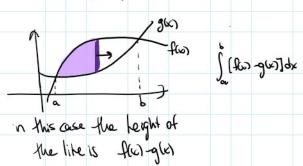
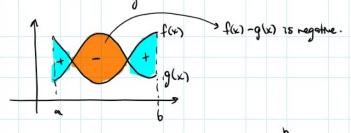


A line of various heights, moved through space traces at an area:



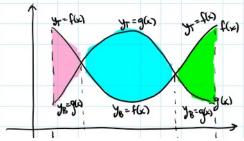
Also last time:

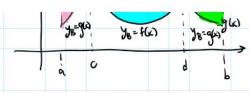
When ne do area between arnes we want posithe areas. So, if f(x) and g(x) cross, we have issues of regative areas:



to remedy this fact we really wont A = [Ifw -g(x) dx.

But, absolute values make for hard-to-evaluate integrands, so in practice we split the regions

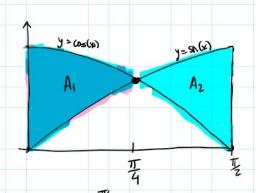




$$A = \int_{\alpha}^{b} |f(x) - g(x)| dx = \int_{\alpha}^{c} (f(x) - g(x)) dx + \int_{c}^{d} g(x) - f(x) dx + \int_{c}^{d} f(x) - g(x) dx$$

Minute Moth/Ex6: Find the area of the region bounded by y = sin x and y = cos x between x = 0 and x = T = 0.

Sol: Point of intersection SIN(x) = COS(x) at The (for the range x in [0, T/2])



Total area = $\int |\cos(x) - \sin(x)| dx = A_1 + A_2$

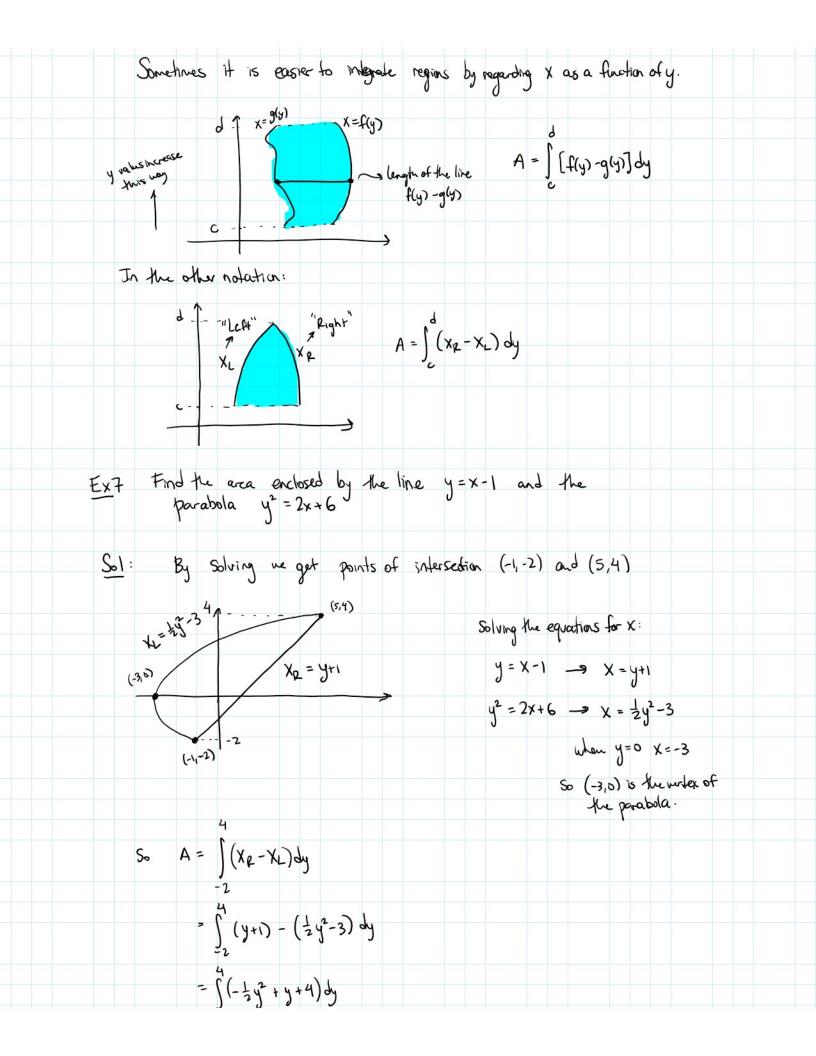
$$= \int_{0}^{\pi} \left[\cos(x) - \sin(x) \right] dx + \int_{0}^{\pi} \left[\sin(x) - \cos(x) \right] dx$$

