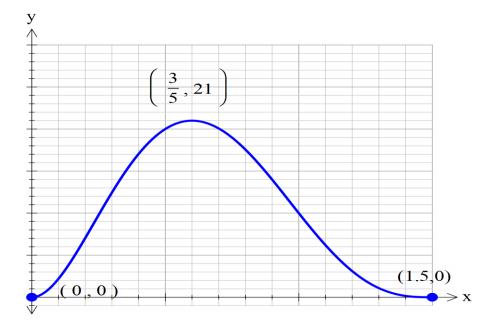
2018 SAC PREP 3 - Solutions

John investigates a path of the form $f(x) = -5px^2(2x-3)^3, x \in \left[0, \frac{3}{2}\right]$.

a) Sketch a graph of the robot's path when p = 2.



b) Find the average rate of change between x = 0 and x = 1.

$$AROC = \frac{f(1) - f(0)}{1 - 0} \qquad \frac{f(1) - f(0)}{1 - 0} \qquad 10$$

c) Sketch a graph of the derivative function f'(x) when p = 2, for a suitable domain. Turning points can be shown to three decimal places. State the domain.

$$f_{2}(x) = \begin{cases} \frac{d}{dx}(f_{1}(x)), & \text{Domain } 0 < x < \frac{3}{2} \end{cases}$$

$$(0,0) \quad (0.6,0) \quad (1.5,0) \quad 5 \quad (0.967, -40.328) \quad 1 \quad (0.967, -40.328) \quad (0.967, -40.328)$$

d) Find the coordinates, correct to 3 decimal places, of the point on the robot's path where the gradient is the same as the average rate of change found in **part b**).

$$10 = f'(x) \qquad \qquad \frac{d}{dx}(fI(x)) \\ 10 = -20x(2x-3)^2(5x-3) \qquad \qquad \frac{d}{dx}(fI(x)) \\ x = 0.020 \text{ or } x = 0.550 \\ (0.020,0.100) \text{ or } (0.550,20.745) \qquad \qquad \frac{500}{2} \cdot (5 \cdot x-3)^2 \cdot (5 \cdot x-3) \cdot (0 \cdot x-3)^2 \cdot (5 \cdot x-3)^2 \cdot (5 \cdot x-3) \cdot (0 \cdot x-3)^2 \cdot$$

e) Find the angle θ from the positive direction of the *x*-axis to the tangent to the graph of *f* at x=1, measured in an anti-clockwise direction.

$$f'(1) = -20(1)(2(1) - 3)^{2}(5(1) - 3)$$

$$f'(1) = -40$$

$$\theta = \tan^{-1}(-40)$$

$$\theta = 91.43^{\circ}$$

$$(\tan^{-1}(-40)) \Rightarrow DD$$

$$-88.56790381583$$

$$91.4320961842$$

John wants the robot's path to be smooth and has decided that he wants the angle θ from the positive direction of the *x*-axis to the tangent to the graph of *f* to always be less than 75°.

f) Use a suitable method to determine if when p = 2 this requirement is met.

$$\theta = 75^{\circ}$$
$$m = \tan(75^{\circ})$$
$$m = 3.732$$

By considering the graph drawn in part c) we can see that the condition is not met as a maximum gradient of 3.732 is allowed. The gradient of the curve exceeds this value.

f) If the condition is not met, determine a suitable value of *p* that would achieve this requirement.

Maximum gradient is 54.908 we need to dilate this graph by a suitable factor to ensure the gradient is smaller than 3.732.

$54.908 \times k = 3.73205$	$f2(x) = \left\{\frac{dx}{dx}(f1(x)), 0 < x < \frac{1}{2}\right\}$
k = 0.068	(0.233,3.731)
$p = 0.068 \times 2 = 0.1359(2dp)$	$\begin{array}{c c} 10 & (0.6,0) & (1.5,0) \\ \hline (0,0) & (0.967,-2.74) \end{array}$

During some competitions more than one robot can be active in the demonstration area. One of the other robots brushes past John's robot (tangent) when x = 1. Return to the curve when p = 2

g) Determine the equation of the tangent at this point.

- $\frac{d}{dx}(fI(x))|_{x=1} -40 \qquad f(1) = 10 \\ f(1) = -40 \\ fI(1) \qquad 10 \qquad y 10 = -40(x-1) \\ \text{solve}(y-10=-40 \cdot (x-1), y) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=50-40 \cdot x \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), x, 1) \qquad y=\text{tangentLine}(fI(x), x) \\ \text{If worth one mark:} \qquad y=\text{tangentLine}(fI(x), y) \\ \text{If wortho one$
- h) An out of control robot, travelling in a straight line hits John's robot. Their paths are at right angles to each other. If they collide when x=1, determine the equation of the other robot's path.

solve $\left(y - 10 = \frac{1}{40} \cdot (x - 1) y \right)$	$v = \frac{x}{40} + \frac{399}{40}$
normalLine($fI(x), x, 1$)	$\frac{x}{40} + \frac{399}{40}$

i) Determine the equation of the tangent when x = a. Check your result on your CAS.

$$f(a) = -10a^{2}(2a-3)^{3}$$

$$f'(a) = -20a(2a-3)^{2}(5a-3)$$

$$y + 10a^{2}(2a-3)^{3} = -20a(2a-3)^{2}(5a-3)(x-a)$$

$$y = -20a(2a-3)^{2}(5a-3)(x-a) - 10a^{2}(2a-3)^{3}$$