

4.1.1(a)

**$D = \{a, b, c, d, e\}$**

4.1.1(b)

**$T = \{w, x, y, z\}$**

4.1.3(b)

**Not a function**

4.1.6(a)

**Equal**

4.1.6(b)

**Not equal, -1**

4.2.2(a)

**$f(x) = \lceil (x * 5) / 24 \rceil$**

4.2.3(d)

**-1**

4.2.3(e)

**2**

4.3.2(a)

**Not onto, the range does not have negative numbers**

**Not one-to-one, -1 and 1 map to 1**

4.3.2(b)

**Both**

4.3.2(c)

**Is not onto, range does not have 4**

**Is one-to-one**

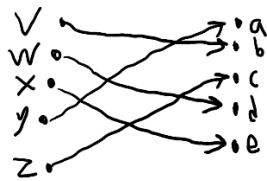
4.3.4(a)

**Is onto**

**Is not one-to-one, 1111 and 0111 map to 111**

4.4.1(b)

Is well defined,



4.4.2(c)

Is well-defined,  $f(x)^{-1} = (x - 3) / 2$

4.4.2(h)

Is well-defined, the output of  $f^{-1}$  is obtained by taking the input string  $y$ , removing the last bit of  $y$  and adding the bit to the start of  $y$ . For example,  $f^{-1}(110) = 011$

4.5.1(a)

$D = \{v, w, x, y, z\}$

4.5.1(b)

$T = \{1, 2, 3, 4, 5\}$

4.5.2(b)

**121**

4.5.2(e)

**$4^{2x}$**

4.5.6(a)

**011**

4.5.8(b)

**$10x + 22$**

4.6.1(b)

**$6^{6k}$**

4.6.1(d)

**$6^{3k-1}$**

4.6.2(a)

**$\log_5 2k$**

4.6.2(e)  
 **$\log_2 k^2$**