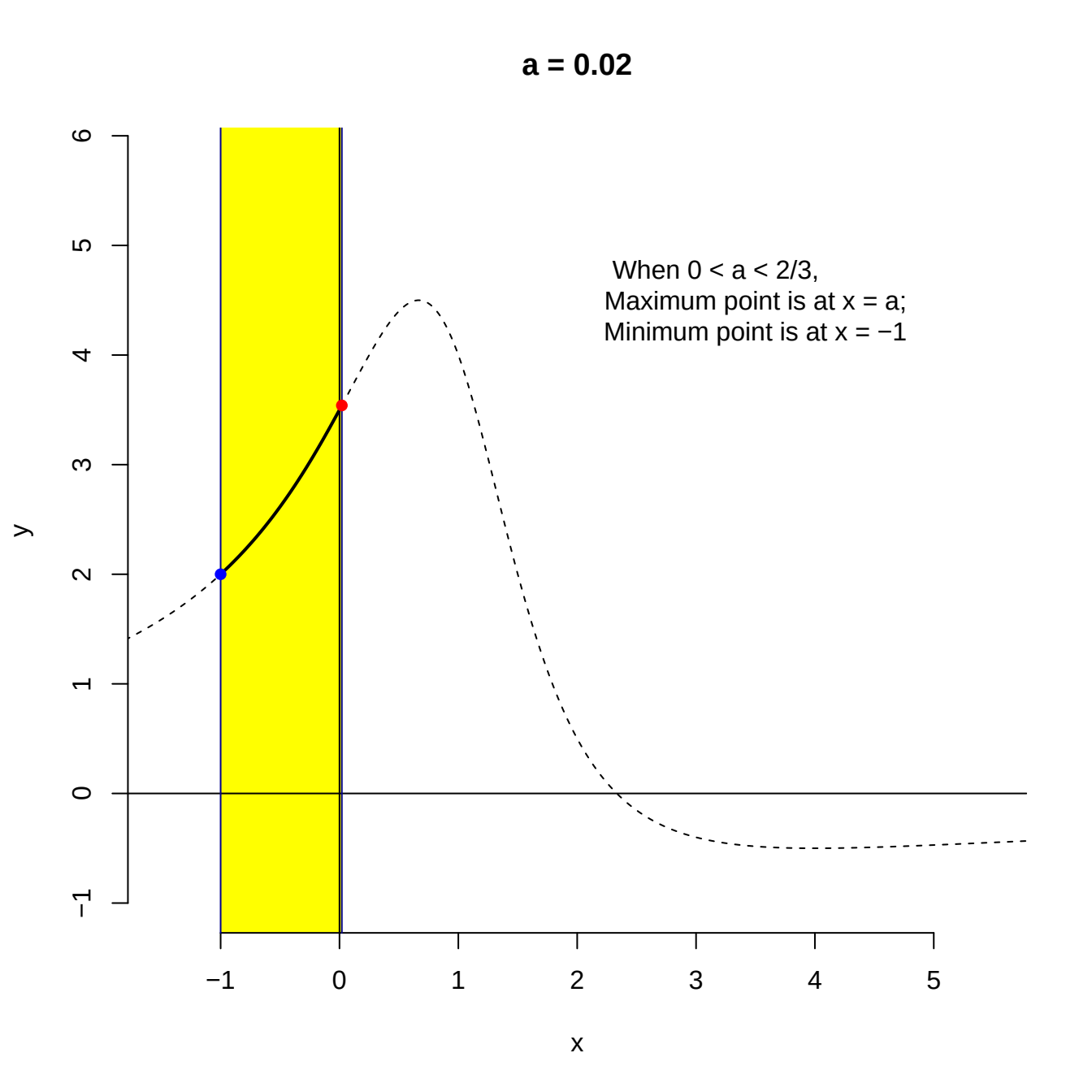
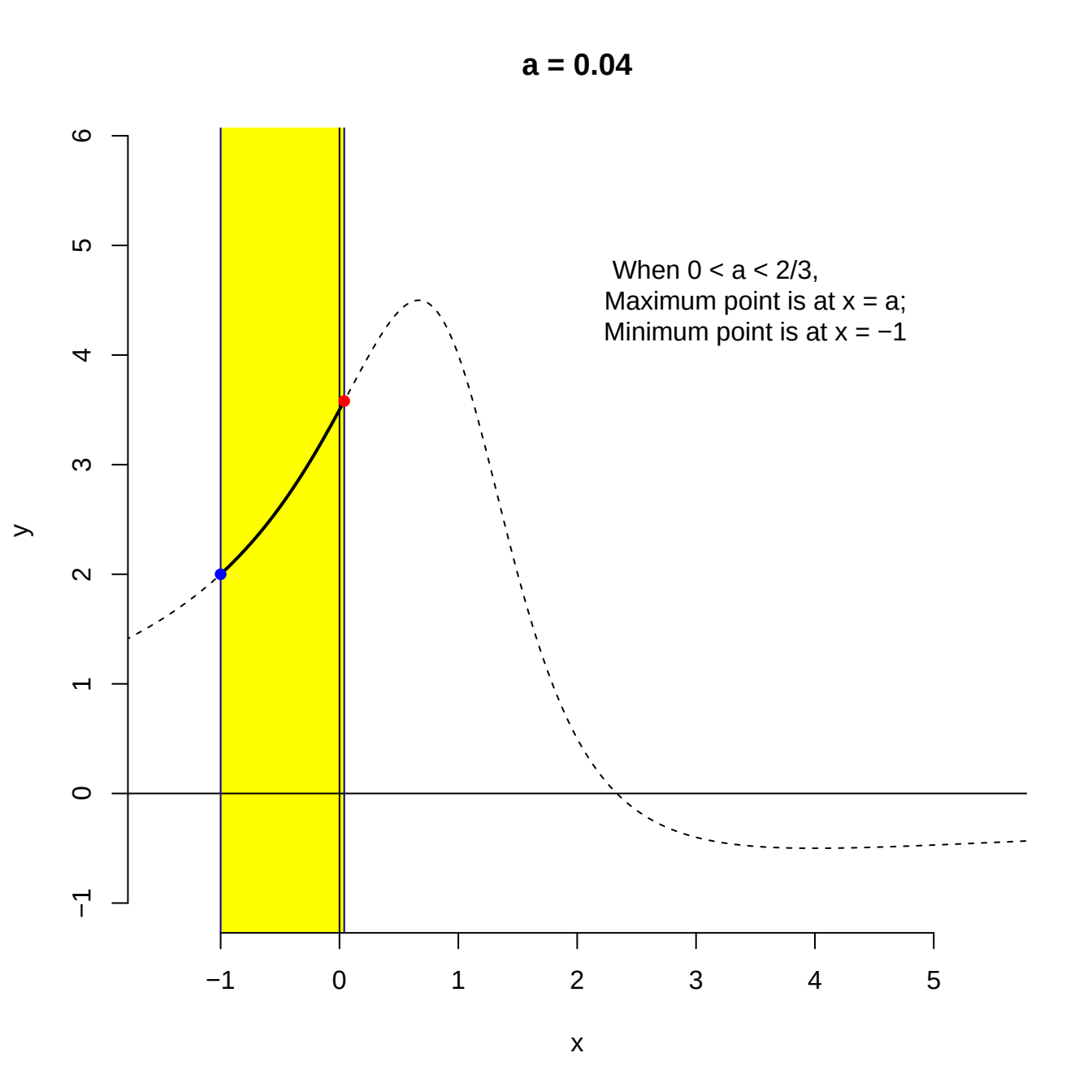
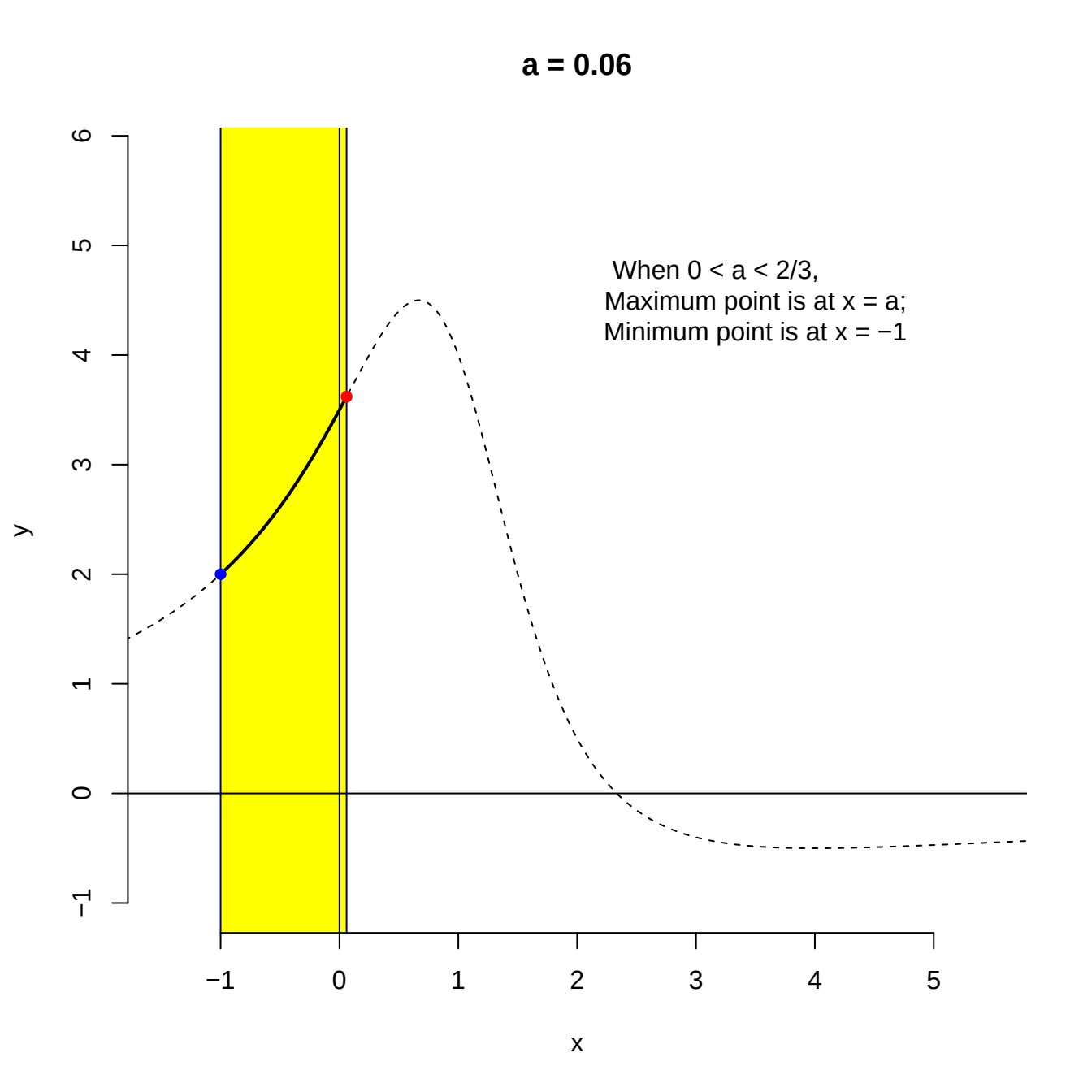
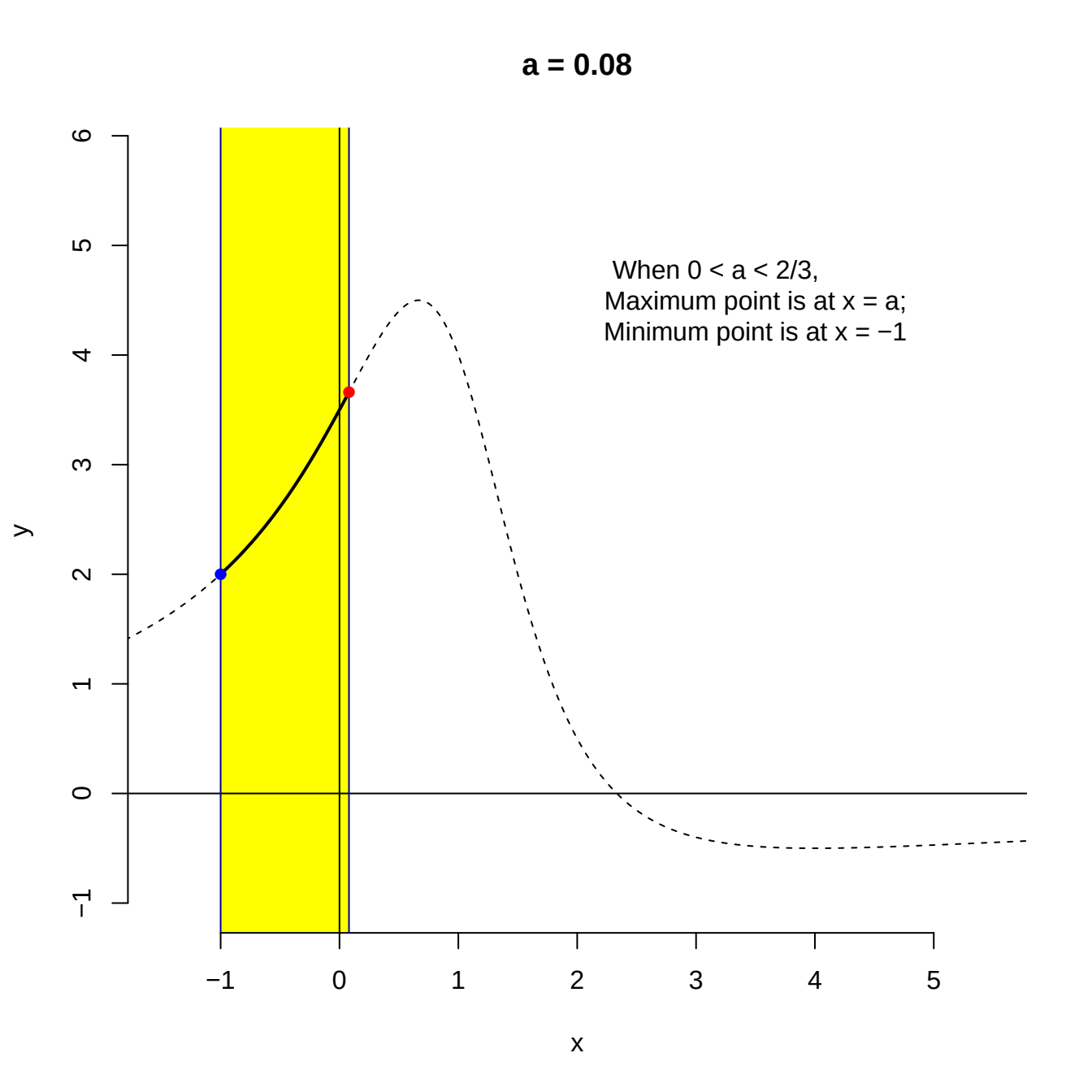
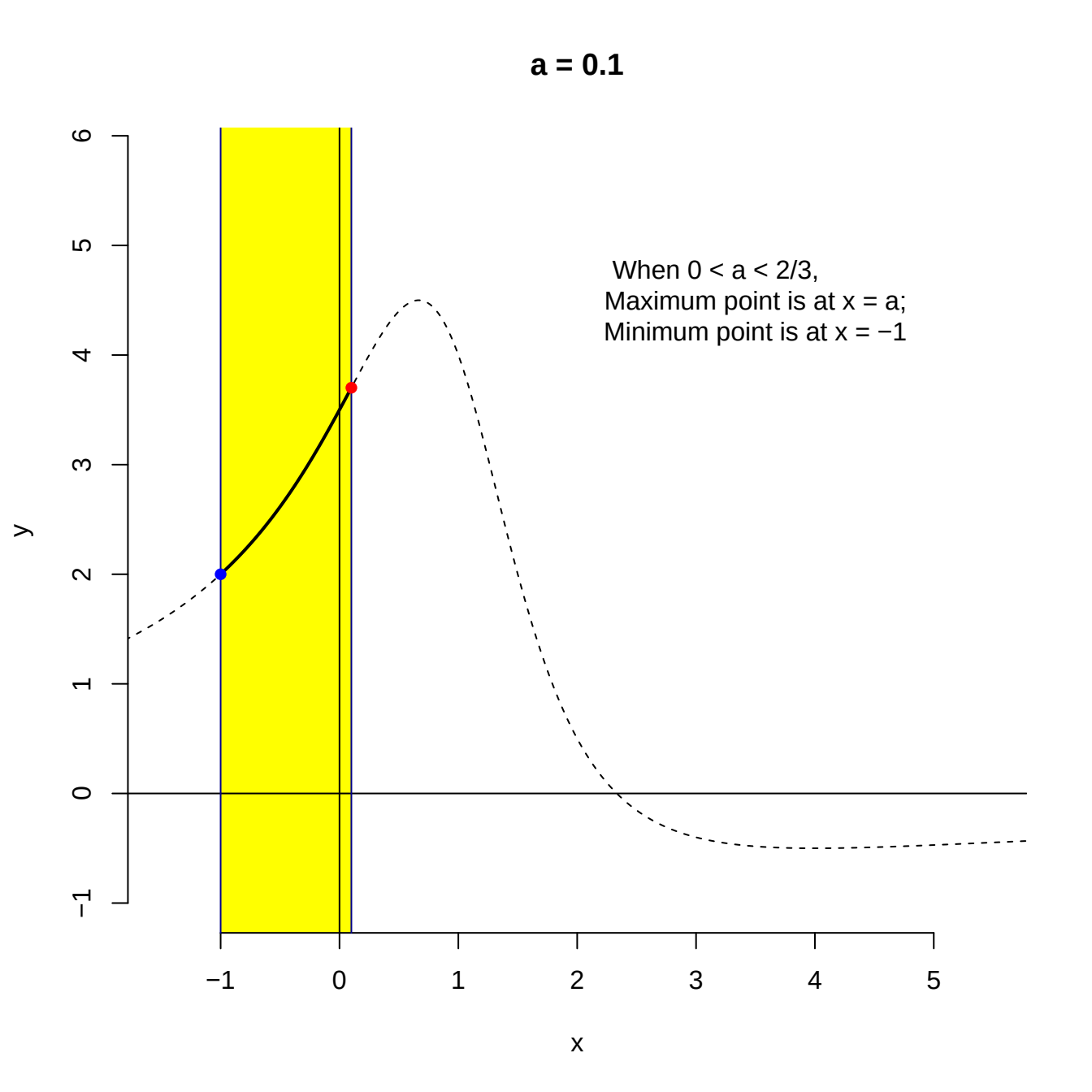
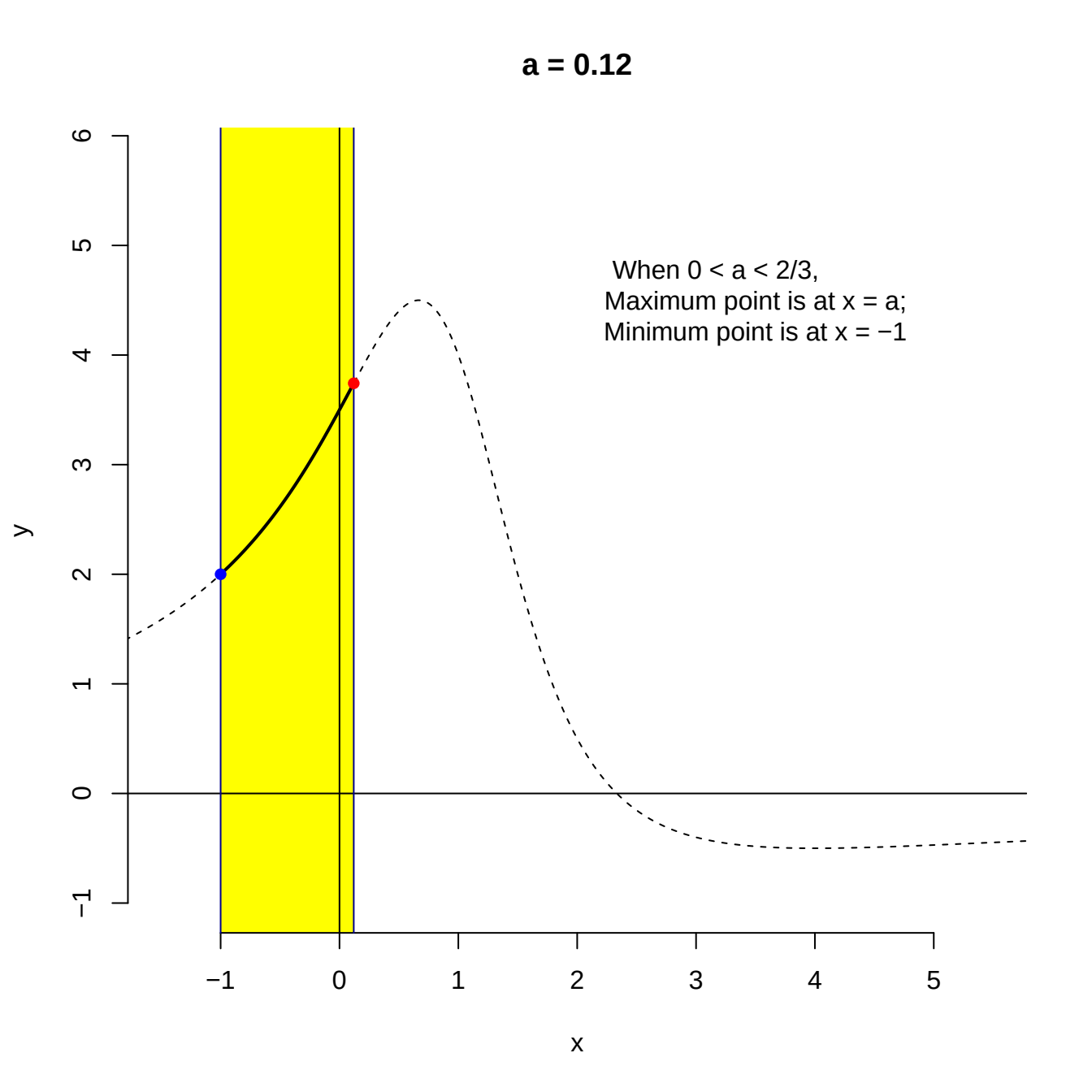

