

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=1.001700000
c=-.000000000
r=.999999999
r=.999999999

```

The results agree.

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1. Understanding the eBook Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
 - The Rise of Digital Reading Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
 - Advantages of eBooks Over Traditional Books
2. Identifying Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform

- Popular eBook Platforms
 - Features to Look for in an Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
 - User-Friendly Interface
4. Exploring eBook Recommendations from Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
- Personalized Recommendations
 - Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual User Reviews and Ratings
 - Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual and Bestseller Lists
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- Adjustable Fonts and Text Sizes of Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
 - Highlighting and Note-Taking Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook

Solution Manual

- Interactive Elements Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

8. Staying Engaged with Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

- Joining Online Reading Communities
- Participating in Virtual Book Clubs
- Following Authors and Publishers Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

9. Balancing eBooks and Physical Books Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

- Benefits of a Digital Library
- Creating a Diverse Reading Collection Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

10. Overcoming Reading Challenges

- Dealing with Digital Eye Strain
- Minimizing Distractions
- Managing Screen Time

11. Cultivating a Reading Routine Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

- Setting Reading Goals Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
- Carving Out Dedicated Reading Time

12. Sourcing Reliable Information of Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual

- Fact-Checking eBook Content of Http Scribd Com Doc 31350052 Introductory Mathematical Analysis Textbook Solution Manual
- Distinguishing Credible Sources

13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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