Solurtiom ilamuall for Precaiculus Comcepts Through Functime A Unit Circle Approach to Trigomommetry 3rd [Eli@ion sulllvam @321931041 97803211931047

Full link download:

Solution Manual:

https://testbankpack.com/p/solution-manual-for-precalculus-concepts-throughfunctions-a-unit-circle-approach-to-trigonometry-3rd-edition-sullivan-0321931041-9780321931047/

Test Bank:

https://testbankpack.com/p/test-bank-for-precalculus-concepts-through-functions-a-unit-circle-approachto-trigonometry-3rd-edition-sullivan-0321931041-9780321931047/

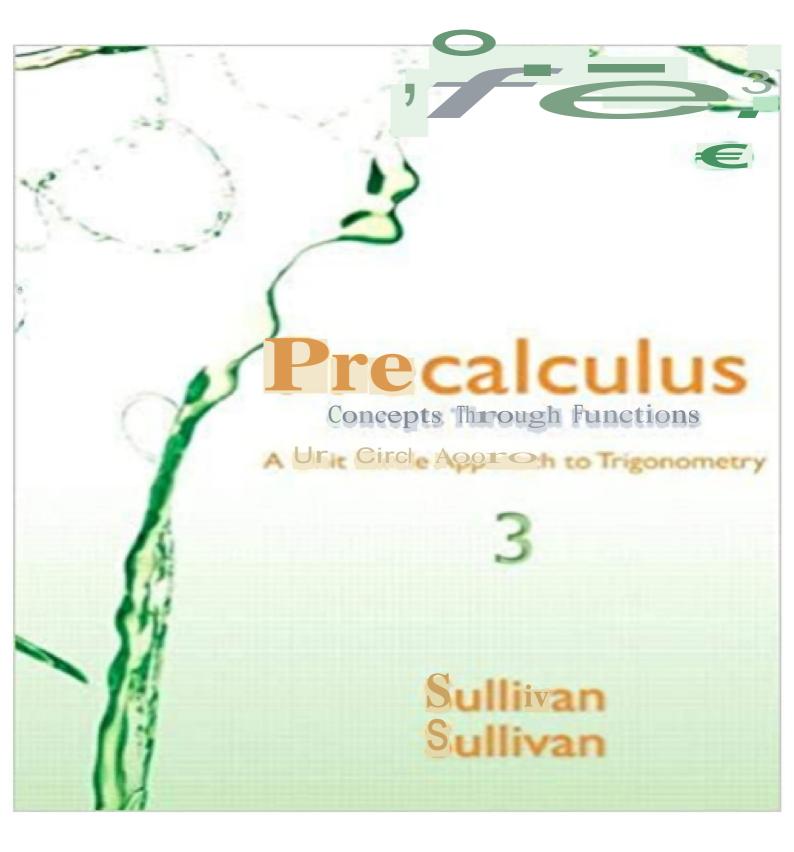


Table of Contents Volume I

Preface

Chapter F: Foundations: A Prelude to Functions

F.1	The Distance and Midpoint Formulas	1
F.2	Graphs of Equations in Two Variables; Intercepts; Symmetry	12
F.3	Lines	28
F.4	Circles	44
Cha	pter Project	56

Chapter 1: Functions and Their Graphs

1.1 Functions	57
1.2 The Graph of a Function	71
1.3 Properties of Functions	79
1.4 Library of Functions; Piece-defined Functions	94
1.5 Graphing Techniques: Transformations	
1.6 Mathematical Models: Building Functions	123
1.7 Building Mathematical Models Using Variation	129
Chapter Review	133
Chapter Test	140
Chapter Projects	144