a = 0.02
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

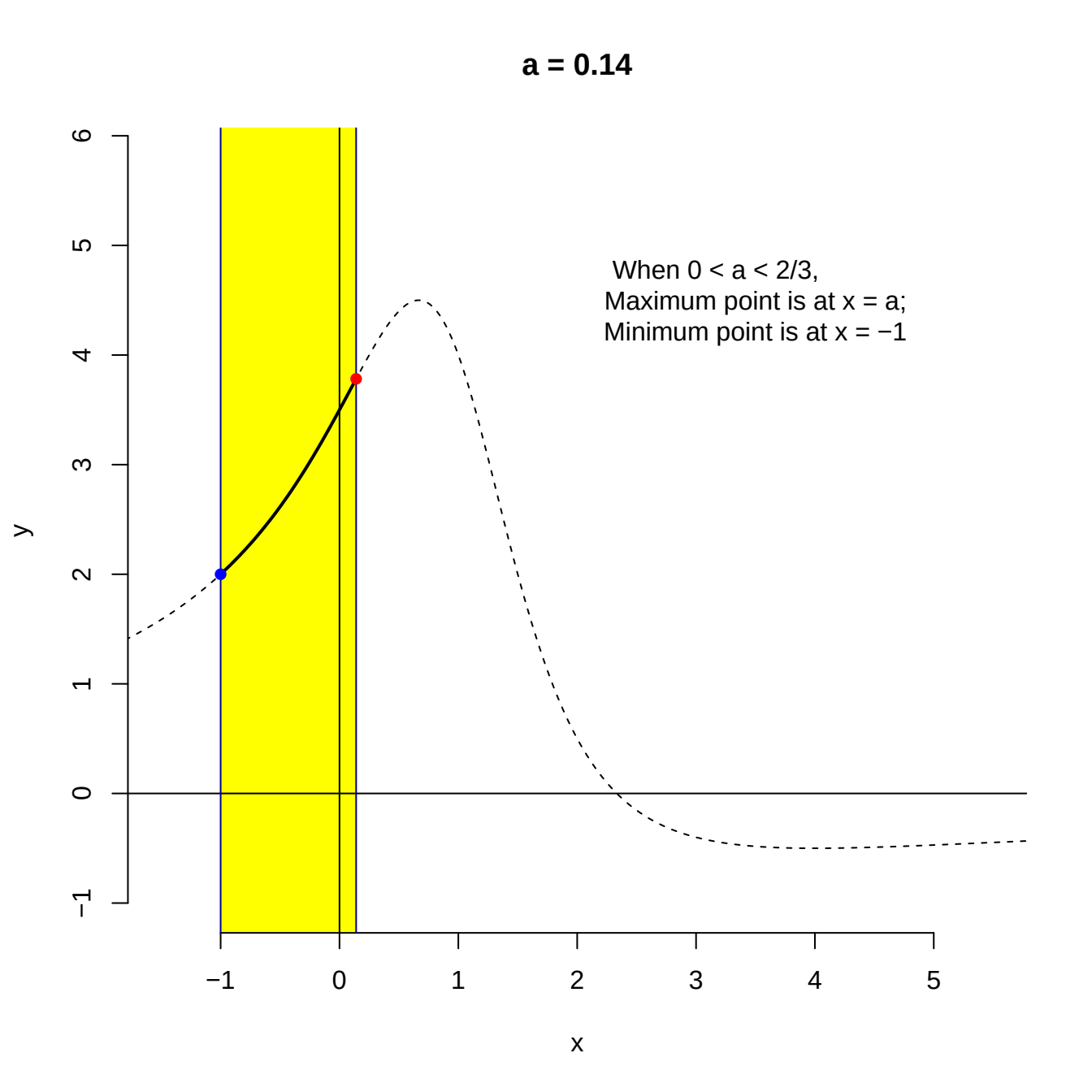

a = 0.04
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

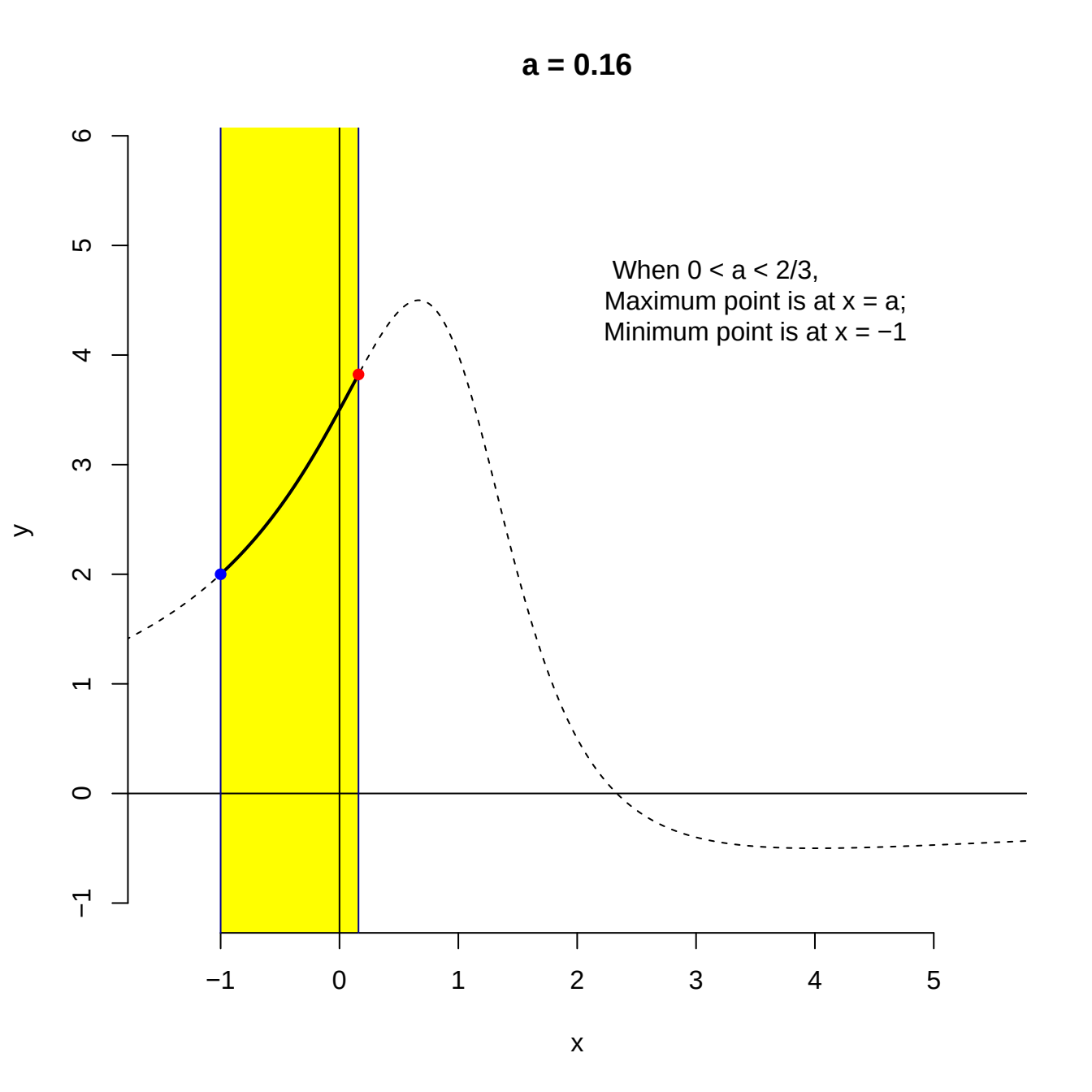

a = 0.06
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

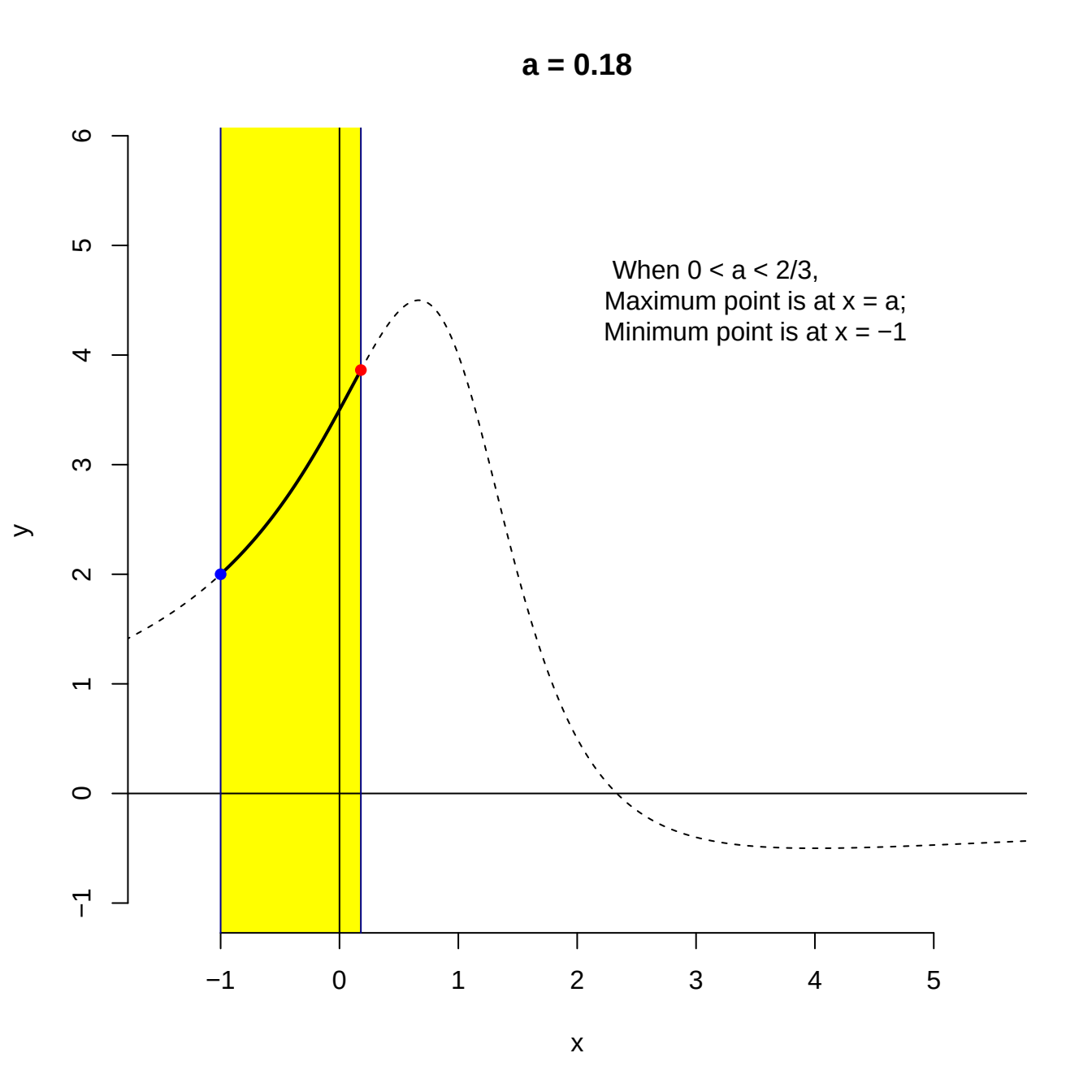

a = 0.08
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

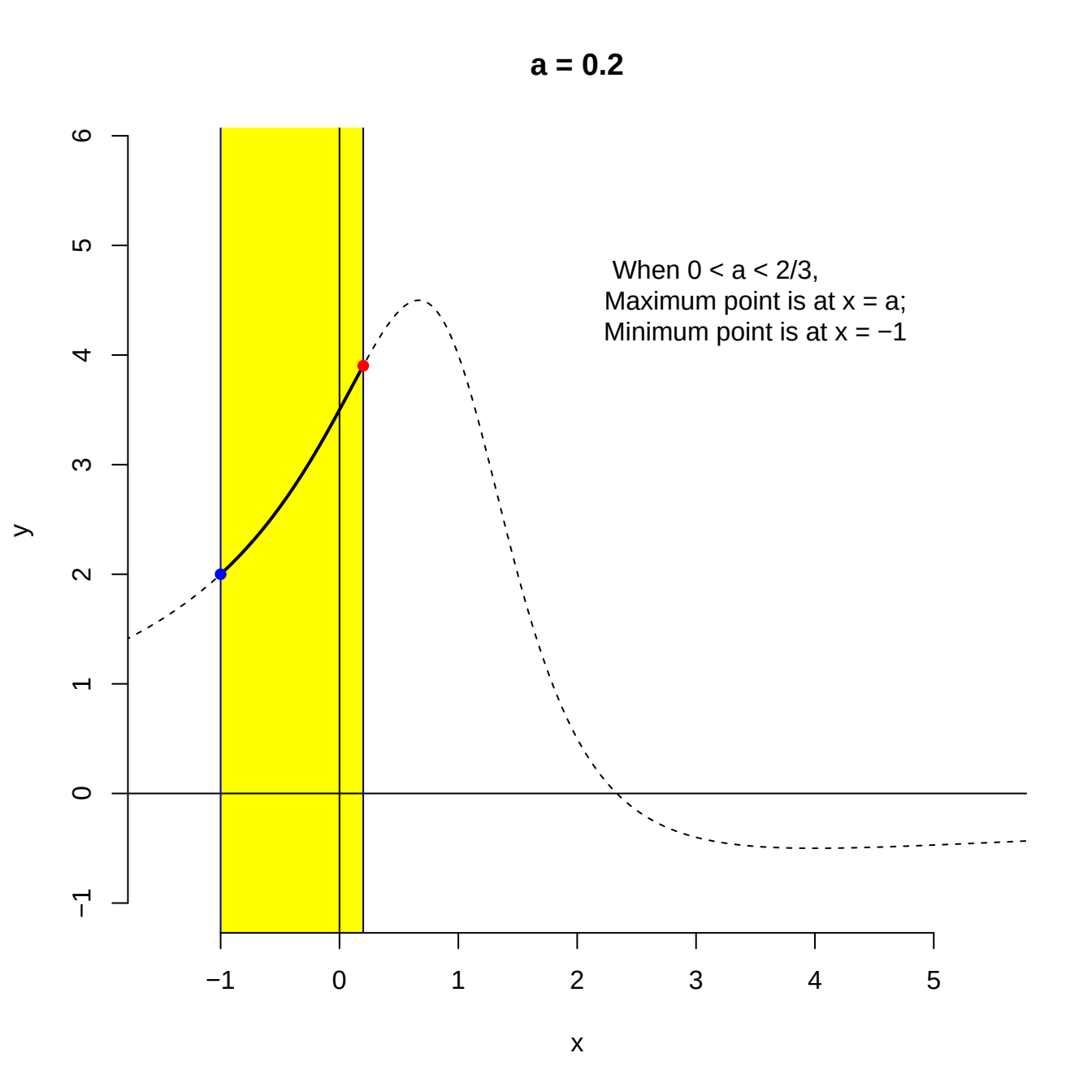

a = 0.1
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

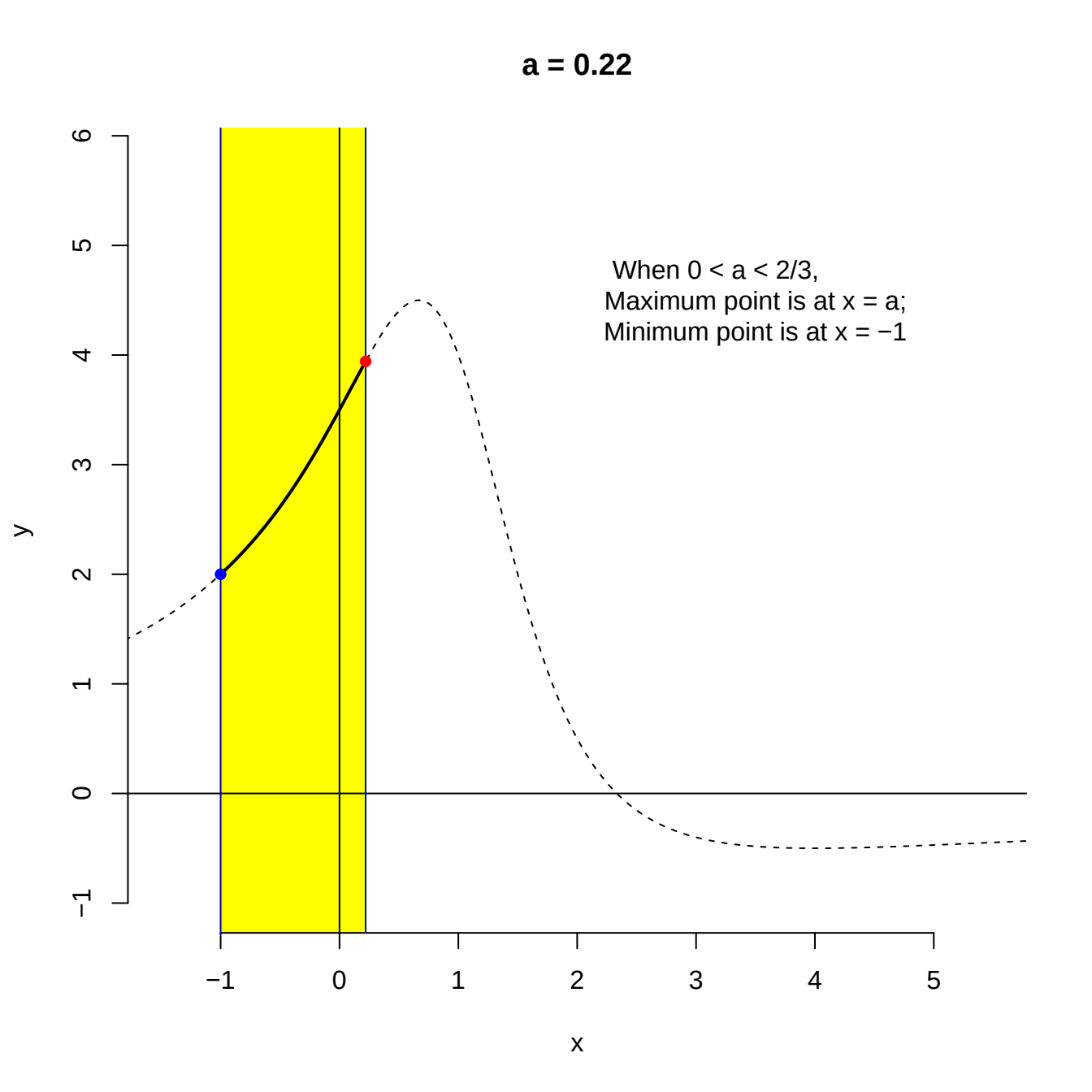

a = 0.12
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

