## 1.1 A Preview of Calculus (1920508)

Question		Total	
Points	0/20/60/20/20/40/60/60/180/30/3	0/52	
0/2 poi	nts		LarCalc9 1.1.001.MI. [138
Consi	der the following problem.		
Consi	51	ds by an object traveling at a	constant velocity of 26 feet per second.
	51		, ,
	Find the distance traveled in 20 second	ng precalculus, or whether ca	, ,

If the problem can be solved using precalculus, solve it. If the problem seems to require calculus, use a graphical or numerical approach to estimate the solution. ft

## 2. 0/6 points

LarCalc9 1.1.001.MI.SA. [1419850]

This question has several parts that must be completed sequentially. If you skip a part of the question, you will not receive any points for the skipped part, and you will not be able to come back to the skipped part.

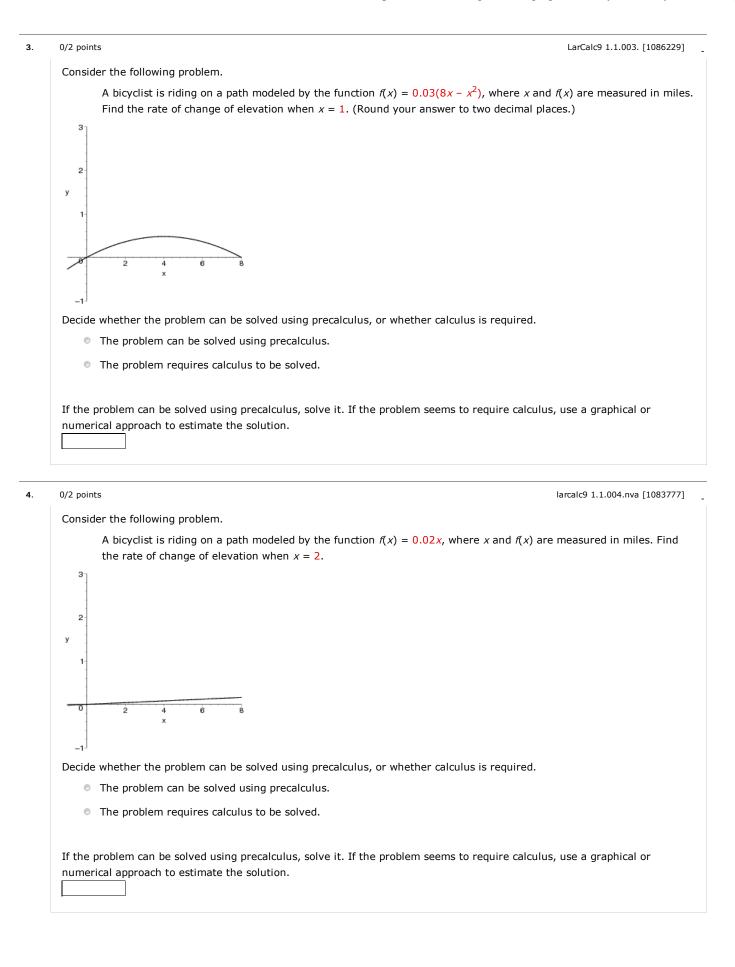
## **Tutorial Exercise**

Consider the following problem.

