

b. $av^2 - (2n+1)v + 1 = 0$

From the quadratic formula with $a = n$,
 $b = -(2n+1)$, and $c = 1$,

$$v = \frac{-[-(2n+1)] \pm \sqrt{[-(2n+1)]^2 - 4(n)(1)}}{2n}$$

$$v = \frac{2n+1 \pm \sqrt{4n^2+1}}{2n}$$

Because $\sqrt{4n^2+1}$ is greater than $2n$,
 choosing the plus sign gives a numerator
 greater than $2n+1+2n$, or $4n+1$, so v is
 greater than $\frac{4n+1}{2n} = 2 + \frac{1}{2n}$. Thus v is

greater than 2. This contradicts the
 restriction on v . On the other hand, because
 $\sqrt{4n^2+1}$ is greater than 1, choosing the
 minus sign gives a numerator less than $2n$,
 so v is less than $\frac{2n}{2n} = 1$. This meets the

condition on v . Thus we choose

$$v = \frac{2n+1 - \sqrt{4n^2+1}}{2n}.$$

85. a. When the object strikes the ground, h must
 be 0, so

$$0 = 39.2t - 4.9t^2 = 4.9t(8-t)$$

$$t = 0 \text{ or } t = 8$$

The object will strike the ground 8 s after
 being thrown.

- b. Setting $h = 68.2$ gives

$$68.2 = 39.2t - 4.9t^2$$

$$4.9t^2 - 39.2t + 68.2 = 0$$

$$t = \frac{39.2 \pm \sqrt{(-39.2)^2 - 4(4.9)(68.2)}}{2(4.9)}$$

$$= \frac{39.2 \pm 14.1}{9.8}$$

$$t = 5.4 \text{ s or } t = 2.6 \text{ s.}$$

86. By a program, roots are 4.5 and -3.
 Algebraically:

$$2x^2 - 3x - 27 = 0$$

$$(2x-9)(x+3) = 0$$

$$\text{Thus, } 2x-9=0 \text{ or } x+3=0$$

$$\text{So } x = \frac{9}{2} = 4.5 \text{ or } x = -3.$$

87. By a program, roots are 1.5 and 0.75.

Algebraically:

$$8x^2 - 18x + 9 = 0$$

$$(2x-3)(4x-3) = 0$$

$$\text{Thus, } 2x-3=0 \text{ or } 4x-3=0.$$

$$\text{So } x = \frac{3}{2} = 1.5 \text{ or } x = \frac{3}{4} = 0.75.$$

88. By a program, roots are -0.762 and 0.262.

89. By a program, there are no real roots.

90. $\frac{9}{2}z^2 - 6.3 = \frac{z}{3}(1.1 - 7z)$

$$\frac{9}{2}z^2 - 6.3 = \frac{1.1}{3}z - \frac{7}{3}z^2$$

$$\left(\frac{9}{2} + \frac{7}{3}\right)z^2 - \frac{1.1}{3}z - 6.3 = 0$$

$$\text{Roots: } 0.987, -0.934$$

91. $(\pi t - 4)^2 = 4.1t - 3$

$$\pi^2 t^2 - 8\pi t + 16 = 4.1t - 3$$

$$\pi^2 t^2 + (-8\pi - 4.1)t + 19 = 0$$

$$\text{Roots: } 1.999, 0.963$$

Mathematical Snapshot Chapter 0

- 1.

```
LinReg
y=ax+b
a=7.221004E-4
b=.0060013604
r=.999999943
r=.99999940228
```

2. The procedure works because multiplying a list
 by a number is the same as multiplying each
 element in the list by the number, adding a
 number to a list has the effect of adding the
 number to each element of the list, and
 subtracting one list from another is the same as
 subtracting corresponding elements. The plots
 match.

- 3.

```
QuadReg
y=ax^2+bx+c
a=.0022355196
b=1.017000000
c=-.008000000
R=.9999999999
```

The results agree.

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