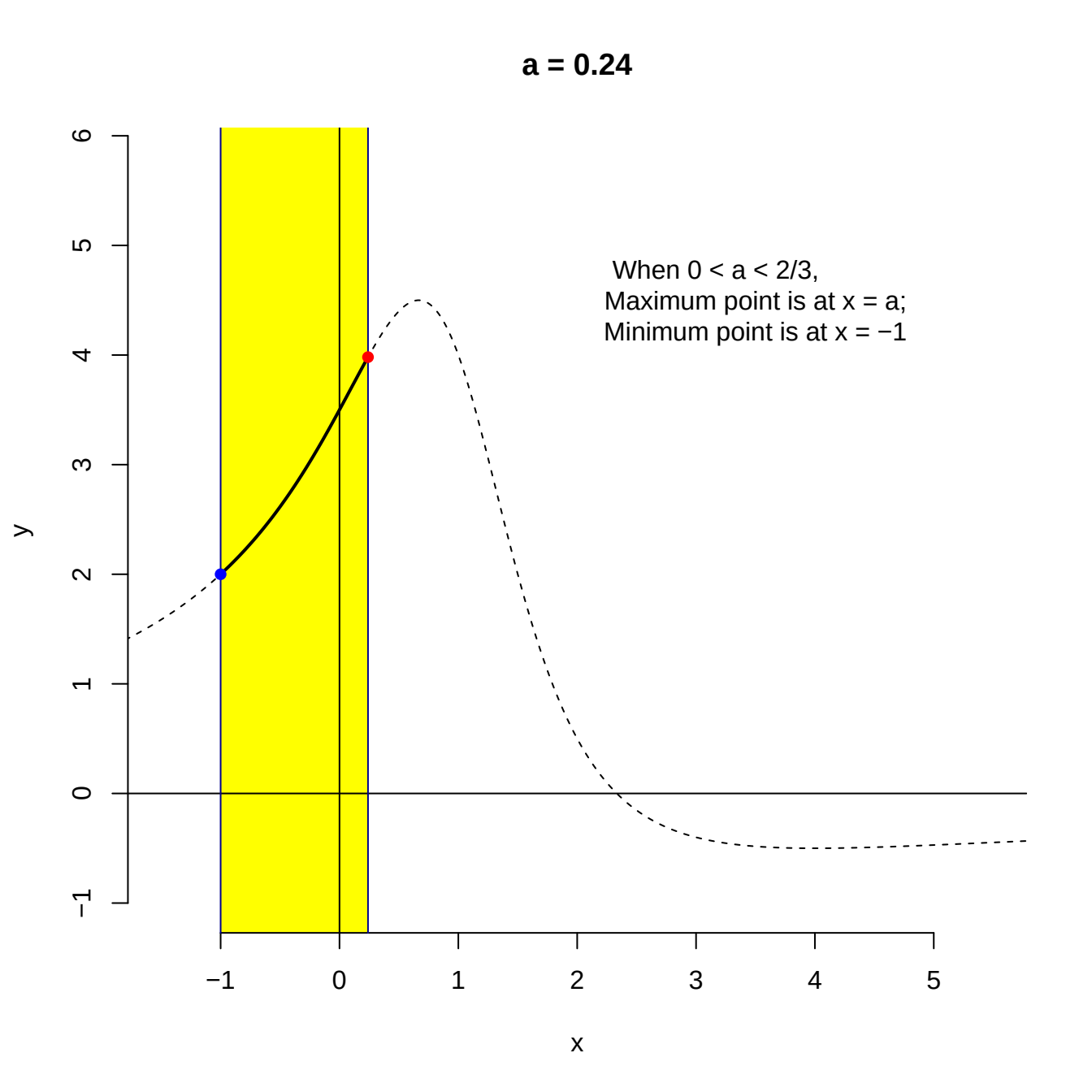

a = 0.14
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

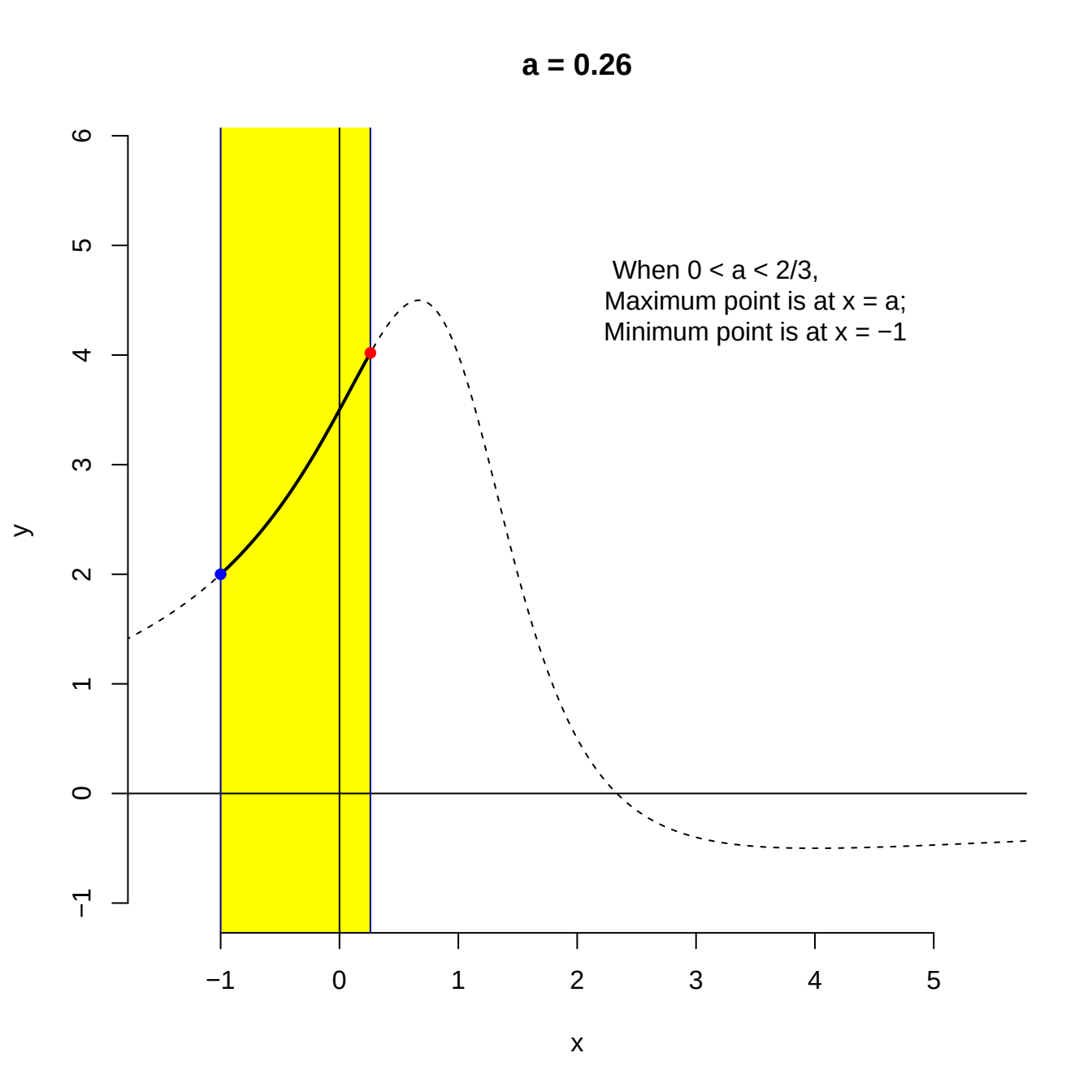

a = 0.16
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

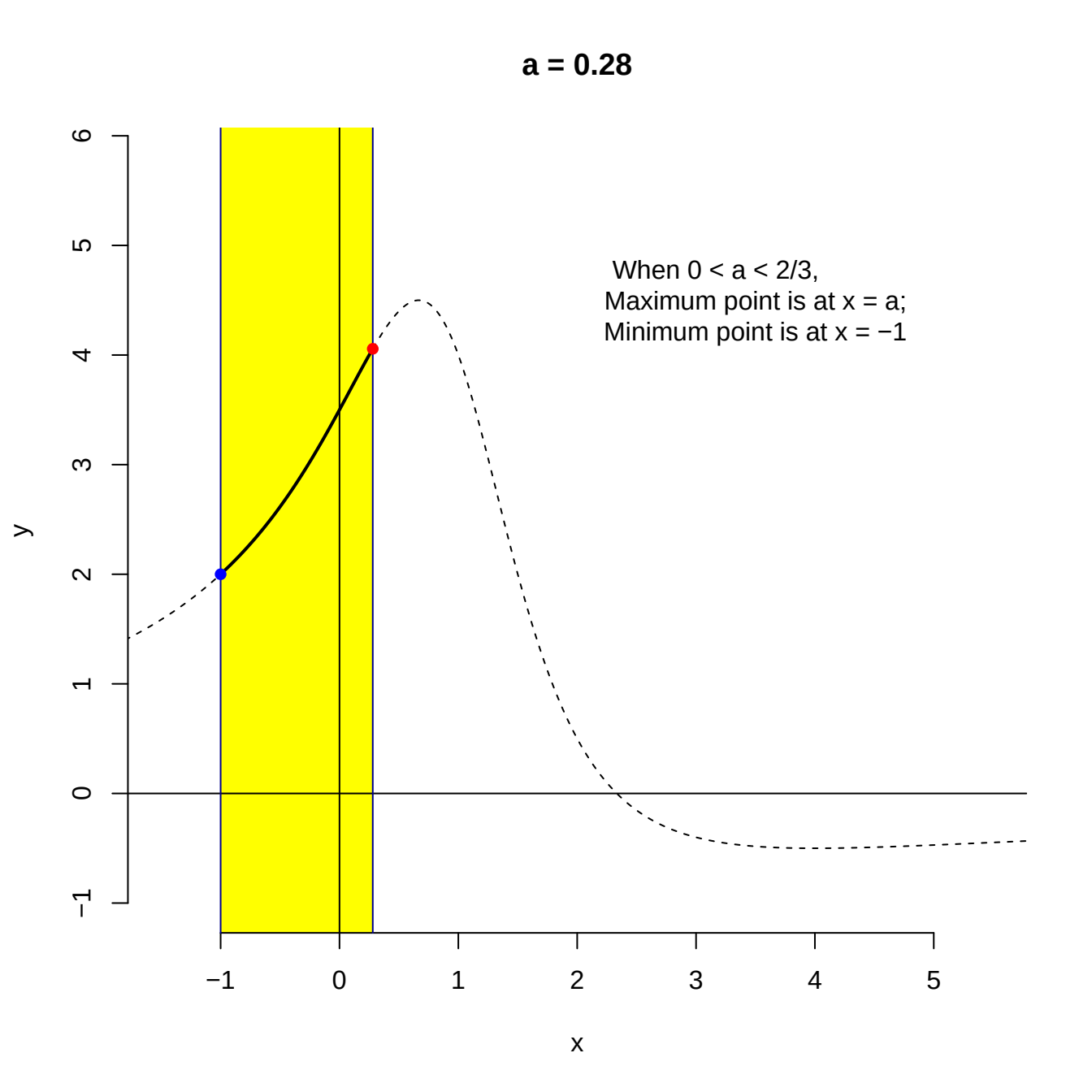

a = 0.18
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

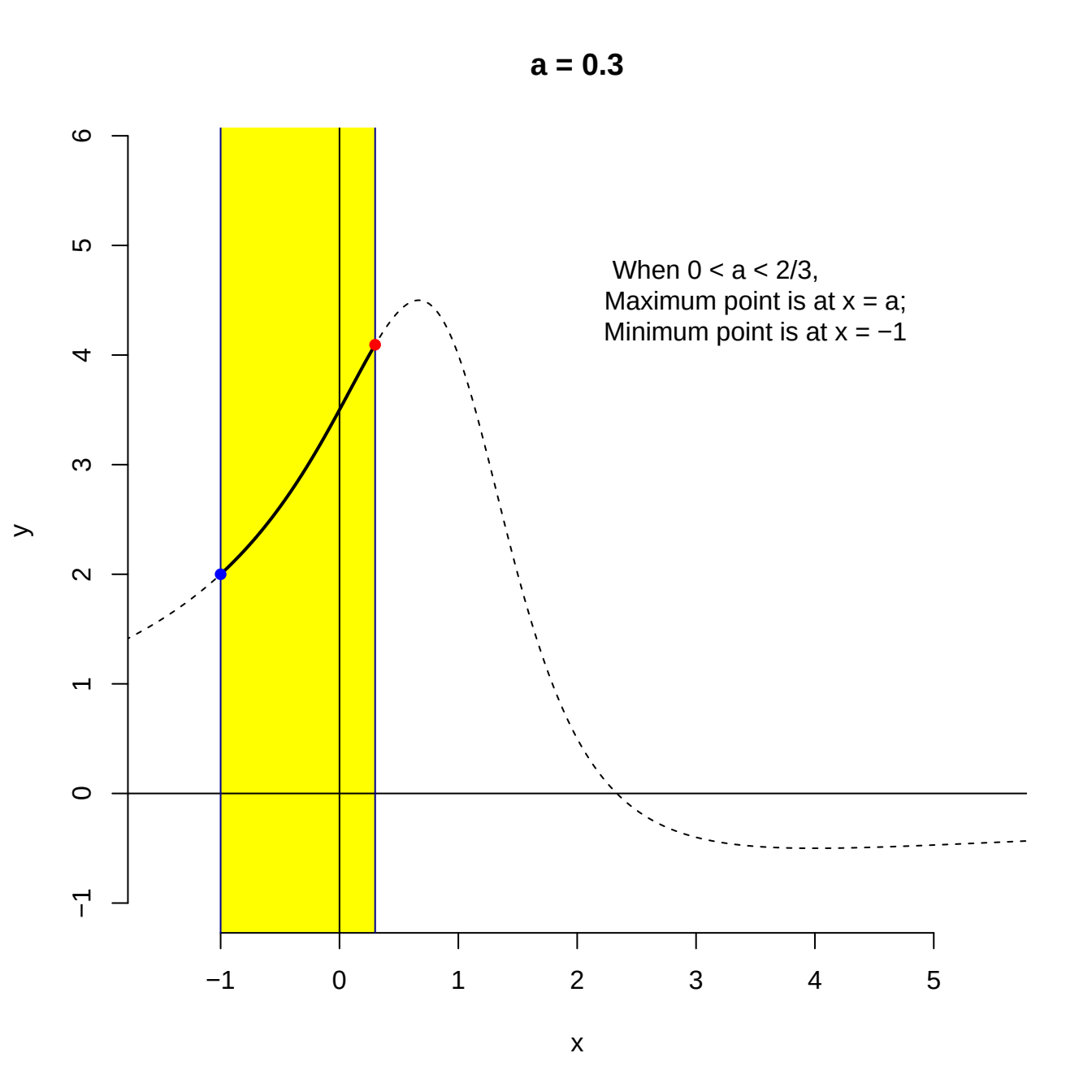

a = 0.2
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

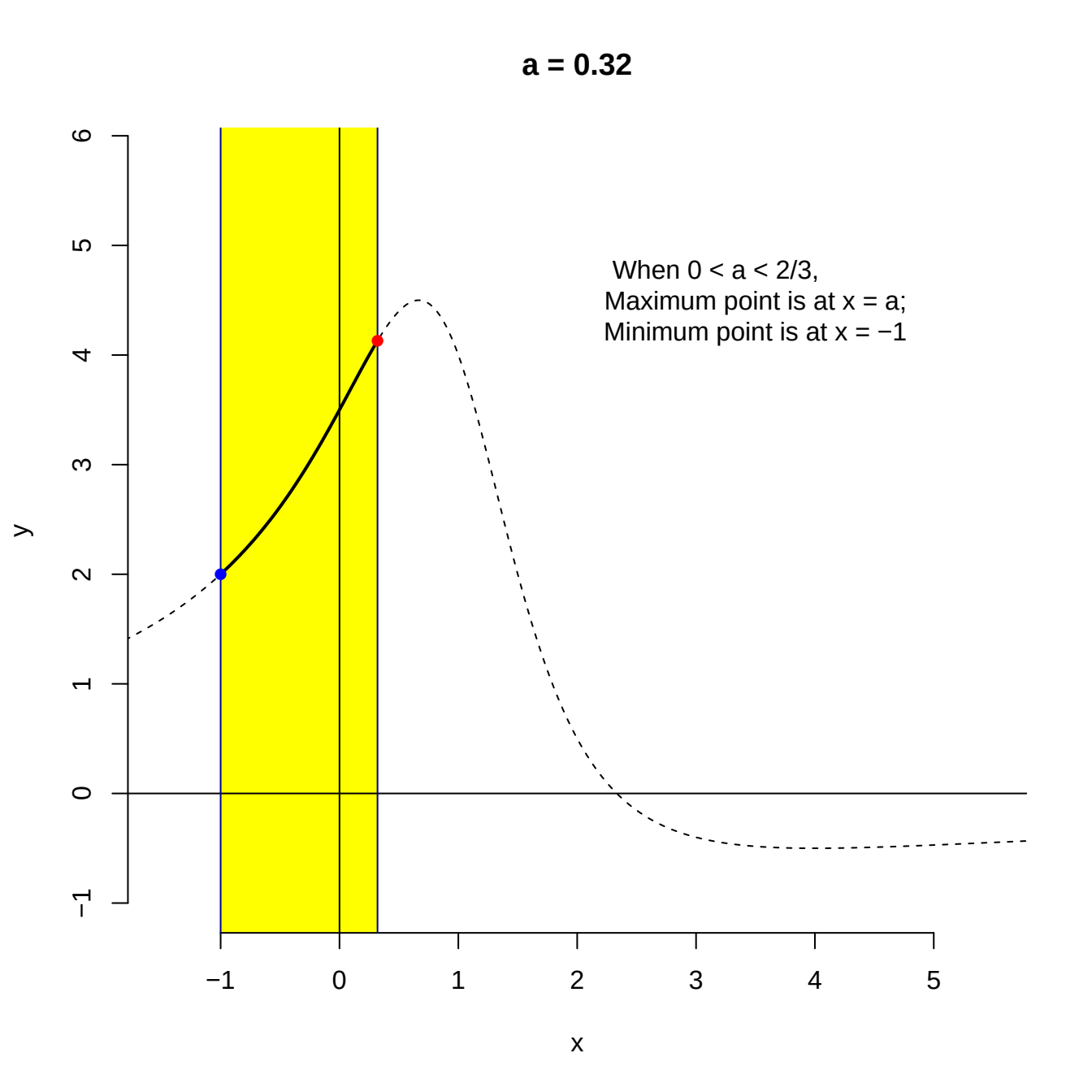

a = 0.22
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

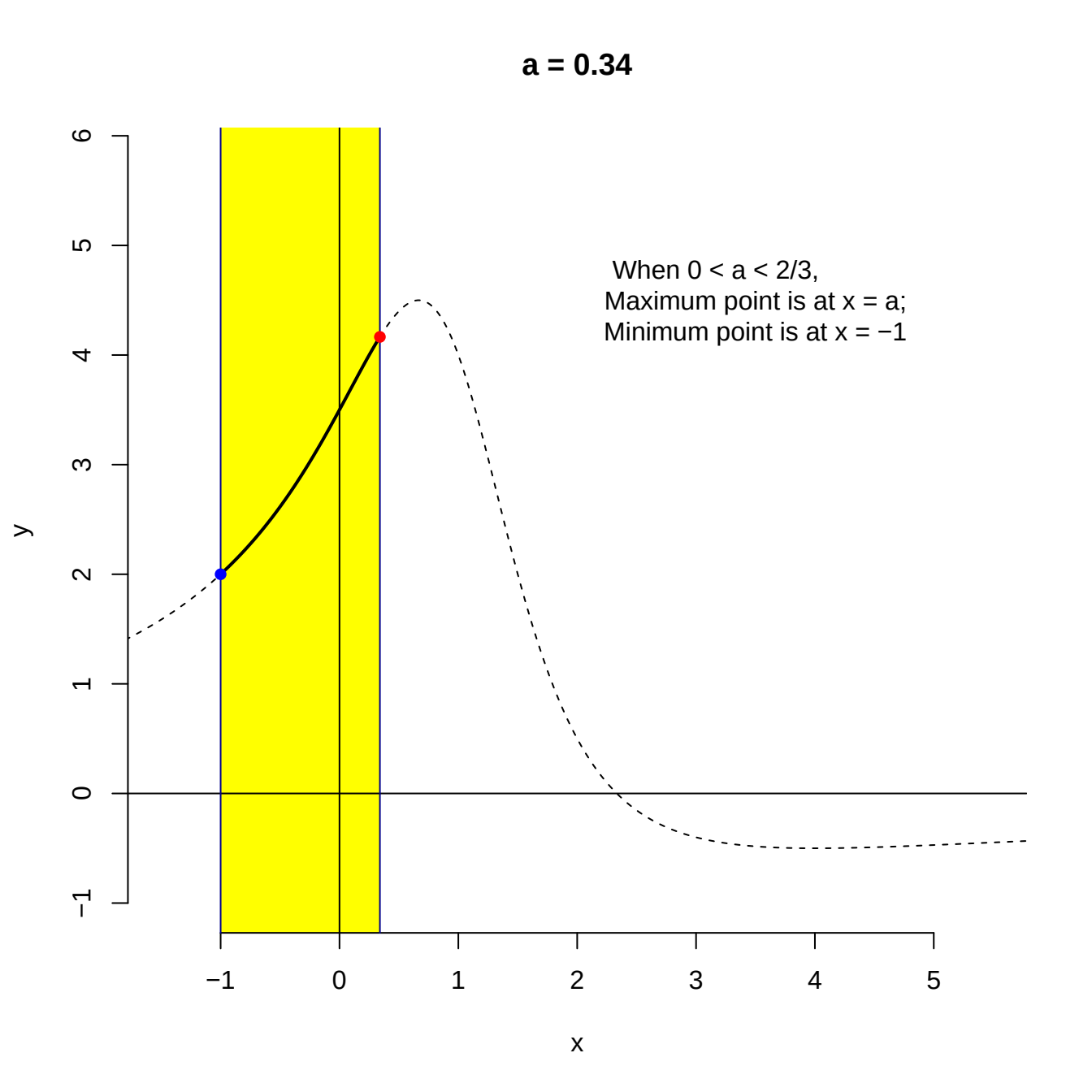