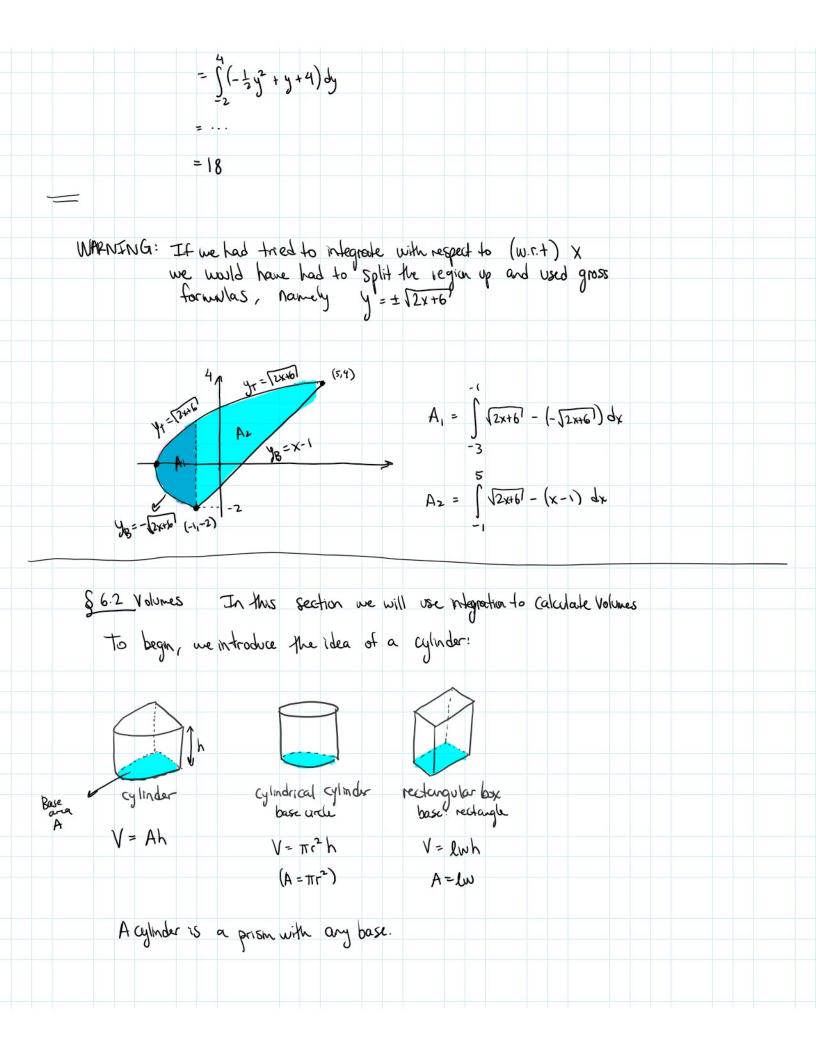
$$= \left[\sin(x) + \cos(x) \right]_{0}^{\pi} + \left[-\cos(x) - \sin(x) \right]_{0}^{\pi}$$

. .

We also could have noticed that by Symmetry A1=A2.

Hus
$$A = 2A$$
, $= 2 \int_{0}^{4} (\cos(x) - \sin(x)) dx$





For a Solid S that isn't a cylinder we will approximate its volume V by "cutting" S into preces and approximating each piece by a cylinder. To begin, Say we have A(x) which is the area of the cross-section of S in a plane perpendicular to the xaxis passing through a point x (call the plane P_x). The cross sectional area A(x) will vary as x increases from a to b © Cengage learning We now divide S into n "slabs" of equal width using planes Px, Px2,... to slive the solid. © Cengage learning 0 $a = x_0$ x_1 x_2 x_3 x_4 x_5 x_6 $x_7 = b$ x0.= X0 X1 X2 X3 · · · · X7=6n=7. we approximate the volume of the ith Slab (Call it Si, the region between P_{x_i} , and P_{x_i}) by a cylinder with base area $A(x_i)$ and "height" Δx ie $V(S_i) \approx A(x_i) \Delta x$ $A(x)A = \begin{cases} A(x)Ax \\ A(x)Ax \end{cases}$