Chapter 2: Linear and Quadratic Functions

2.1 Properties of Linear Functions and Linear Models	146
2.2 Building Linear Models from Data	158
2.3 Quadratic Functions and Their Zeros	102
2.4 Properties of Quadratic Functions	101
2.5 Inequalities Involving Quadratic Functions	202
2.6 Building Quadratic Models from Verbal Descriptions and from Data	220
2.7 Complex Zeros of a Quadratic Function	228
2.8 Equations and Inequalities Involving the Absolute Value Function	233
Chapter Review	241
Chapter Test	253
Cumulative Review	257
Chapter Projects	259

Chapter 3: Polynomial and Rational Functions

3.1 Polynomial Functions and Models	263
3.2 The Real Zeros of a Polynomial Function	286
3.3 Complex Zeros; Fundamental Theorem of Algebra	.317
3.4 Properties of Rational Functions	.325
3.5 The Graph of a Rational Function	.335
3.6 Polynomial and Rational Inequalities	.390
Chapter Review	413
Chapter Test	429
Cumulative Review	.433
Chapter Projects	438

Chapter 4: Exponential and Logarithmic Functions

4.1 Composite Functions	
4.2 One-to-One Functions; Inverse Functions	
4.3 Exponential Functions	
4.4 Logarithmic Functions	
4.5 Properties of Logarithms	
4.6 Logarithmic and Exponential Equations	
4.7 Financial Models	545
4.8 Exponential Growth and Decay; Newton's Law; Logistic Growth	
and Decay Models	552
4.9 Building Exponential, Logarithmic, and Logistic Models from Data	
Chapter Review	
Chapter Test	
Cumulative Review	
Chapter Projects	

Chapter 5: Trigonometric Functions

5.1 Angles and Their Measure	
5.2 Trigonometric Functions; Unit Circle Approach	
5.3 Properties of the Trigonometric Functions	614
5.4 Graphs of the Sine and Cosine Functions	
5.5 Graphs of the Tangent, Cotangent, Cosecant, and Secant Functions	646
5.6 Phase Shift; Sinusoidal Curve Fitting	
Chapter Review	
Chapter Test	
Cumulative Review	
Chapter Projects	

Chapter 6: Analytic Trigonometry

6.1 The Inverse Sine, Cosine, and Tangent Functions	
6.2 The Inverse Trigonometric Functions (Continued)	
6.3 Trigonometric Equations	
6.4 Trigonometric Identities	
6.5 Sum and Difference Formulas	
6.6 Double-angle and Half-angle Formulas	
6.7 Product-to-Sum and Sum-to-Product Formulas	
Chapter Review	799
Chapter Test	
Cumulative Review	
Chapter Projects	

4. Cannons The velocity of a projectile depends upon many factors, in particular, the weight of the ammunition.
(a) Plot a scatter diagram of the data in the table below. Let x be the weight in kilograms and let y be the velocity in meters per second.

Туре	Weight (kg)	lnitial Velocity (m / sec)
MG17	10.2	905
MG131	19.7	710
MG 151	41.5	850
MG 151/20	42.3	695
MG/FF	35.7	575
MK 103	145	860
MK 108	58	520
WGr21	111	315

(Data and information taken from "Flugzeug-Handbuch, Ausgabe Dezember 1996: Guns and Cannons of the Jagdwaffe" at www.xs4all.nl/-rhorta/jgguns.htm)

- (b) Determine which type of function would fit this data the best: linear or quadratic. Use a graphing utility to find the function of best fit. Are the results reasonable?
- (c) Based on velocity, we can determine how high a projectile will travel before it begins to come back down. If a cannon is fired at an angle of 45° to the horizontal, then the function for the height of the projectile is given by $s(t) = -I6t^2 + \sqrt{2}, v_0 t + s_0$, where V is the

velocity at which the shell leaves the cannon (initial velocity), and **S** is the initial height of the nose of the cannon (because cannons are not very long, we may assume that the nose and the firing pin at the back are at the same height for simplicity). Graph the functions = s(t) for each of the guns described in the table. Which gun would be the best for anti-aircraft if the gun were sitting on the ground? Which would be the best to have mounted on a hilltop or on the top of a tall building? If the guns were on the turret of a ship, which would be the most effective?