a = 0.24
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

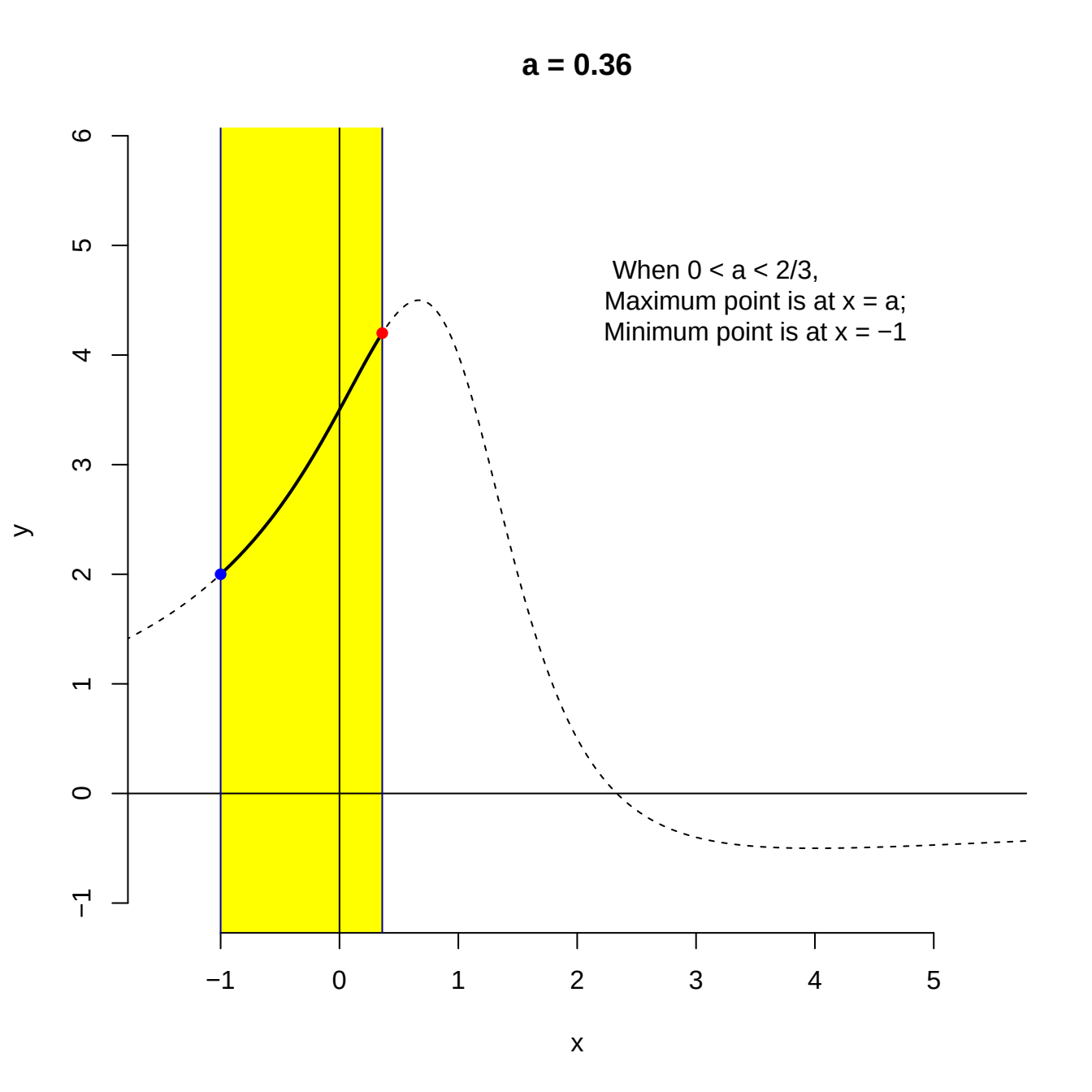

a = 0.26
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

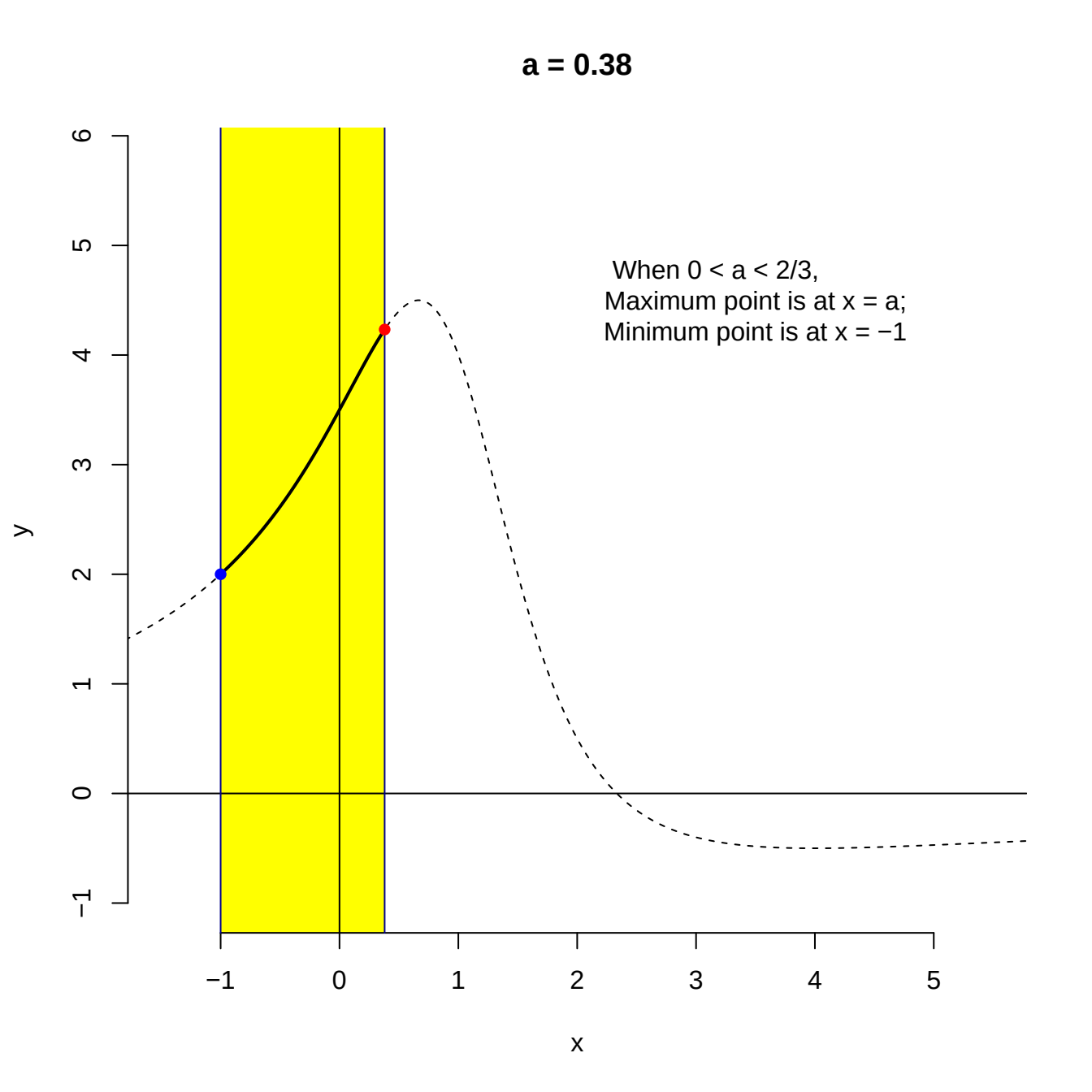

a = 0.28
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

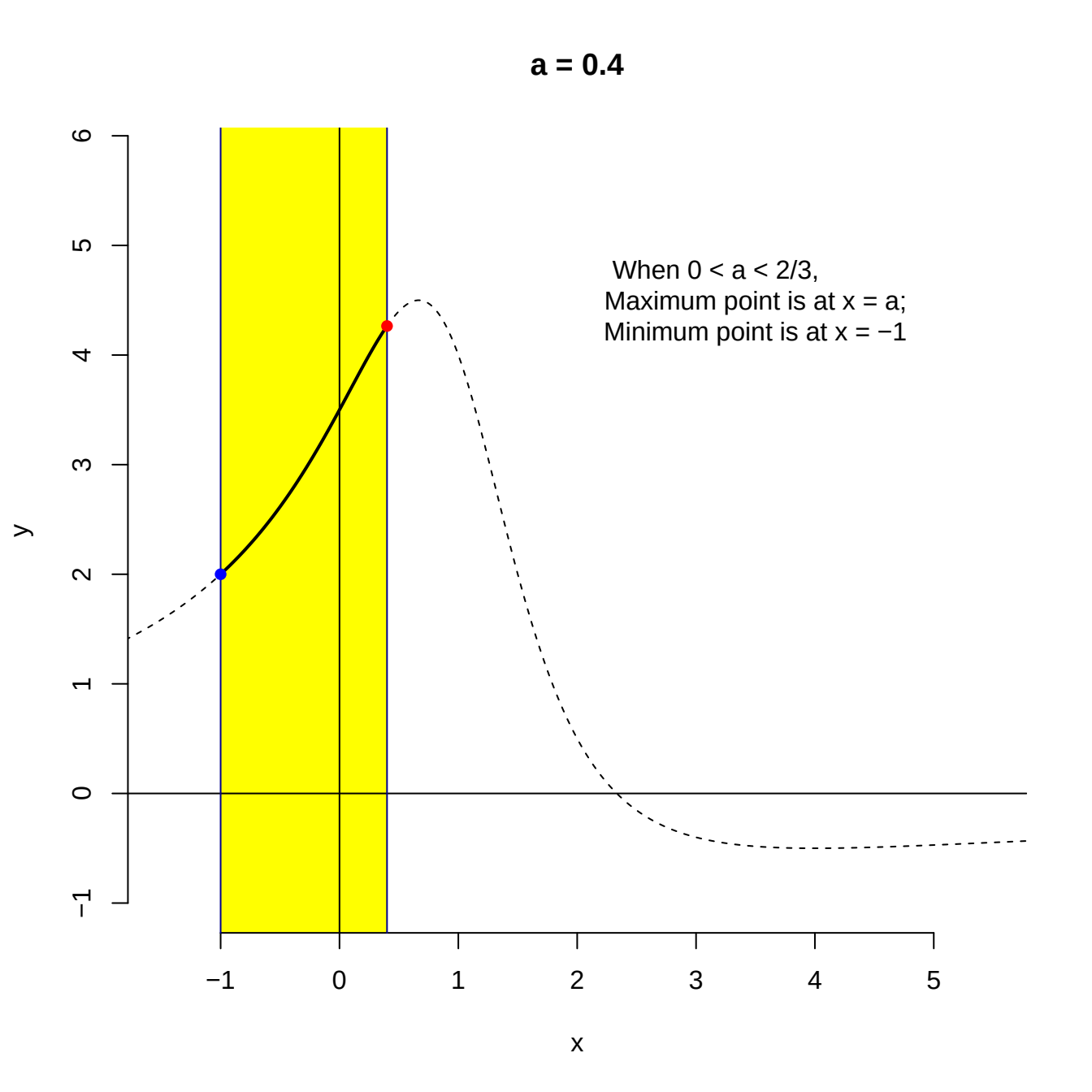

a = 0.3
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

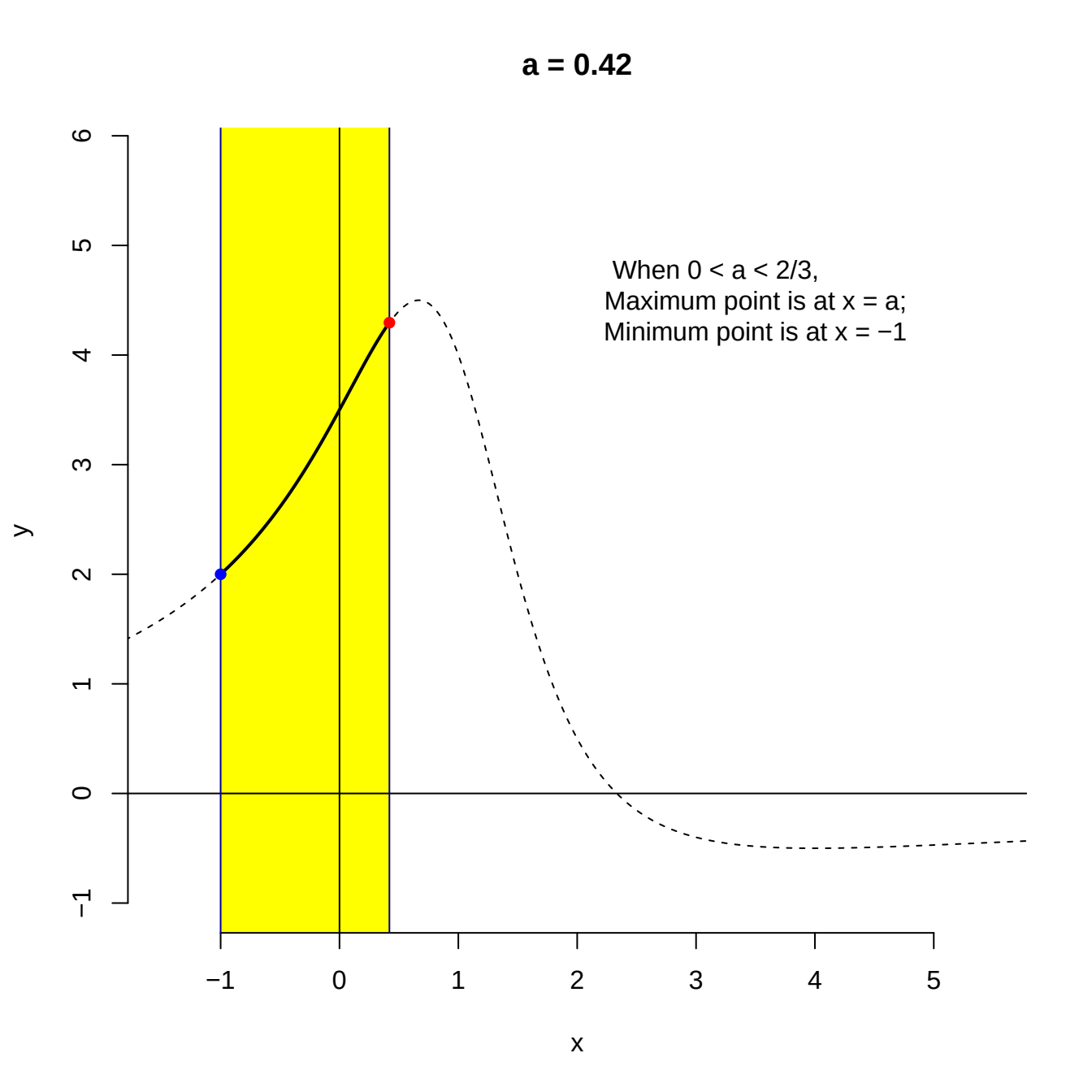

a = 0.32
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

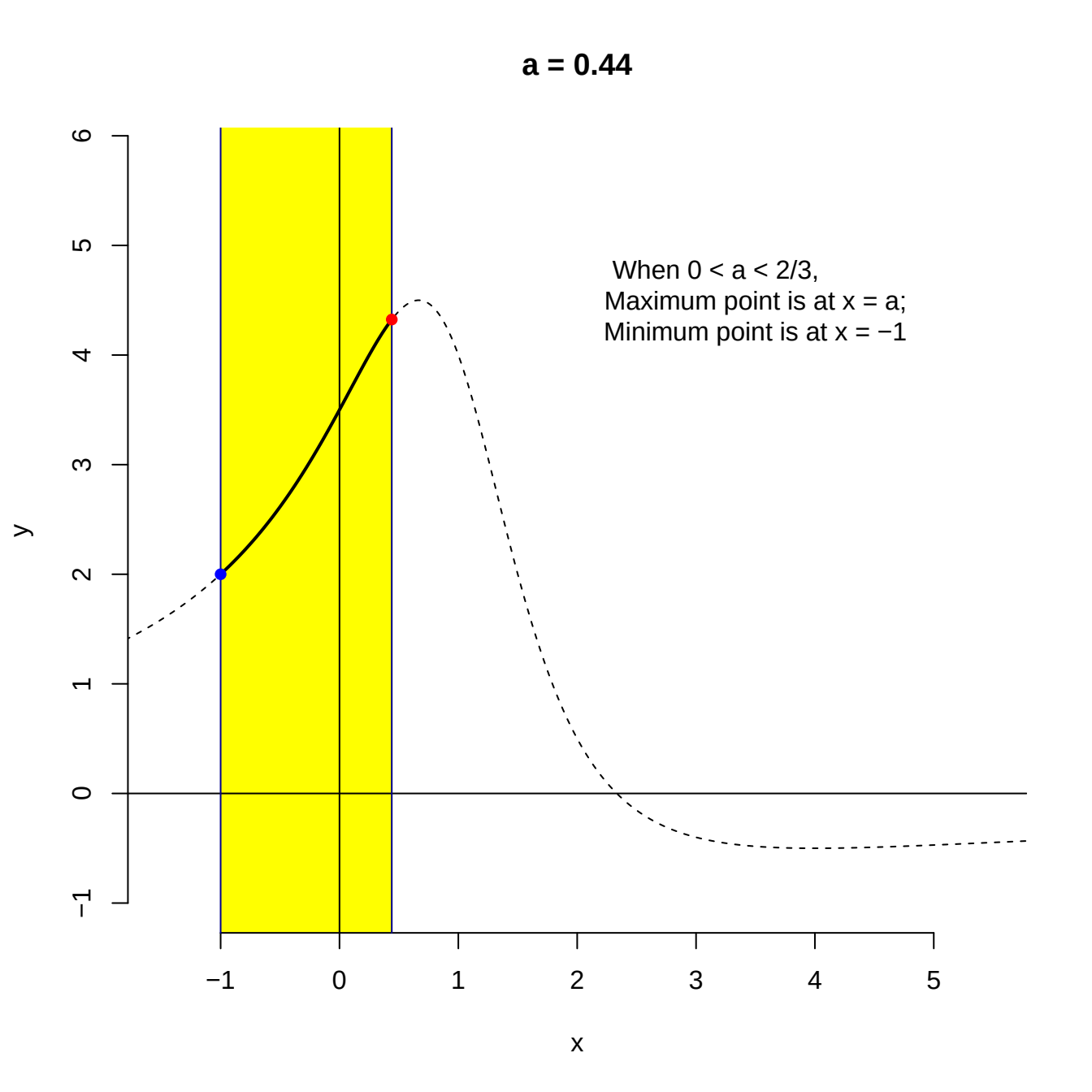

a = 0.34
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