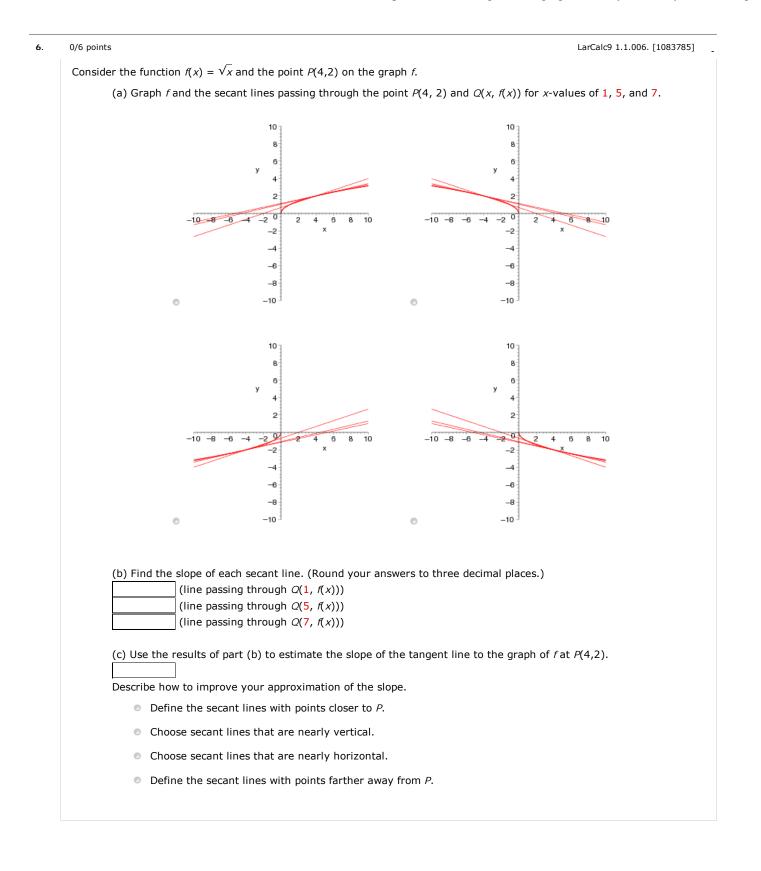
Find the distance traveled in 29 seconds by an object traveling at a constant velocity of 13 feet per second.

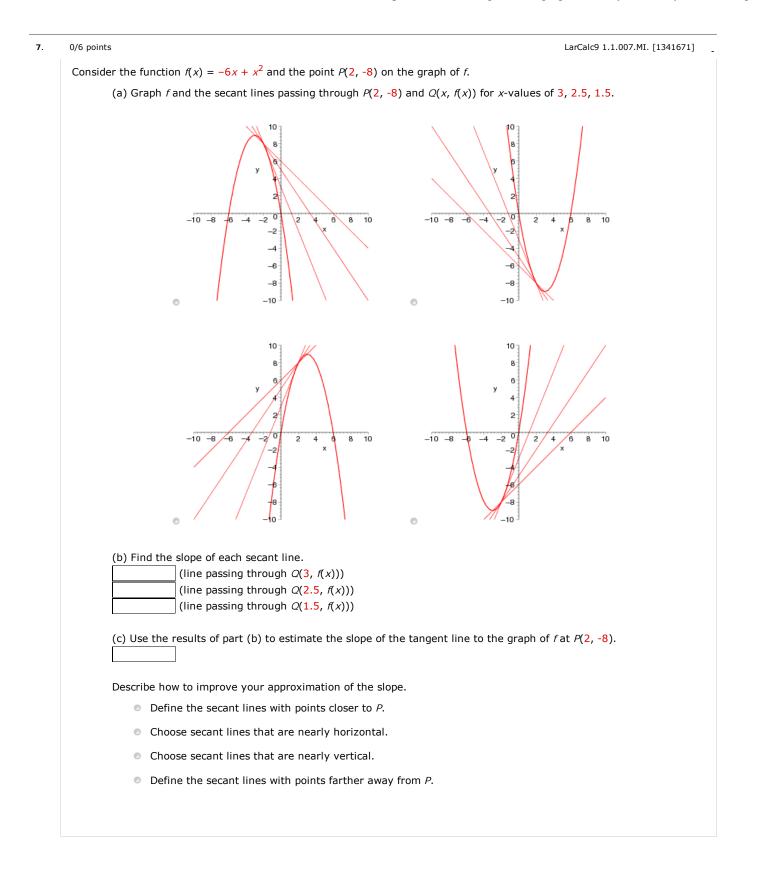
Decide whether the problem can be solved using precalculus, or whether calculus is required.