- 3. Suppose f(x) = sinx.

 - (b) Find the first differences for each consecutive pair of

values in part (a). That is, evaluate $g(x_i) = \frac{4f(x_i)}{AN_i} = \frac{f(x_i) - f(x_i)}{x_i - x_i}$, where $x_i = 0$, x = 0, x = 0, $x_i = 0$, $x_i = 0$

- (c) Plot the points (x,, g(x)) for i = 1,...,16 on a scatter diagram. What shape does the set of points give? What function does this resemble? Fit a sine curve of best fit to the points. How does that relate to your guess?
- (d) Find the first differences for each consecutive pair of values in part (b). That is, evaluate $h(x_i) = \frac{Ag(x)}{n} = \frac{g(x)}{2}$ $\frac{g(x)}{1} - \frac{g(x)}{2}$ where $x_i = 0$, $x = gs \cdot \frac{Ax}{2}$ where $x_i = 0$, $x = gs \cdot \frac{Ax}{2}$ where $x_i = 0$, $x = gs \cdot \frac{Ax}{2}$ is the set of second differences of $ff(x_i)$.

Use your calculator to approximate each value rounded to three decimal places. Plot the points $(x_{i}, h(x_{i}))$ for i = 1, ..., 15 on a scatter diagram. What shape does the set of points give? What funct

tion does this resemble? Fit a sine curve of best fit to the points. How does that relate to your guess?

(e) Find the first differences for each consecutive pair of values in part (d). That is, evaluate $k(x_i) = \frac{Ah(x_i)}{4.1}$ = $\frac{Ah(x_i)}{4.1}$, where $x_i = 0$, $x_i = Z^{-1} \dots S^{-1}$

$$\begin{array}{c} h(x,) - h(x,) \\ x, \end{array}$$

is the set of **third differences** of f(x). Use your calculator to approximate each value rounded to three decimal places. Plot the points (x,, k(x,)) for i = 1,...,14 on a scatter diagram. What shape does the set of points give? What function does this resemble? Fit a sine curve of best fit to the points. How does that relate to your guess?

hi en a namer plus

(f) Find the first differences for each consecutive pair of

values in part (e). That is, evaluate $m(x_{,}) = \frac{Ak(x_{,})}{A.x_{,}}$

 $k(\mathbf{x}) - k(\mathbf{x})$ +1 \mathbf{x} , where $\mathbf{x} = 0, \mathbf{x}$ \mathbf{a} .

, ="". T is is the set of fourth differences of f(x).

Use your calculator to approximate each value rounded to three decimal places. Plot the points $(x_i, m(x))$ for i = 1, ..., 13 on a scatter diagram. What shape does the set of points give? What function does this resemble? Fit a sine curve of best fit to the points. How does that relate to your guess?

(g) What pattern do you notice about the curves that you found? What happened in part (f)? Can you make a generalization about what happened as you com• puted the differences? Explain your answers.

- 7. **CBL Experiment** Locate the motion detector on a Calculator Based Laboratory (CBL) or a Calculator Based Ranger (CBR) above a bouncing ball.
 - (a) Plot the data collected in a scatter diagram with time as the independent variable.
 - (b) Find the quadratic function of best fit for the second bounce.
 - (c) Find the quadratic function of best fit for the third bounce.
 - (d) Find the quadratic function of best fit for the fourth bounce.
 - (e) Compute the maximum height for the second bounce.
 - (f) Compute the maximum height for the third bounce.
 - (g) Compute the maximum height for the fourth bounce.
 - (h) Compute the ratio of the maximum height of the third bounce to the maximum height of the second bounce.
 - (i) Compute the ratio of the maximum height of the fourth bounce to the maximum height of the third bounce.
 - (j) Compare the results from parts (h) and (i). What do you conclude?