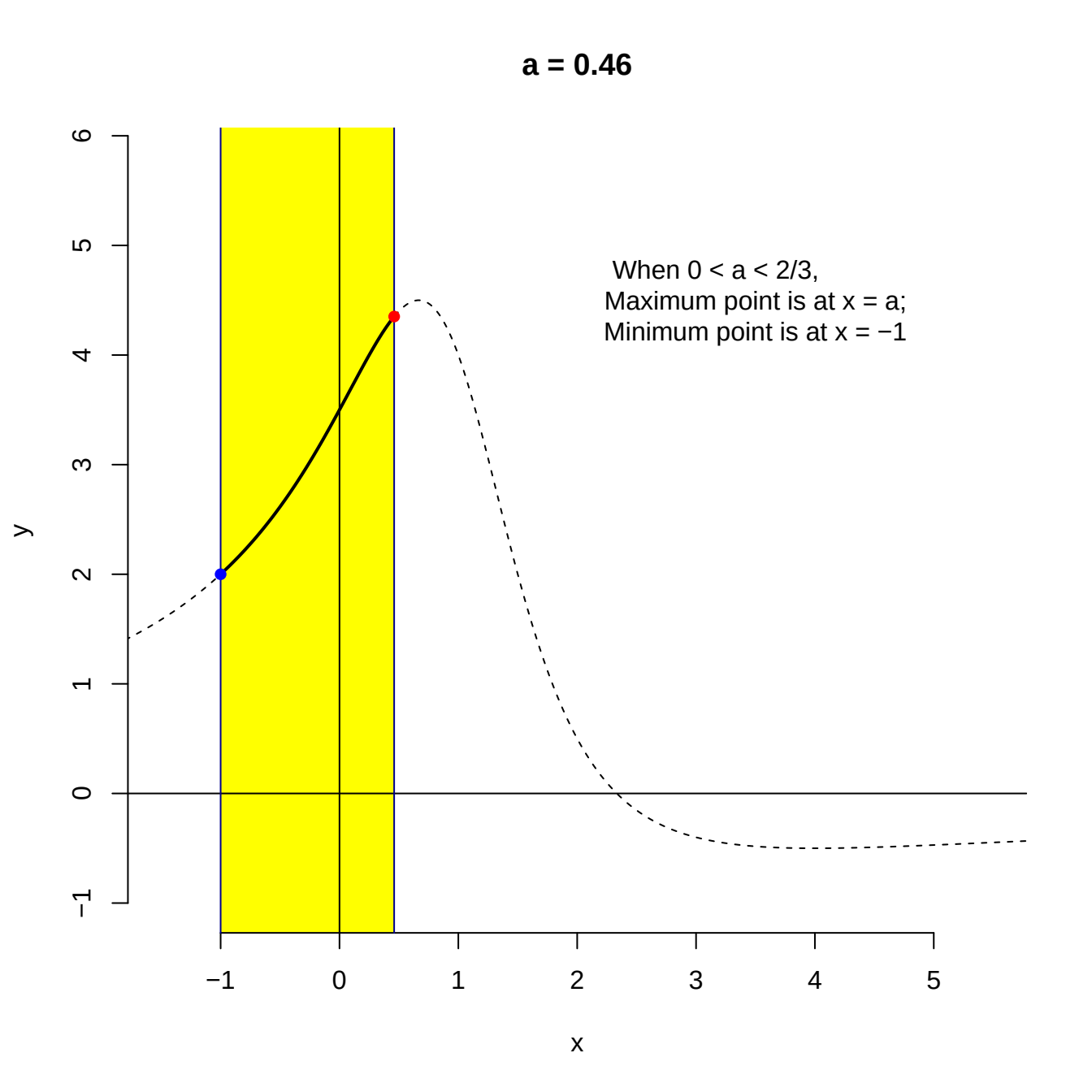

a = 0.36
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

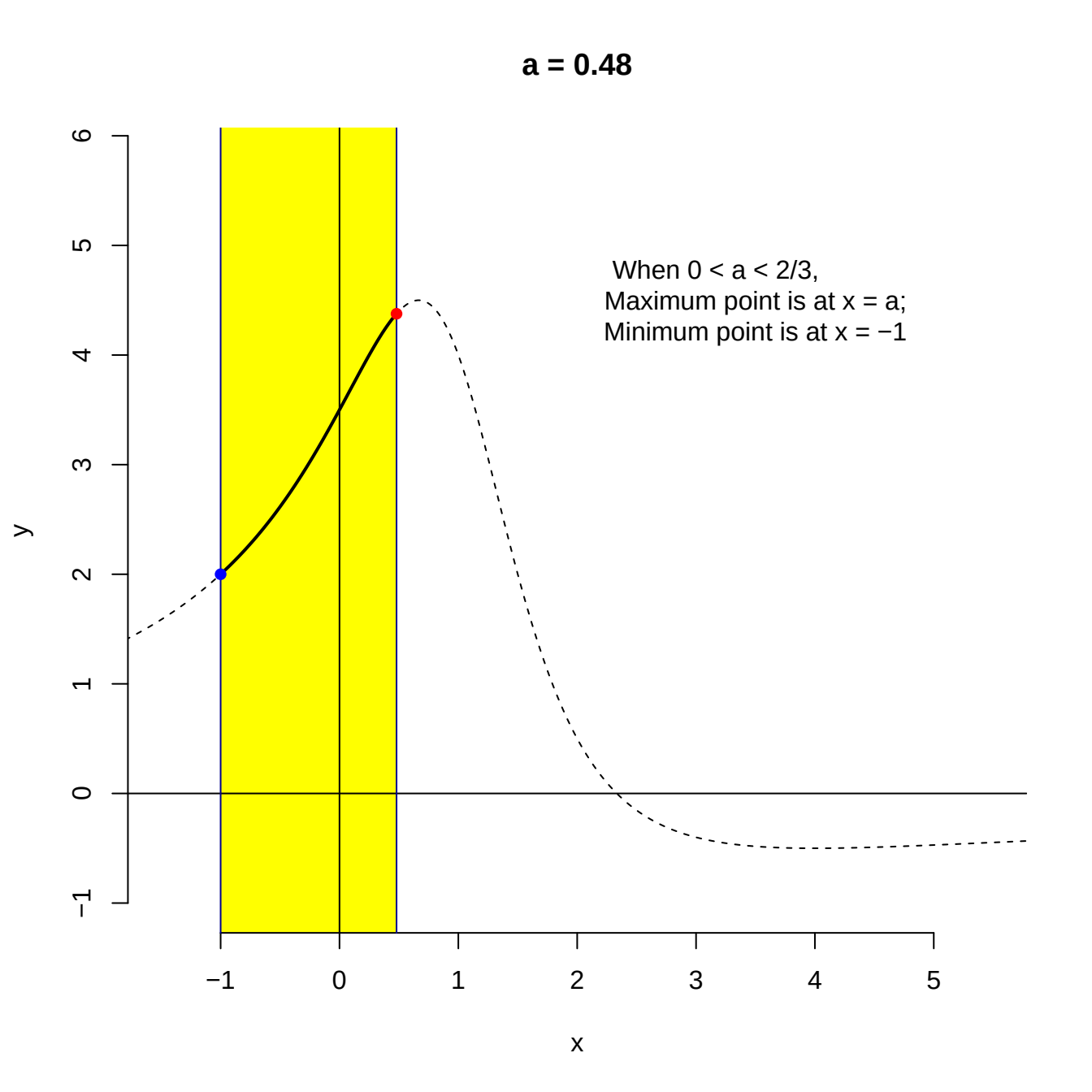

a = 0.38
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

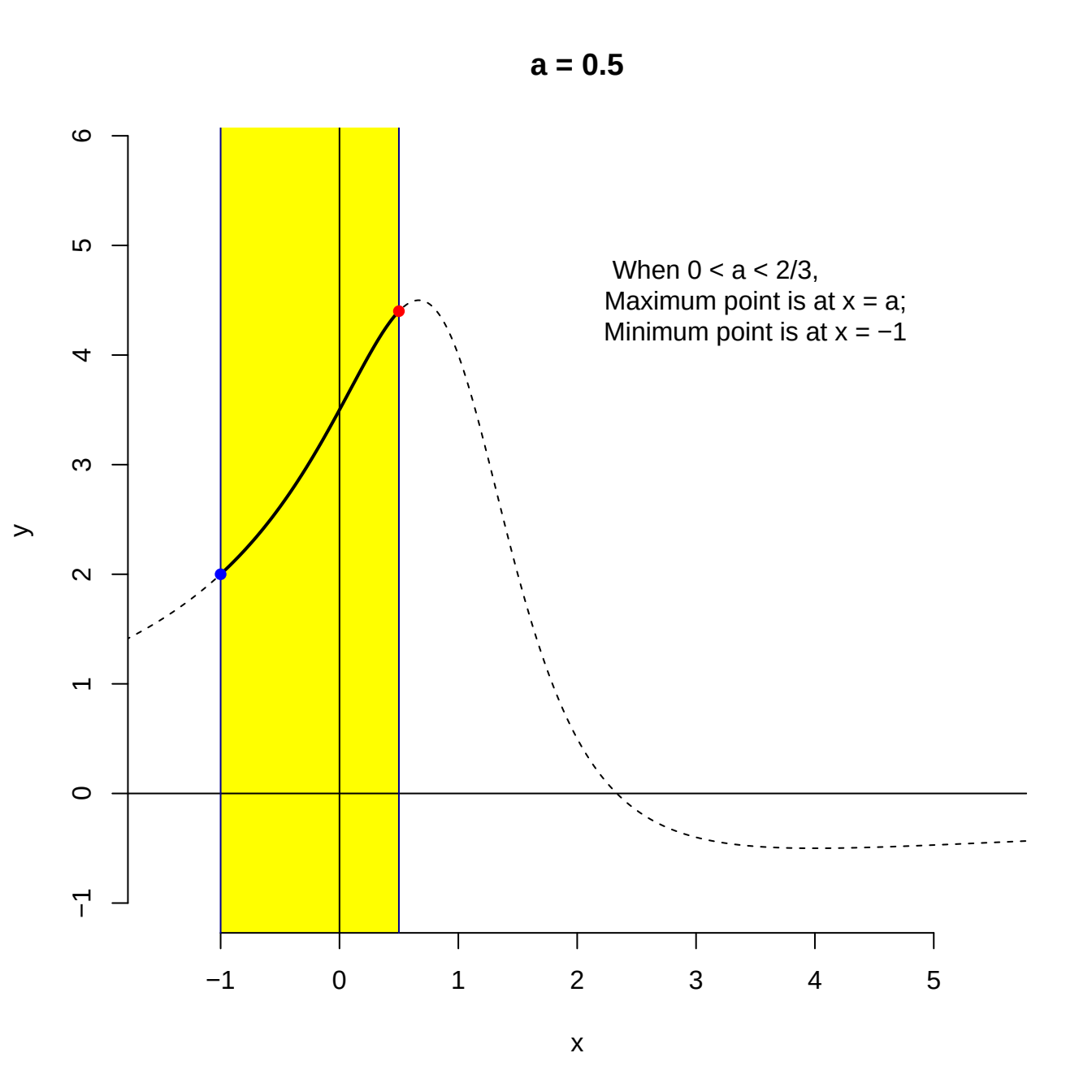

a = 0.4
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

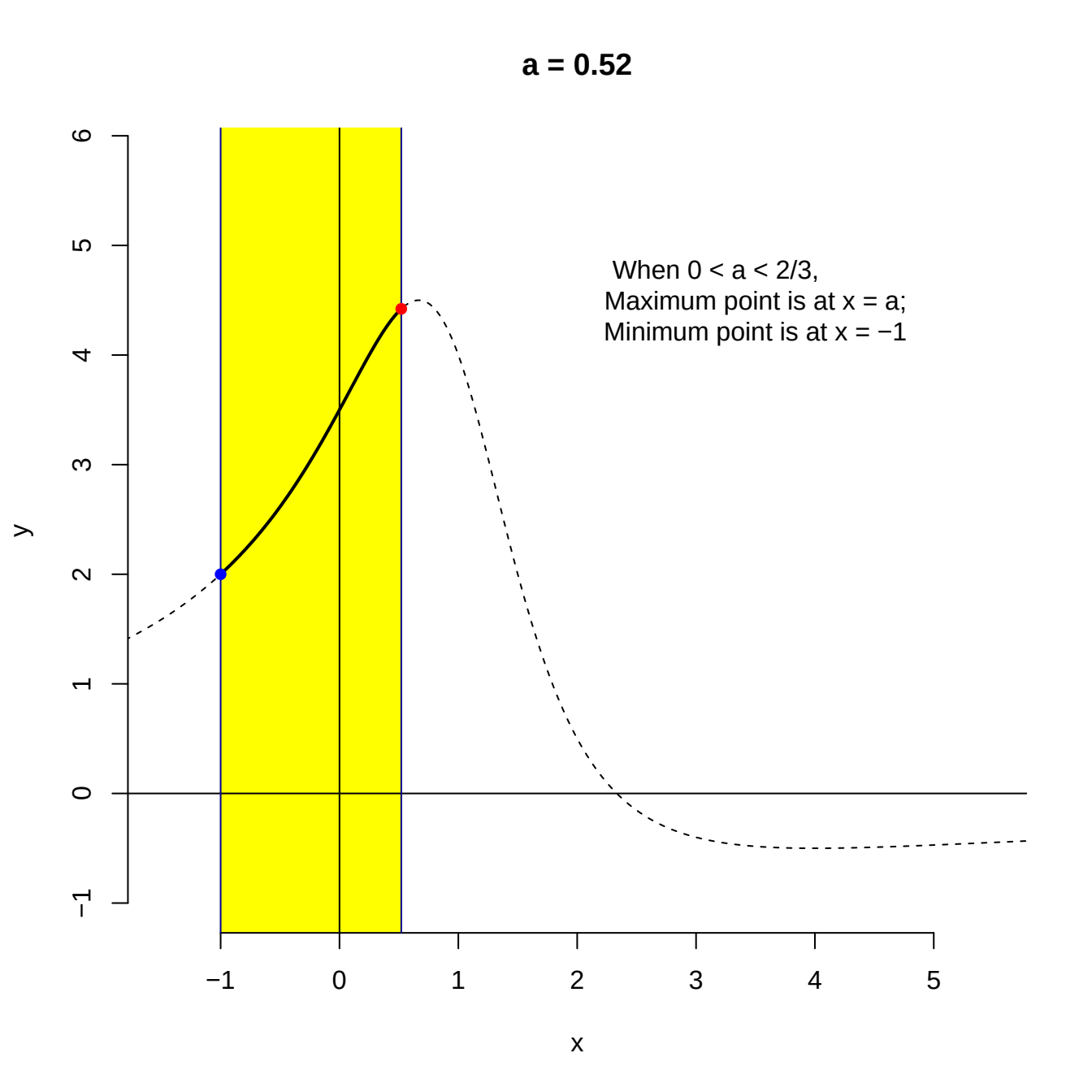

a = 0.42
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

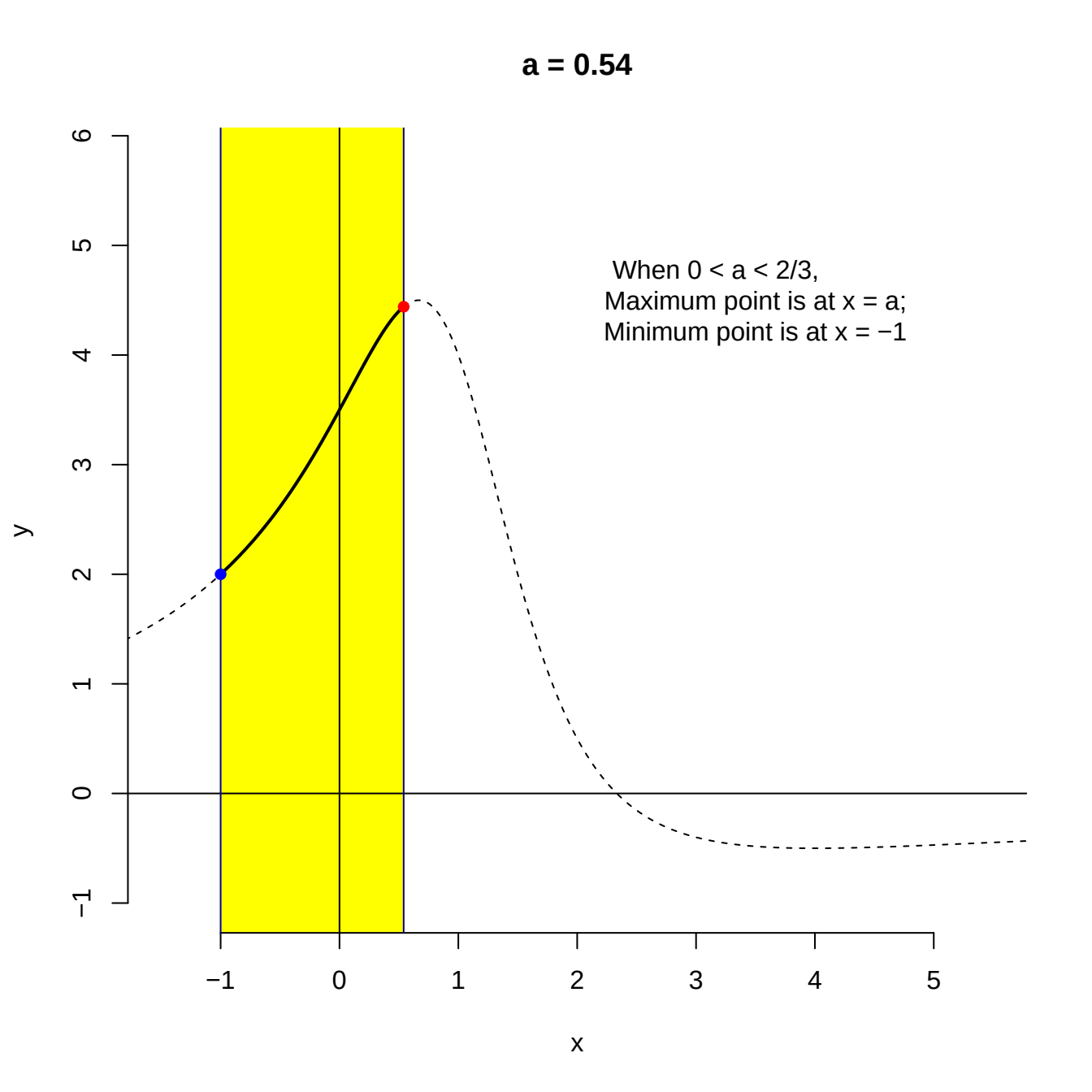

a = 0.44
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

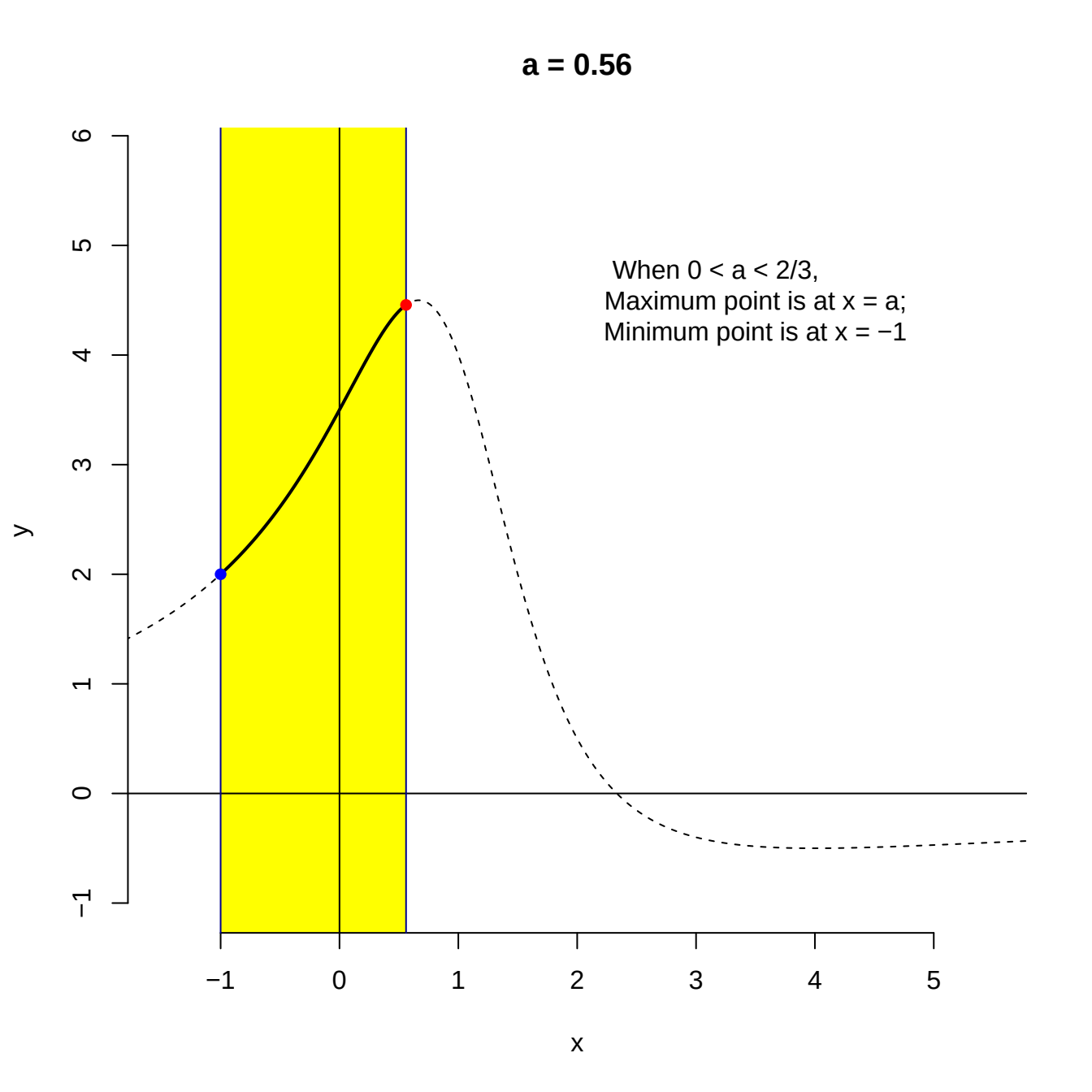

