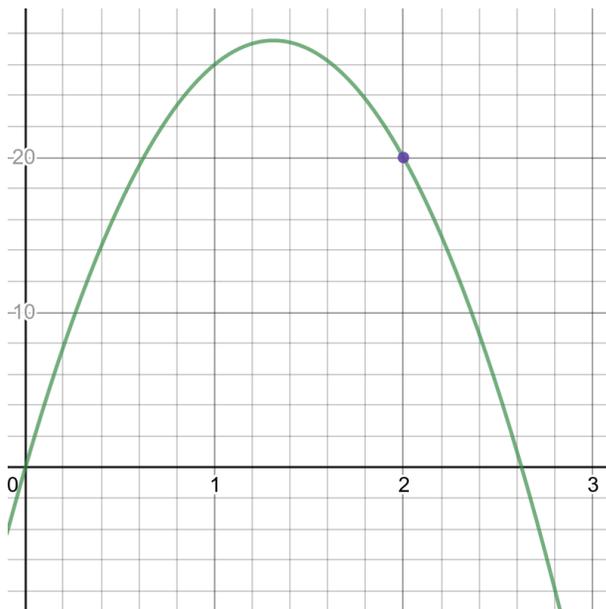
$$\frac{\frac{x}{2+x} - \frac{1}{3}}{x - 1}$$

which is the change in  $y$  over the change in  $x$  and then type “for  $x = .5$ ” or for  $x = .9$  or any value you like. My example is for  $x = .9$  [wolfram](#)

2. If a ball is thrown into the air with a velocity of 42 ft/s, its height in feet  $t$  seconds later is given by  $h(t) = 42t - 16t^2$

(a) Find the average velocity for the time period beginning when  $t = 2$  and lasting for each of the following: .5 seconds, .1 seconds etc.

The idea is that as the difference gets closer and closer to 0 we will find the instantaneous velocity at  $t = 2$ . In two weeks you will be able to answer this question in 5 seconds in your head. First a picture:



This is not a picture of the trajectory of the ball. The ball goes straight up and down. It is a graph of time vs height, so for example at time  $t = 2$  the ball is  $h(2) = 20$  feet up in the air. Also from what we know about quadratics, the maximum height will occur at the vertex. The first coordinate of the vertex of  $y = ax^2 + bx + c$  is  $-\frac{b}{2a}$ . In this case it is  $\frac{42}{32} = \frac{21}{16}$  and therefore the maximum height is  $h\left(\frac{21}{16}\right) = \frac{441}{16} = 27.5625$

At 2 seconds the ball is dropping, so we expect the average velocity to be negative.

Again we want to set up a template to compute the averages, it is the change in  $y$  over the change in  $t$ . They are giving you the change in  $t$  so no need to subtract, set up

$$\frac{42(2+h) - 16(2+h)^2 - 20}{h}$$

and plug in different values for  $h$  [wolfram](#)

What we are after is what these numbers approach as  $h \rightarrow 0$ . We would write

$$\lim_{h \rightarrow 0} \frac{h(2+h) - h(2)}{h} = \lim_{h \rightarrow 0} \frac{42(2+h) - 16(2+h)^2 - 20}{h}$$

but in order to understand this we have to say some stuff about limits. We will look in the book to finish these exercises.