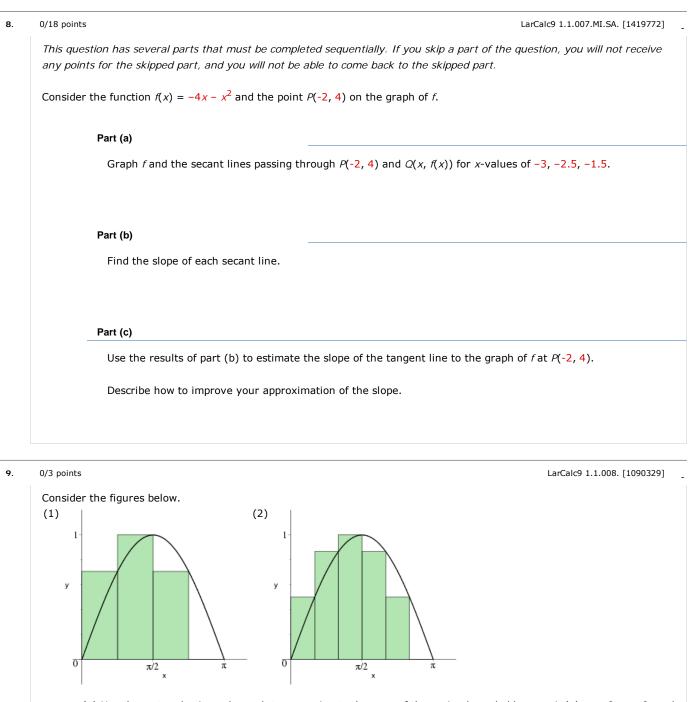
If the problem can be solved using precalculus, solve it. If the problem seems to require calculus, use a graphical or numerical approach to estimate the solution.



0/4 points	LarCalc9 1.1.005.SBS. [1255861]
Find the area of the shaded region.	
(a) $\begin{pmatrix} 6 \\ 5 \\ 4 \\ y \\ 3 \\ 2 \\ 1 \\ -1 \\ 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \\ x \\ x$	6 5 3 y 2 1
-1 -2 -1 ×	1
Decide whether the problem can be solved using precalculus, using precalculus, solve it. If the problem seems to require ca solution.	
using precalculus, solve it. If the problem seems to require ca	lculus, use a graphical or numerical approach to estimate the imply a triangle, you may use precalculus methods to solve
using precalculus, solve it. If the problem seems to require car solution. <b>STEP 1</b> : Consider the figure in part (a). Since this region is since this part of the problem. First determine the height is the height	lculus, use a graphical or numerical approach to estimate th imply a triangle, you may use precalculus methods to solve of the triangle and the length of the triangle's base. mula from precalculus, thus finding the area of the shaded







(a) Use the rectangles in each graph to approximate the area of the region bounded by y = sin(x), y = 0, x = 0, and  $x = \pi$ . (Round your answer to three decimal places.)

figure (1) figure (2)

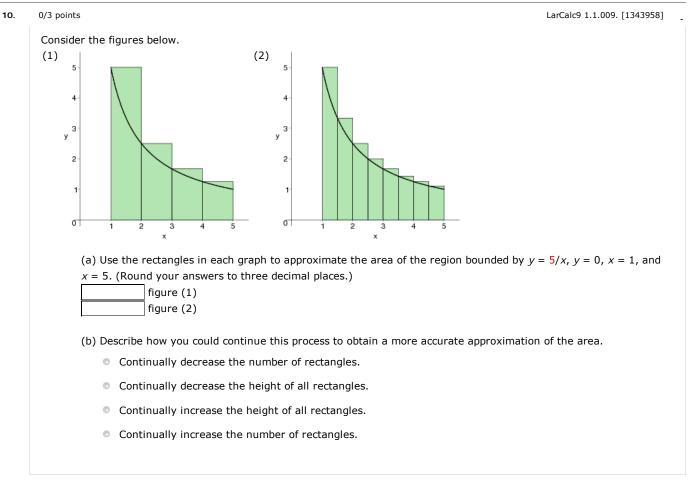
(b) Describe how you could continue this process to obtain a more accurate approximation of the area.

• Continually increase the height of all rectangles.

• Continually increase the number of rectangles.

Continually decrease the number of rectangles.

Continually decrease the height of all rectangles.



## Assignment Details

Name (AID): 1.1 A Preview of Calculus (1920508) Submissions Allowed: 5 Category: Homework Code: Locked: Yes Author: Goldsworthy, William ( bgoldsworthy@soroschool.org ) Last Saved: Aug 21, 2012 03:40 PM EDT Permission: Protected Randomization: Person Which graded: Last Feedback Settings Before due date **Question Score** Assignment Score **Publish Essay Scores Question Part Score** Mark Add Practice Button Help/Hints Response Save Work After due date **Question Score** Assignment Score Publish Essay Scores Key **Question Part Score** Solution Mark Add Practice Button Help/Hints Response