a = 0.46
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

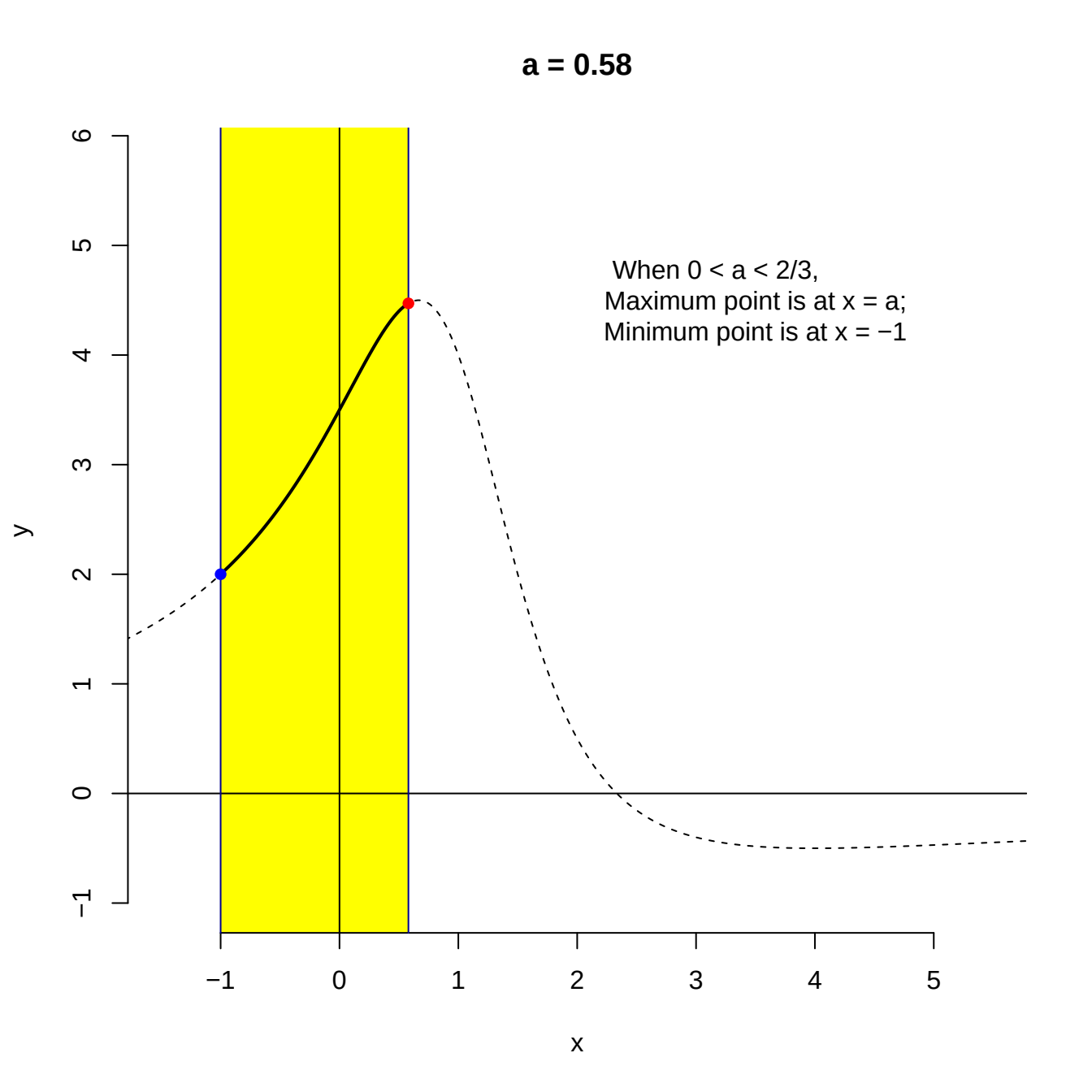

a = 0.48
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

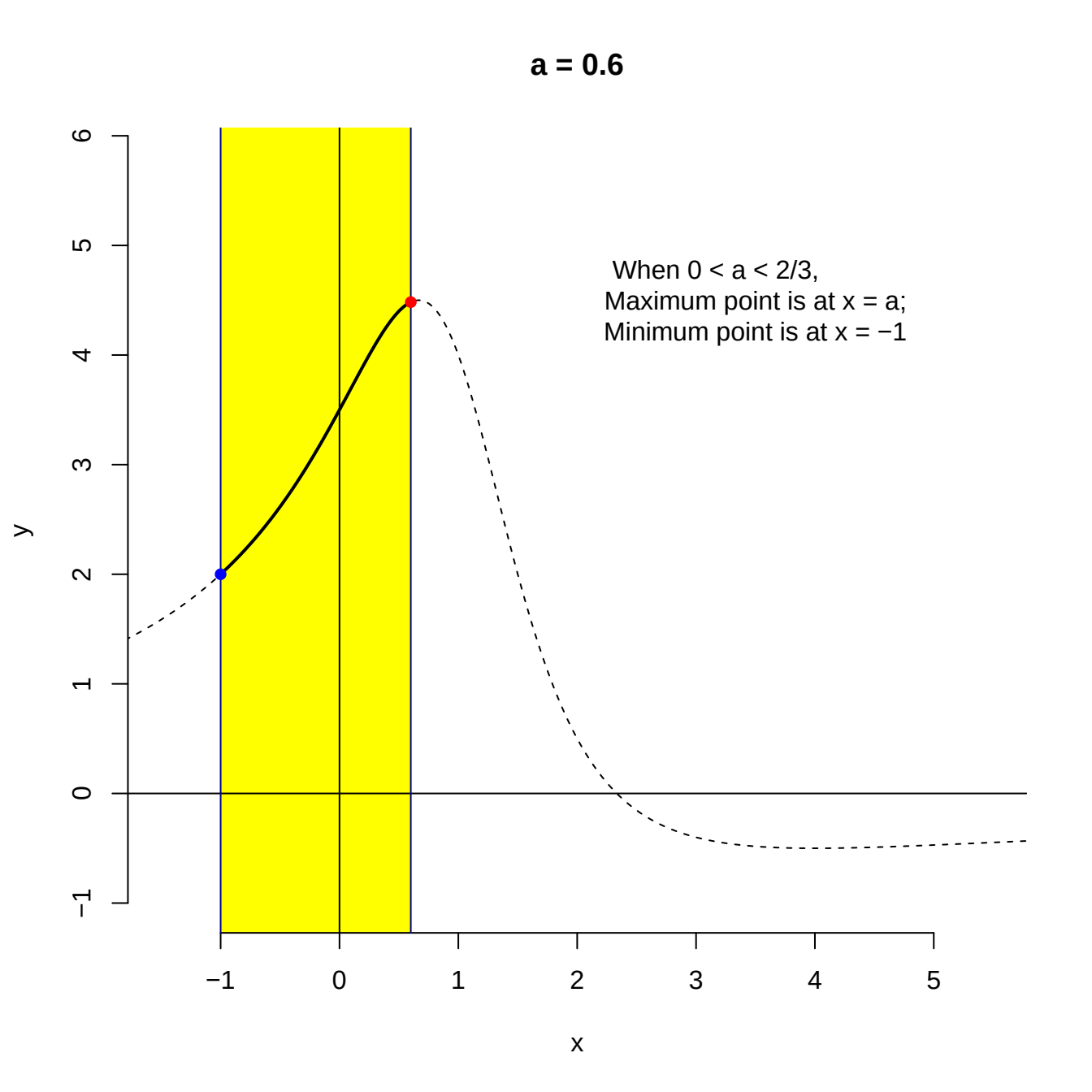

a = 0.5
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

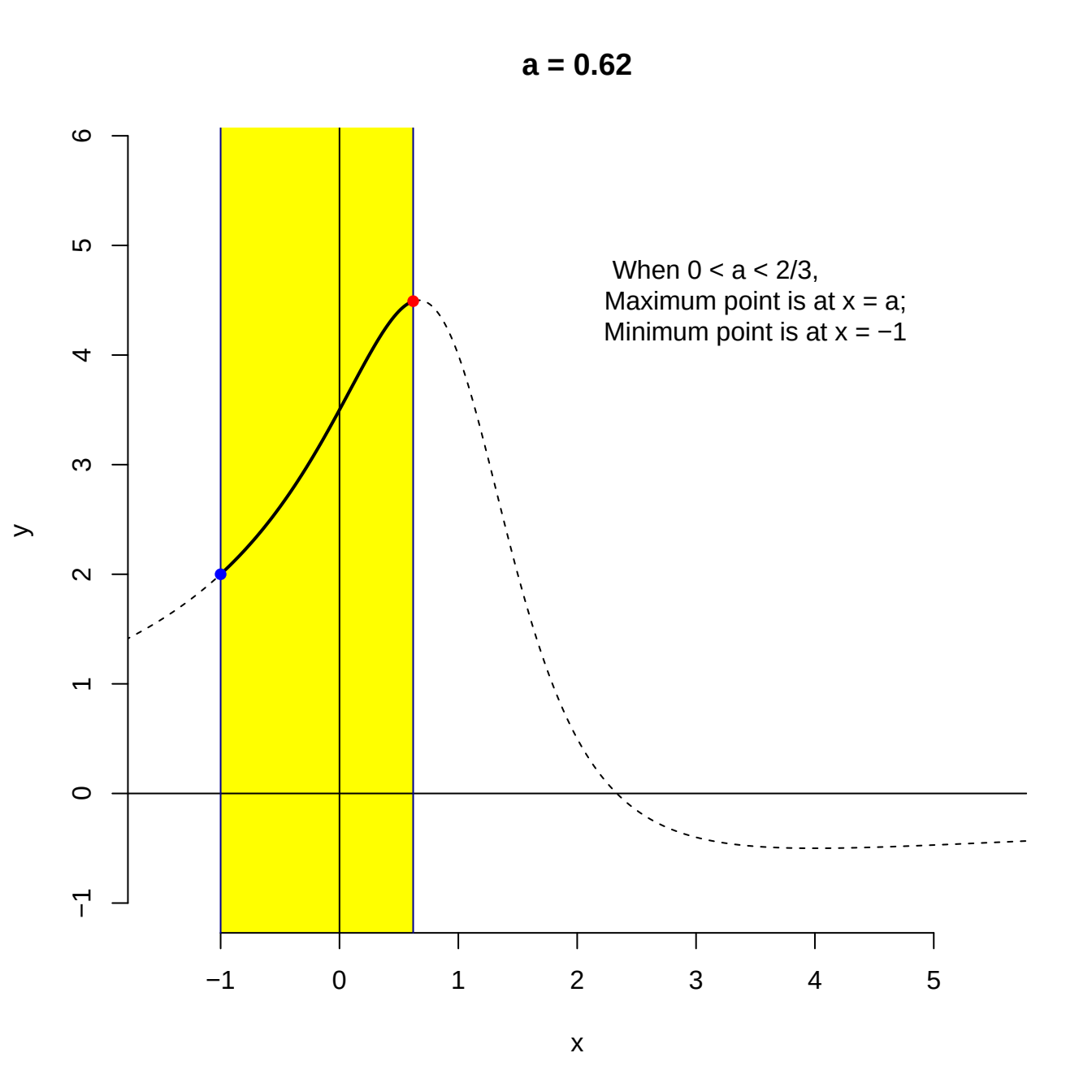

a = 0.52
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

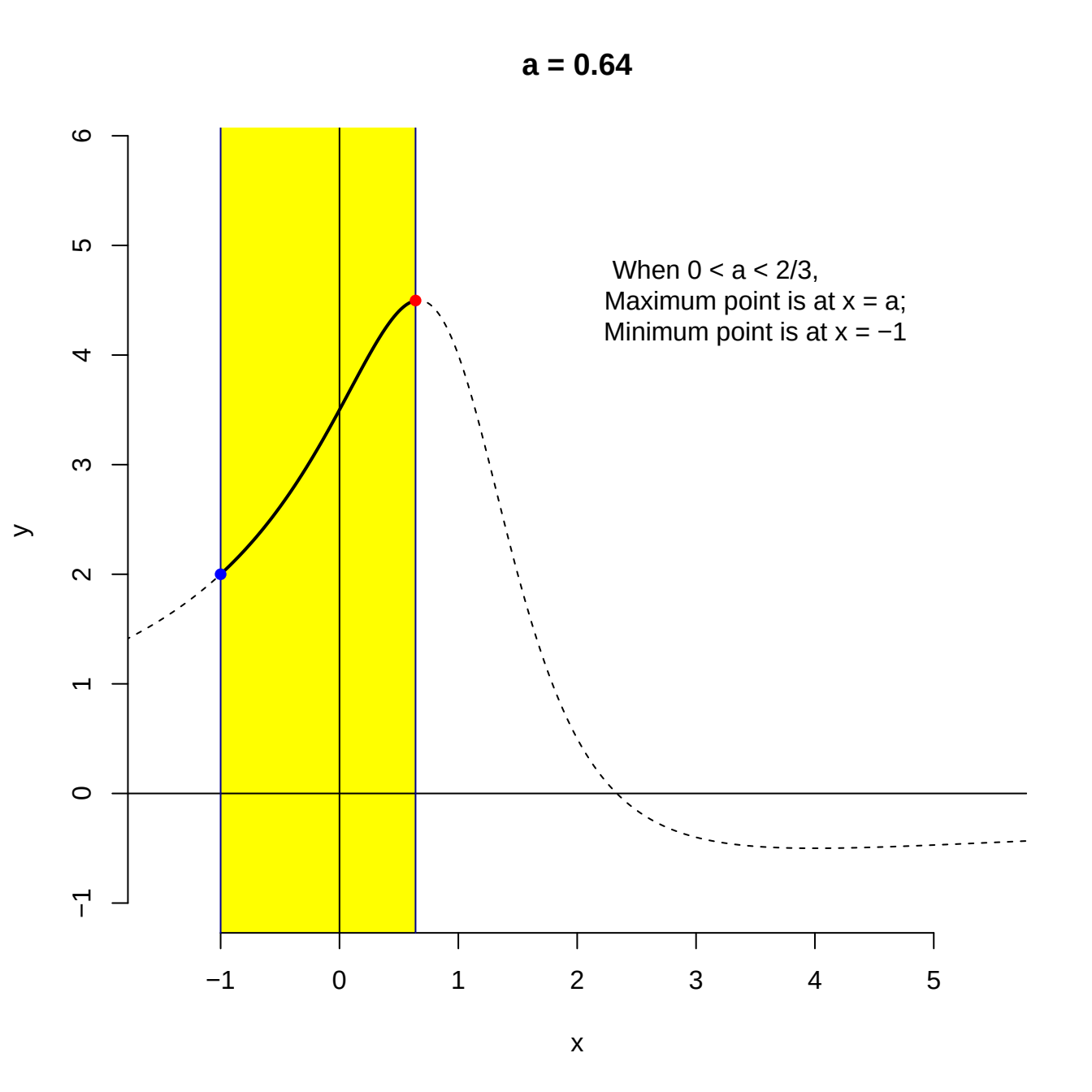

a = 0.54
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

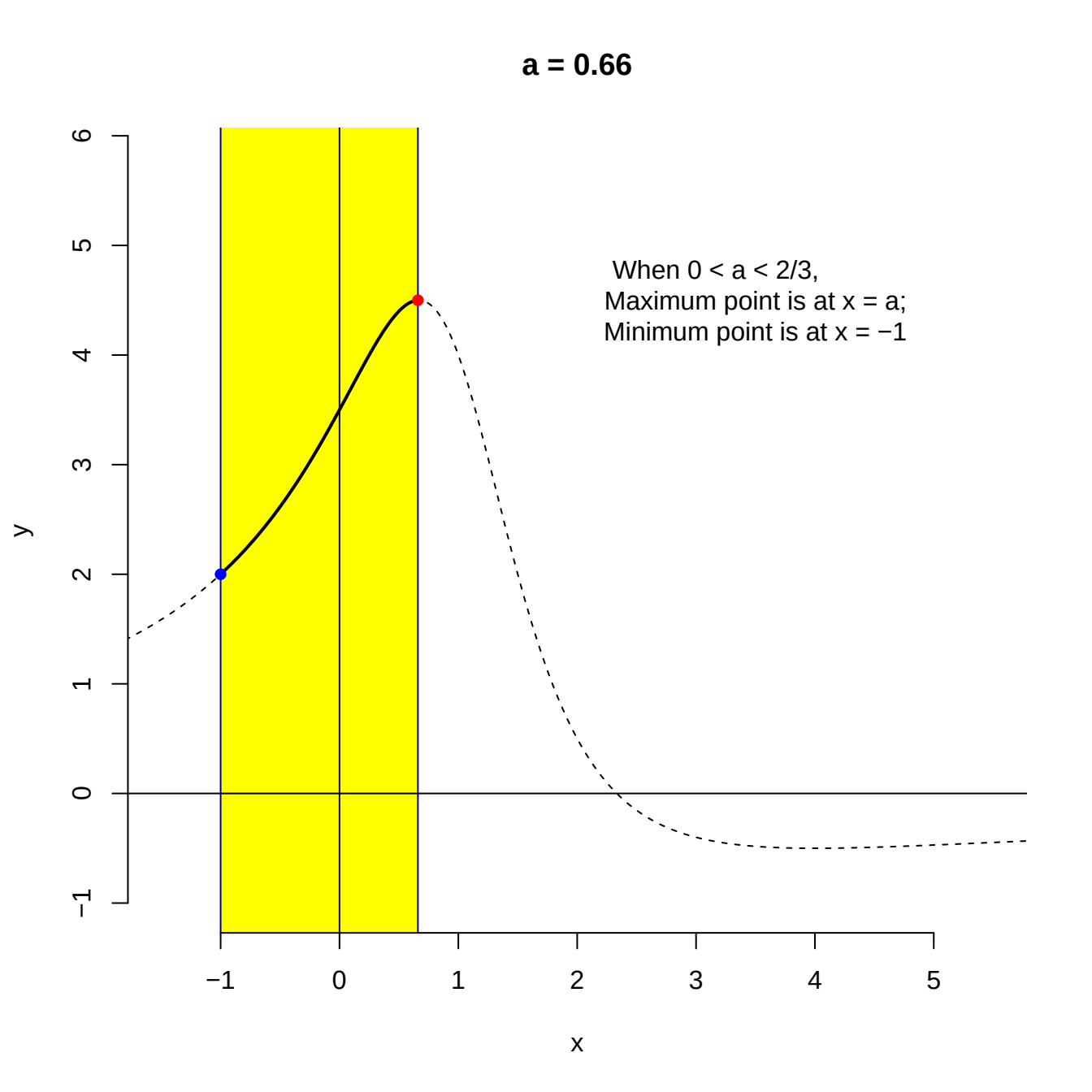

a = 0.56
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

