

9.4.24

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Question

A cottage industry produces a certain number of toys in a day. The cost of production of each toy (in rupees) was found to be 55 minus the number of toys produced in a day. On a particular day, the total cost of production was 750Rs. We would like to find out the number of toys produced on that day.

finding the number of toys produced on that day:

Let number of toys produced per day = x

cost of each toy = $55 - x$

Total Cost of toys = $x(55 - x)$

On a particular day cost = 750

$$(55 - x)x = 750 \quad (1)$$

$$y = x^2 - 55x + 750 = 0 \quad (2)$$

which can be expressed as the conic

$$\mathbf{x}^\top \mathbf{V} \mathbf{x} + 2\mathbf{u}^\top \mathbf{x} + f = 0 \quad (3)$$

$$\mathbf{V} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, \mathbf{u} = \begin{pmatrix} -\frac{55}{2} \\ -\frac{1}{2} \end{pmatrix}, f = 750 \quad (4)$$

find roots of (0.3), we find the points of intersection of the conic with the x-axis.

$$\mathbf{x} = \mathbf{h} + k\mathbf{m} \quad (5)$$

$$\mathbf{h} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}, \quad \mathbf{m} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad (6)$$

The values of k are given by:

$$k_i = \frac{1}{1} \left(\frac{55}{2} \pm \sqrt{\left(\frac{55}{2}\right)^2 - 750} \right) \quad (7)$$

$$k_1 = 25, \quad k_2 = 30. \quad (8)$$

Hence the points of intersection are

$$\mathbf{h} + k\mathbf{m} = \begin{pmatrix} 25 \\ 0 \end{pmatrix}, \begin{pmatrix} 30 \\ 0 \end{pmatrix} \quad (9)$$