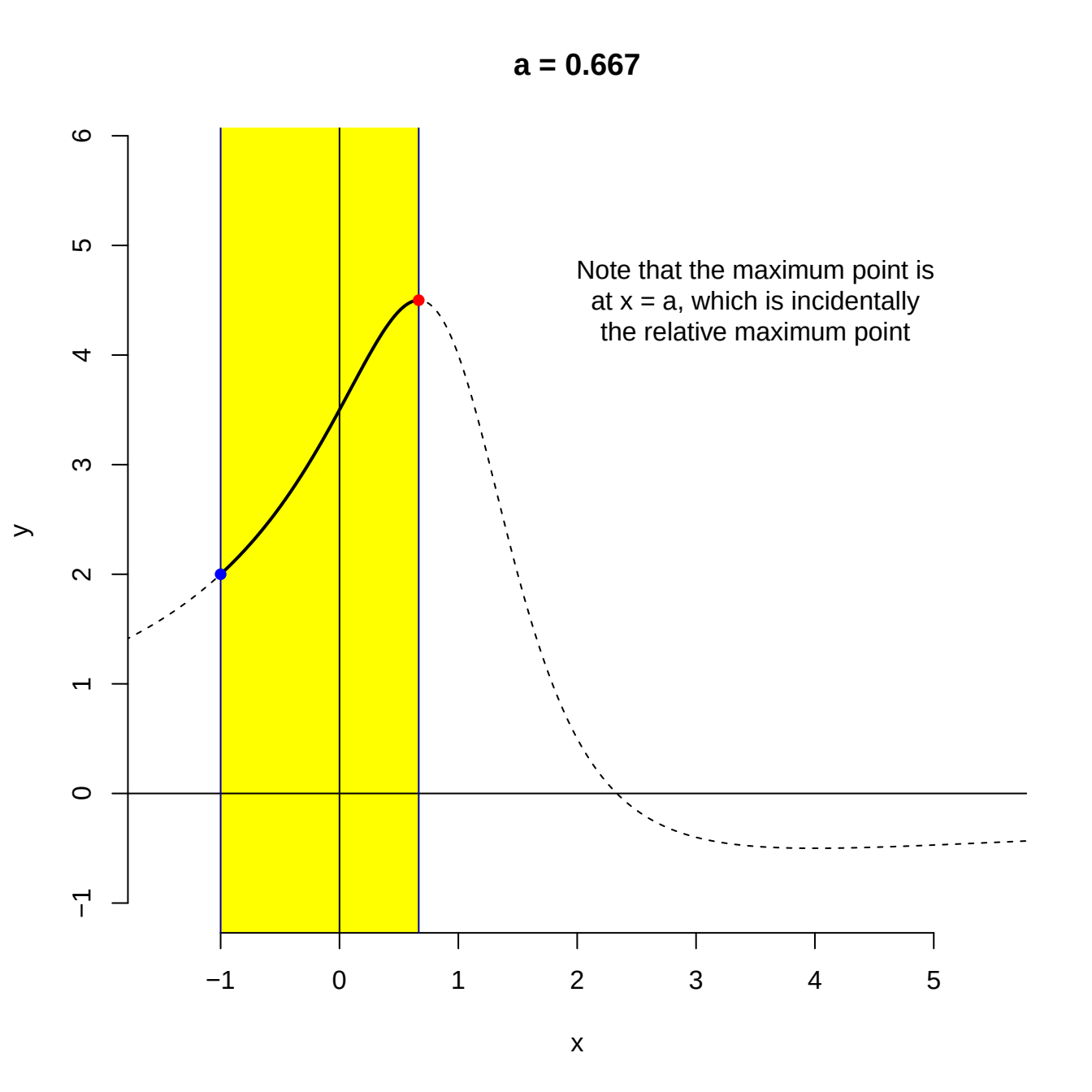

a = 0.58
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

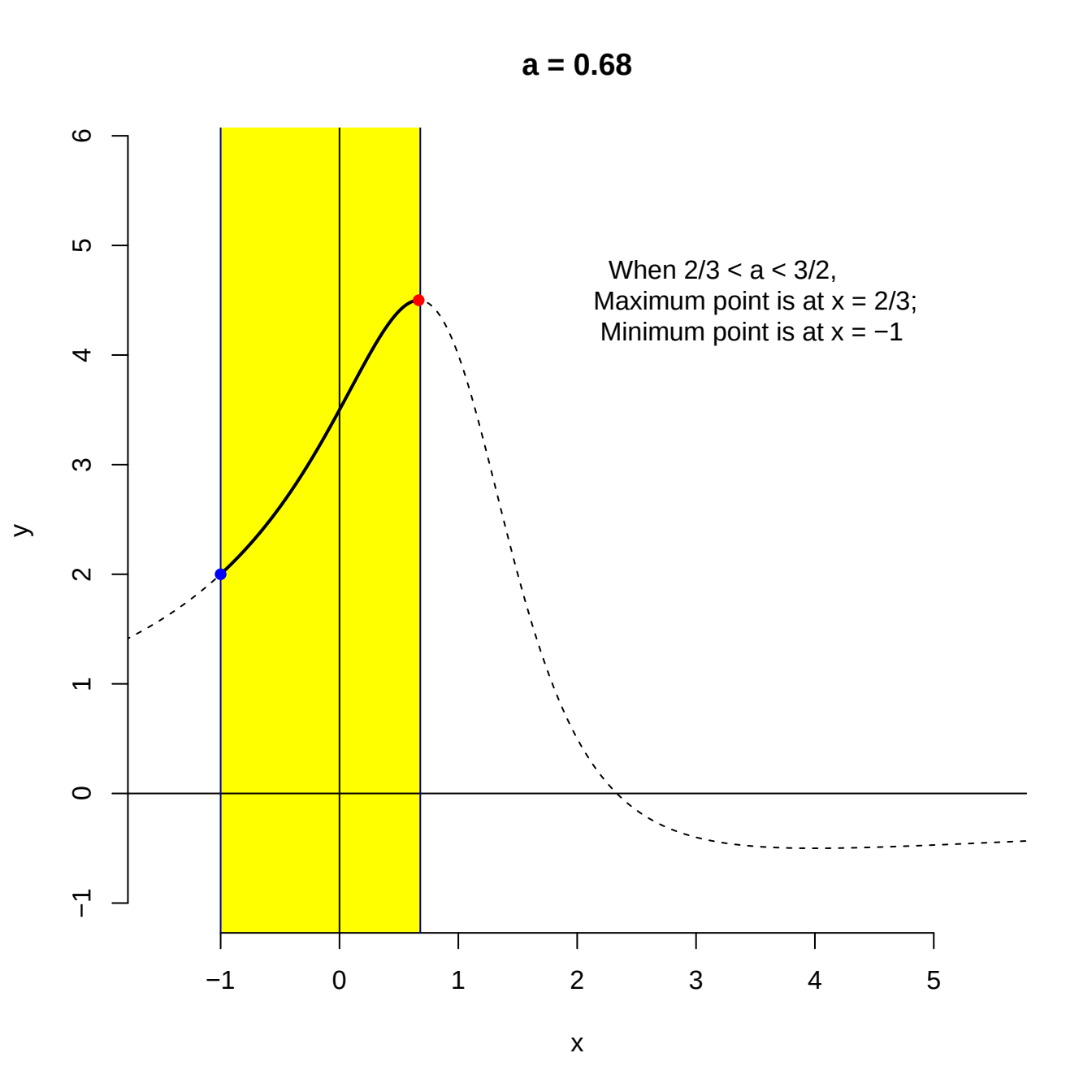

a = 0.6
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

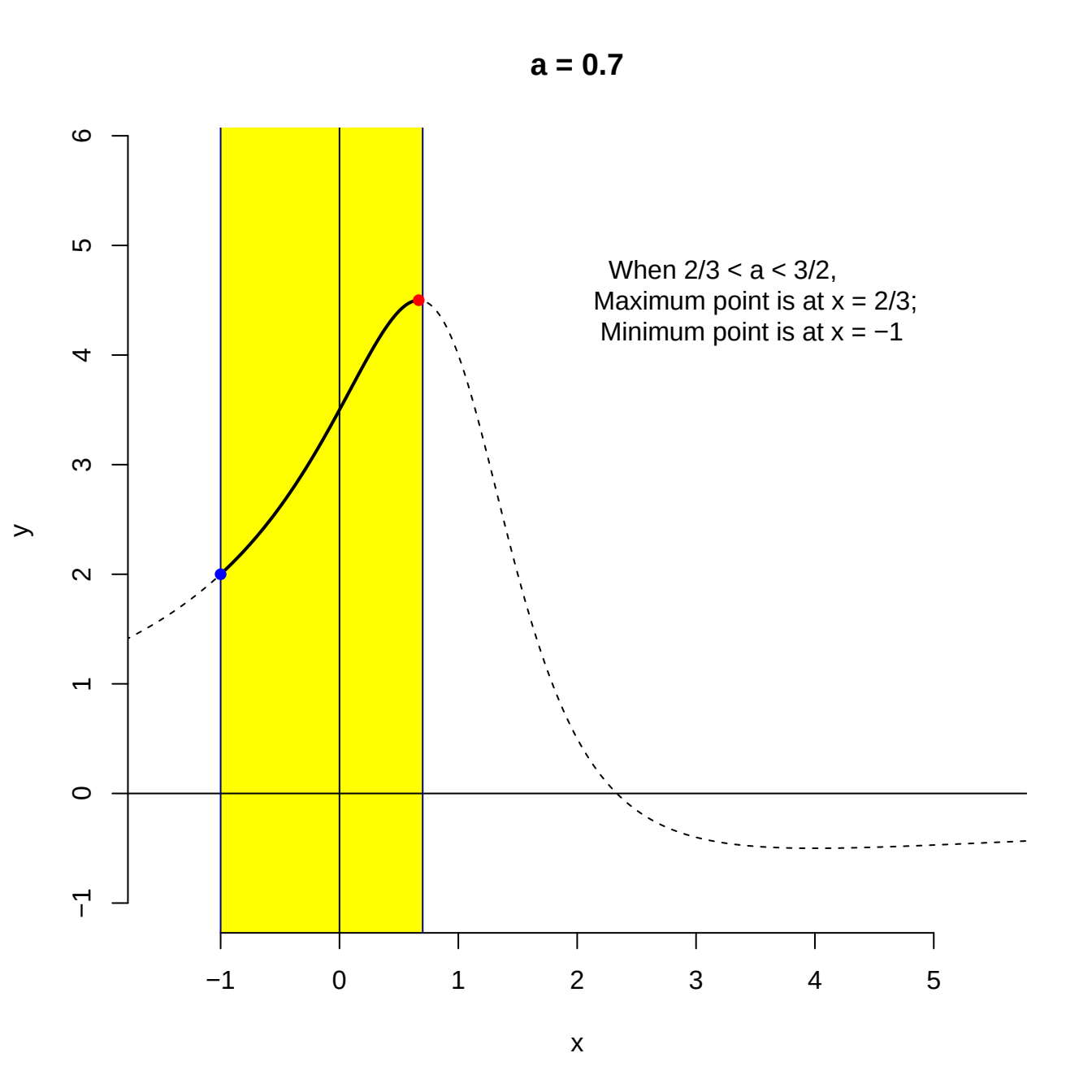

a = 0.62
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

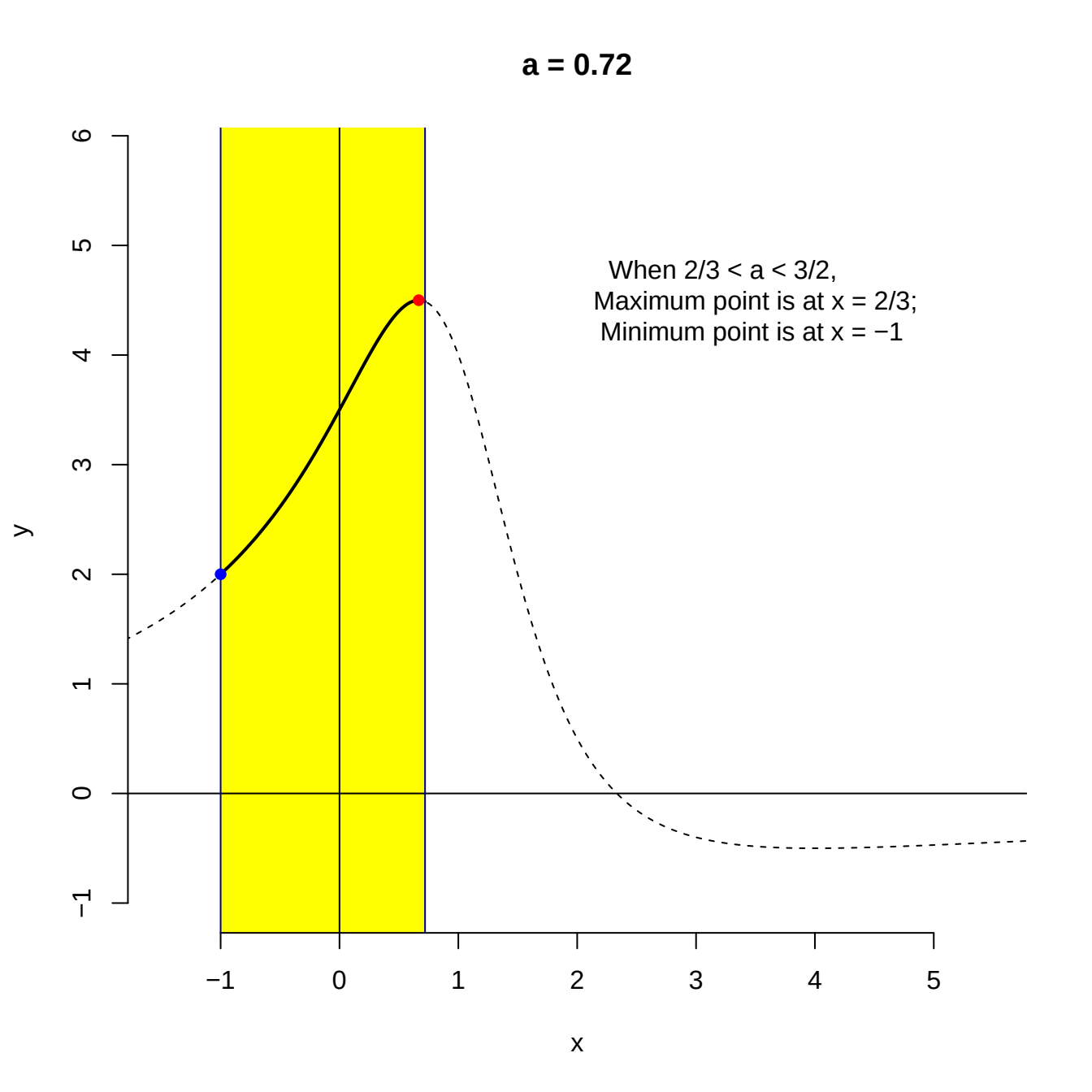

a = 0.64
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

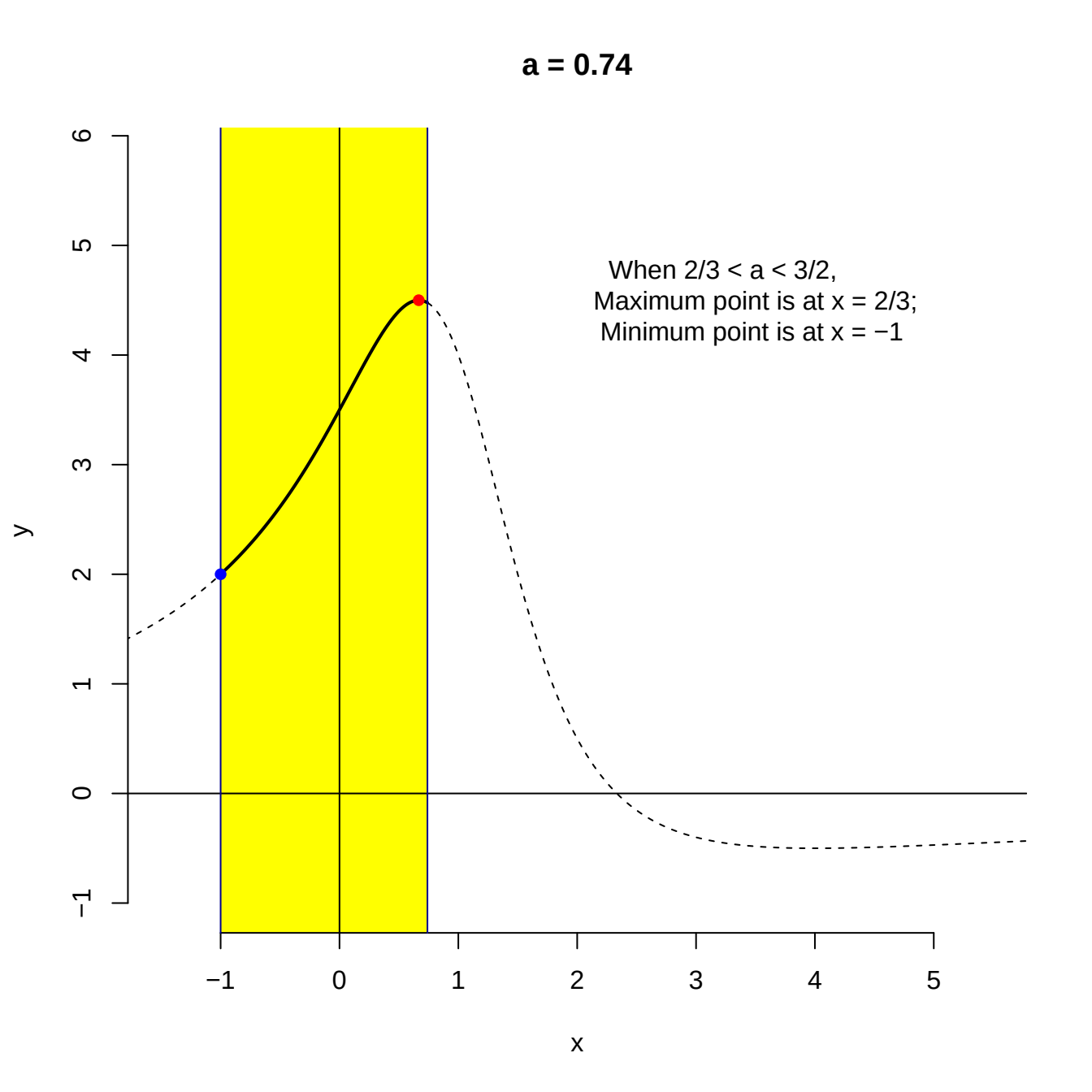

a = 0.66
When 0 < a < 2/3,
Maximum point is at x = a;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