\therefore no. of toys produced that day can be either 25 or 30.

```
import numpy as np
import matplotlib.pyplot as plt

# --- 1. Solve the Quadratic Equation ---

# The equation is  $x^2 - 55x + 750 = 0$ 
# Coefficients for  $ax^2 + bx + c = 0$ 
a = 1
b = -55
c = 750
```

```
# Calculate the roots (solutions) of the equation
solutions = np.roots([a, b, c])
solution1, solution2 = solutions[0], solutions[1]

print(f"--- Problem Solution ---")
print(f"The quadratic equation is: {a}x^2 + ({b})x + {c} = 0")
print(f"The possible number of toys produced are: {int(solution1)}
      {int(solution2)}")
```

```
# Create a range of x-values (number of toys) to plot
# We'll plot from 0 to 60 to get a good view of the parabola
x_values = np.linspace(0, 60, 400)
# Calculate the corresponding y-values using the quadratic
  function
y_values = a * x_values**2 + b * x_values + c
```



```
# --- 3. Plot the Graph ---
plt.style.use('seaborn-v0_8-whitegrid')
fig, ax = plt.subplots(figsize=(10, 6))
# Plot the quadratic function (parabola)
ax.plot(x_values, y_values, label='Cost Function: $y = x^2 - 55x$
      + 750$', color='dodgerblue')
```

```
# Draw a horizontal line at y=0 (x-axis) to highlight where the
    roots are
ax.axhline(0, color='gray', linestyle='--')
# Plot the solutions (roots) on the graph as distinct points
ax.scatter(solutions, [0, 0], color='red', zorder=5, s=100, label
    =f'Solutions: x={int(solution1)}, x={int(solution2)}')
```

```
# --- 4. Customize and Show the Plot ---  
# Adding titles and labels  
ax.set_title('Graph of the Toy Production Cost Function',  
            fontsize=16)  
ax.set_xlabel('Number of Toys Produced (x)', fontsize=12)  
ax.set_ylabel('Total Cost Equation (y)', fontsize=12)
```

```
# Set plot limits to focus on the relevant area
ax.set_xlim(0, 60)
ax.set_ylim(-100, 800)

# Add annotations for the solution points
ax.annotate(f'({int(solution1)}, 0)', xy=(solution1, 0), xytext=(
    solution1 - 8, -70),
```

```
ax.annotate(f'({int(solution2)}, 0)', xy=(solution2, 0), xytext=(  
    solution2 + 2, -70),  
arrowprops=dict(facecolor='black', shrink=0.05))  
  
# Add legend and display the graph  
ax.legend()  
plt.show()
```

```
#include <stdio.h>
#include <math.h> // Required for the square root function sqrt()

int main() {
    // Coefficients for the quadratic equation:  $x^2 - 55x + 750 = 0$ 
    double a = 1.0;
    double b = -55.0;
    double c = 750.0;
    double discriminant, root1, root2;
```

```
// Calculate the discriminant ( $b^2 - 4ac$ )
discriminant = b * b - 4 * a * c;

// Check if real solutions exist
if (discriminant >= 0) {
    // Calculate the two possible roots using the quadratic
    // formula
    root1 = (-b + sqrt(discriminant)) / (2 * a);
    root2 = (-b - sqrt(discriminant)) / (2 * a);
}
```

```
printf("The problem translates to the quadratic equation:  
    x^2 - 55x + 750 = 0\n");  
printf("Solving for x, we find two possible solutions.\n\n");  
  
// Print the final answer in the context of the problem  
printf("The number of toys produced on that day was  
    either %.0f or %.0f.\n\n", root1, root2);
```



```
// Verification for both cases
printf("Verification:\n");
printf("Case 1: If %.0f toys were produced, the cost per
toy is (55 - %.0f) = %.0f. Total cost = %.0f * %.0f =
%.0f\n", root1, root1, (55-root1), root1, (55-root1),
root1*(55-root1));
printf("Case 2: If %.0f toys were produced, the cost per
toy is (55 - %.0f) = %.0f. Total cost = %.0f * %.0f =
%.0f\n", root2, root2, (55-root2), root2, (55-root2),
root2*(55-root2));
```

```
    } else {  
        // This case will not occur for the given problem numbers  
        printf("The equation has no real solutions, which means  
               there is an error in the problem's premises.\n");  
    }  
    return 0;  
}
```

```
from ctypes import c_double
from math import sqrt
def main():
    # Coefficients for the quadratic equation:  $x^2 - 55x + 750 = 0$ 
    a = c_double(1.0)
    b = c_double(-55.0)
    c = c_double(750.0)
    # Calculate the discriminant ( $b^2 - 4ac$ )
    discriminant = c_double(b.value ** 2 - 4 * a.value * c.value)
```

```
# Check if real solutions exist
if discriminant.value >= 0:
    # Calculate the two possible roots using the quadratic
    # formula
    root1 = c_double((-b.value + sqrt(discriminant.value)) /
                     (2 * a.value))
    root2 = c_double((-b.value - sqrt(discriminant.value)) /
                     (2 * a.value))
```

```
print("The problem translates to the quadratic equation:  
      x^2 - 55x + 750 = 0")  
print("Solving for x, we find two possible solutions.\n")  
  
print(f"The number of toys produced on that day was  
      either {root1.value:.0f} or {root2.value:.0f}.\n")  
  
# Verification for both cases  
print("Verification:")
```

```
cost1 = c_double(55 - root1.value)
total_cost1 = c_double(root1.value * cost1.value)
print(f"Case 1: If {root1.value:.0f} toys were produced,
      the cost per toy is "
      f"(55 - {root1.value:.0f}) = {cost1.value:.0f}.
      Total cost = "
      f"{root1.value:.0f} * {cost1.value:.0f} = {
        total_cost1.value:.0f}")
```

```
cost2 = c_double(55 - root2.value)
total_cost2 = c_double(root2.value * cost2.value)
print(f"Case 2: If {root2.value:.0f} toys were produced,
      the cost per toy is "
      f"(55 - {root2.value:.0f}) = {cost2.value:.0f}.
      Total cost = "
      f"{root2.value:.0f} * {cost2.value:.0f} = {
        total_cost2.value:.0f}")
```

```
else:  
    print("The equation has no real solutions, which means  
          there is an error in the problem's premises.")  
  
if __name__ == "__main__":  
    main()
```

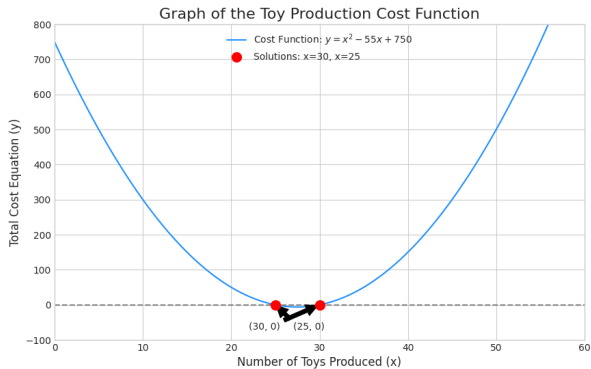



Figure: plot 9.4.24