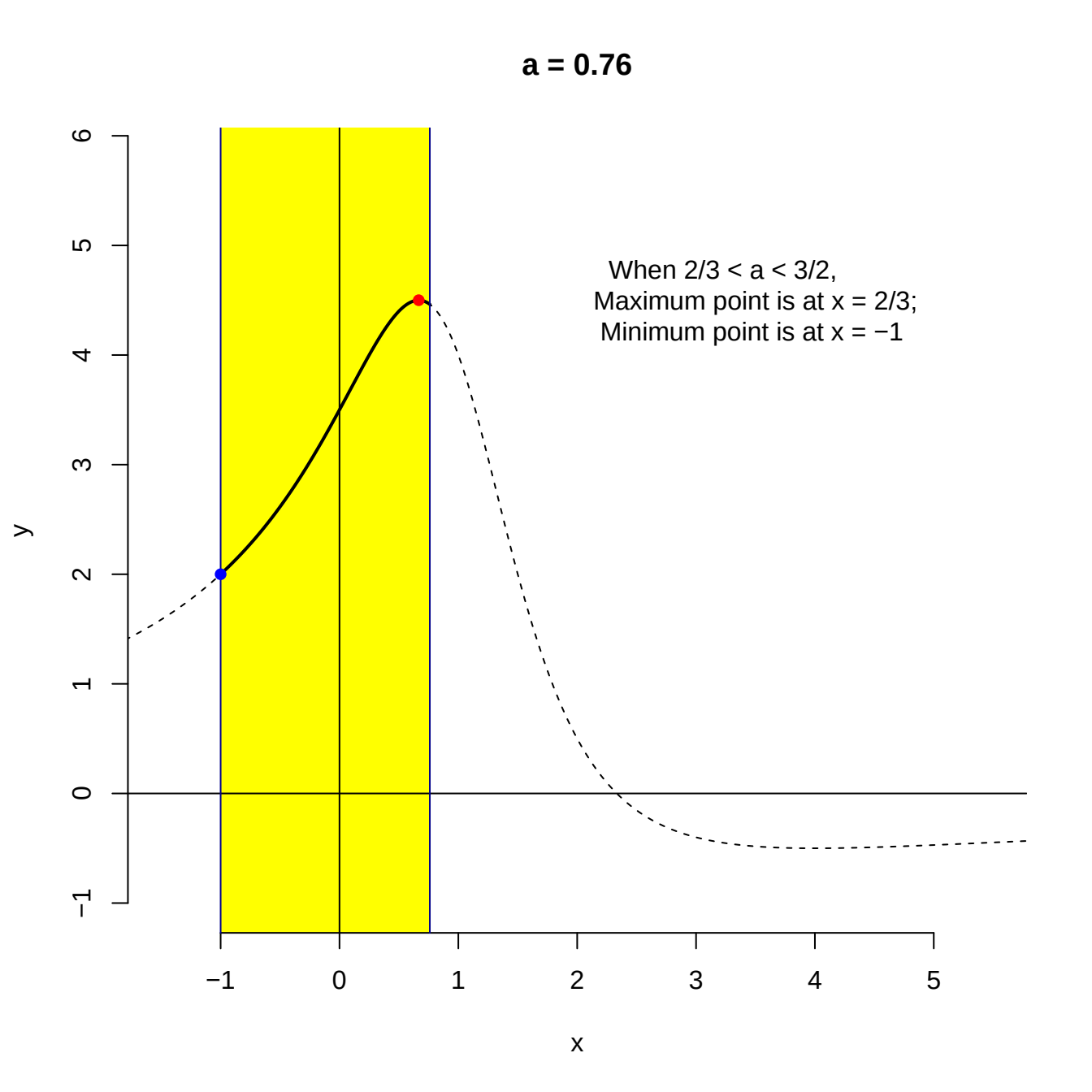

a = 0.667
Note that the maximum point is
at x = a, which is incidentally
the relative maximum point
y
x
−1
0
1
2
3
4
5
6
−1
0
1
2
3
4
5

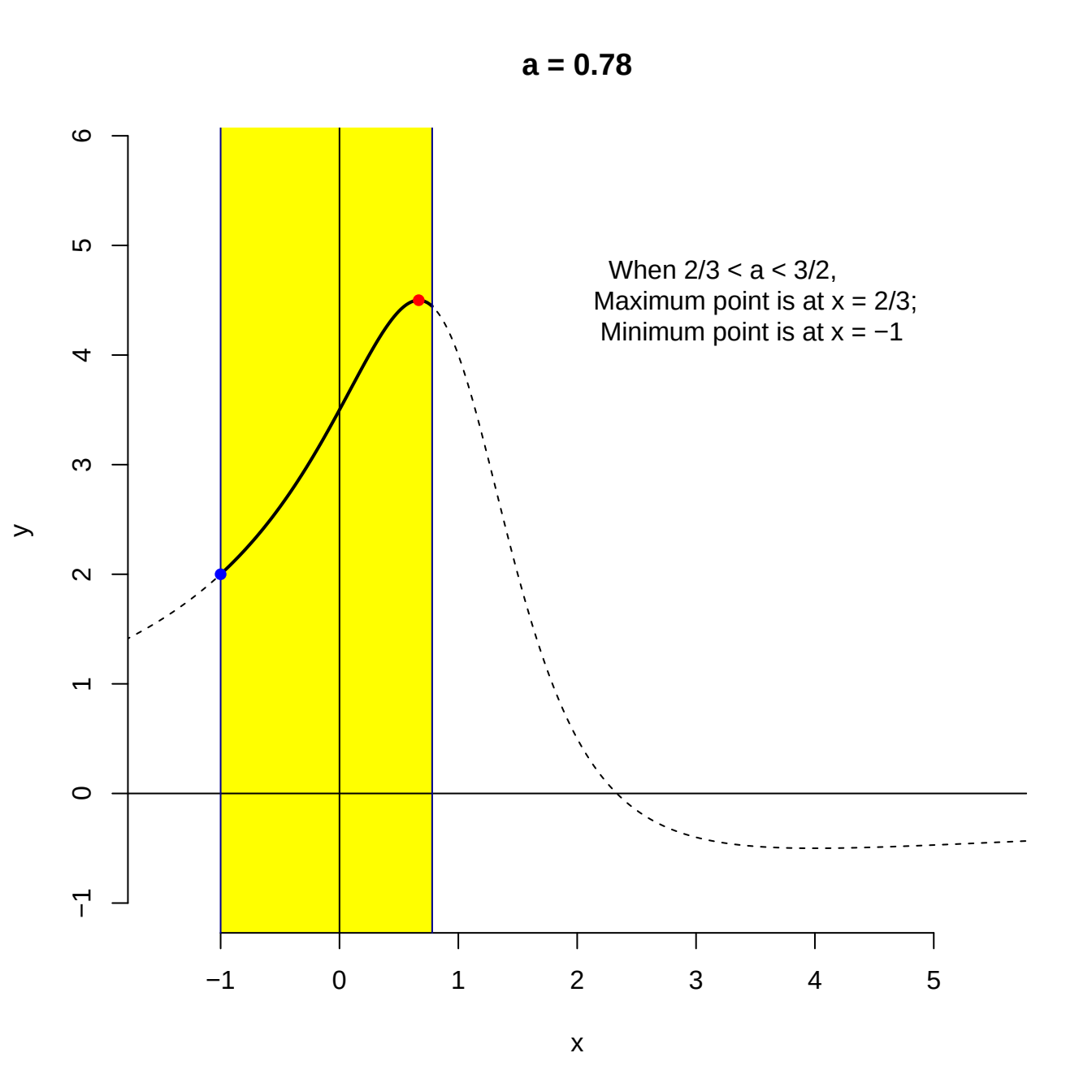

a = 0.68
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

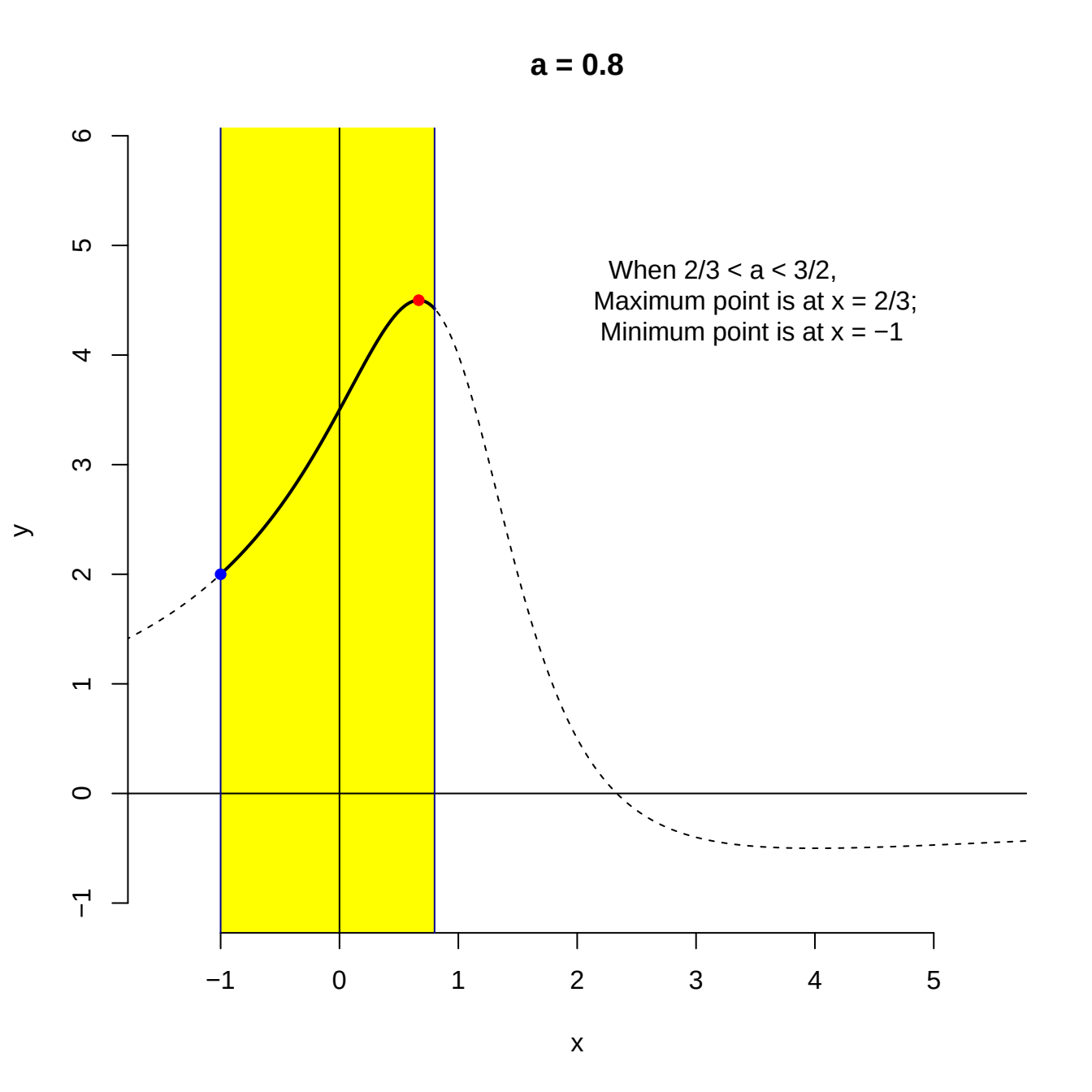

a = 0.7
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

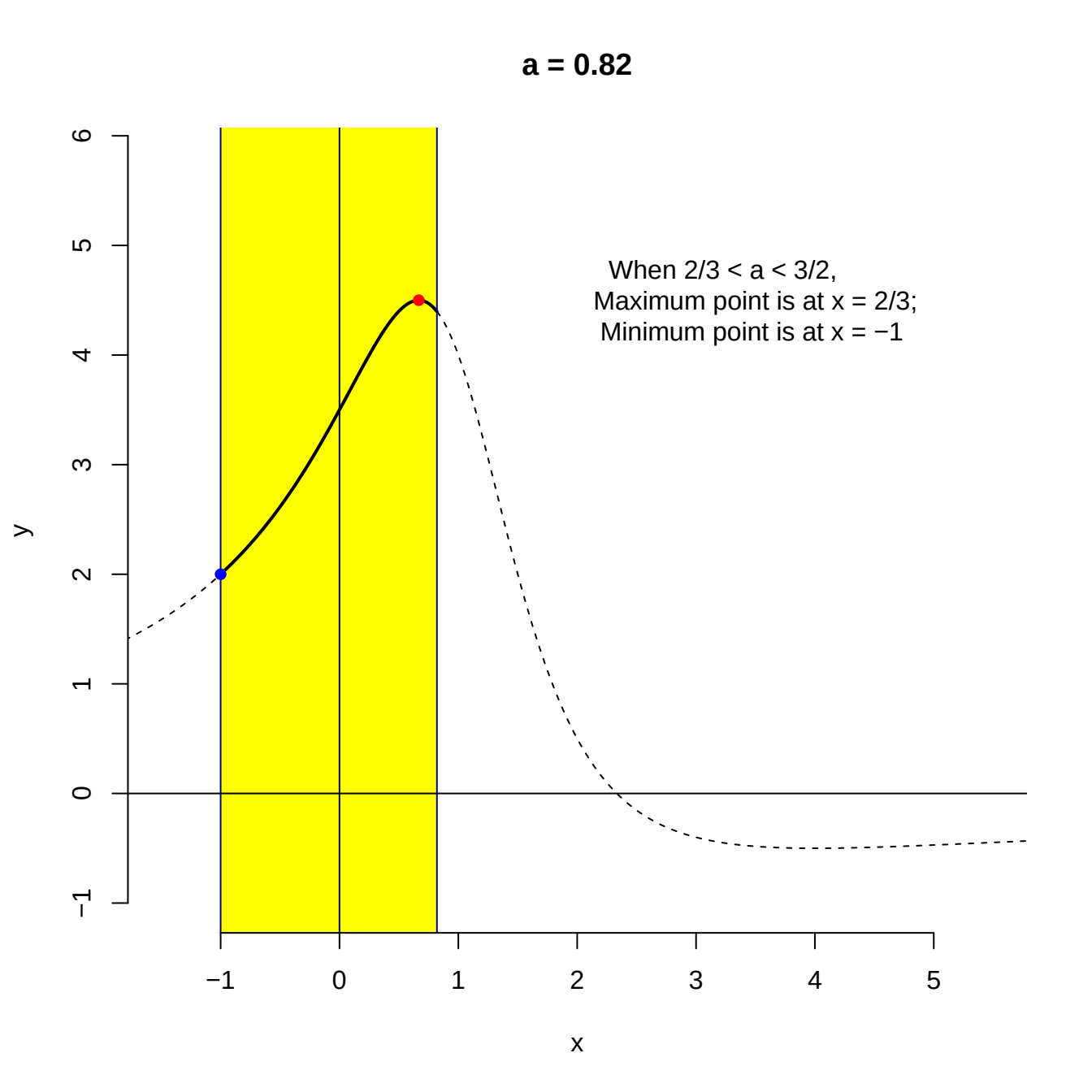

a = 0.72
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

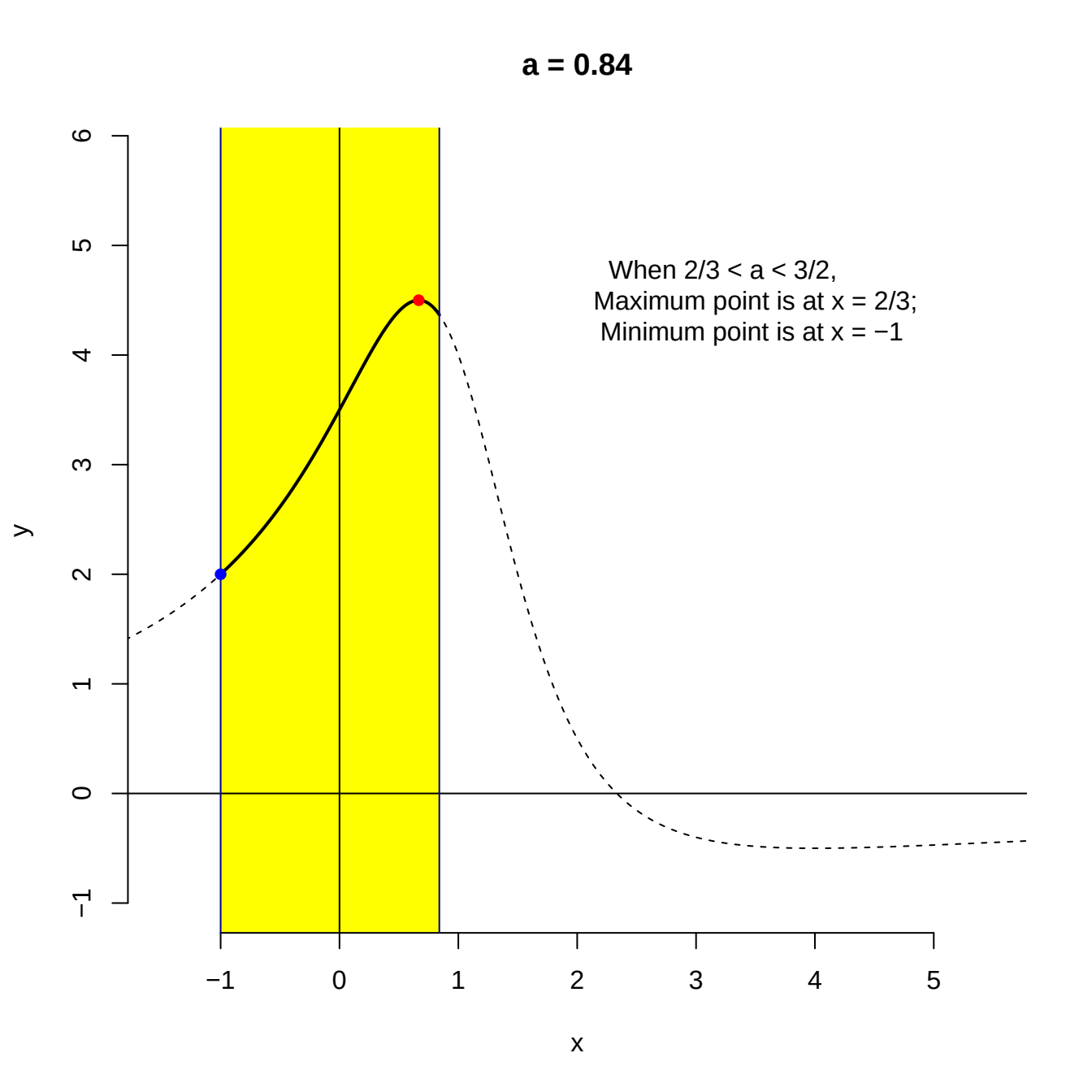

a = 0.74
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

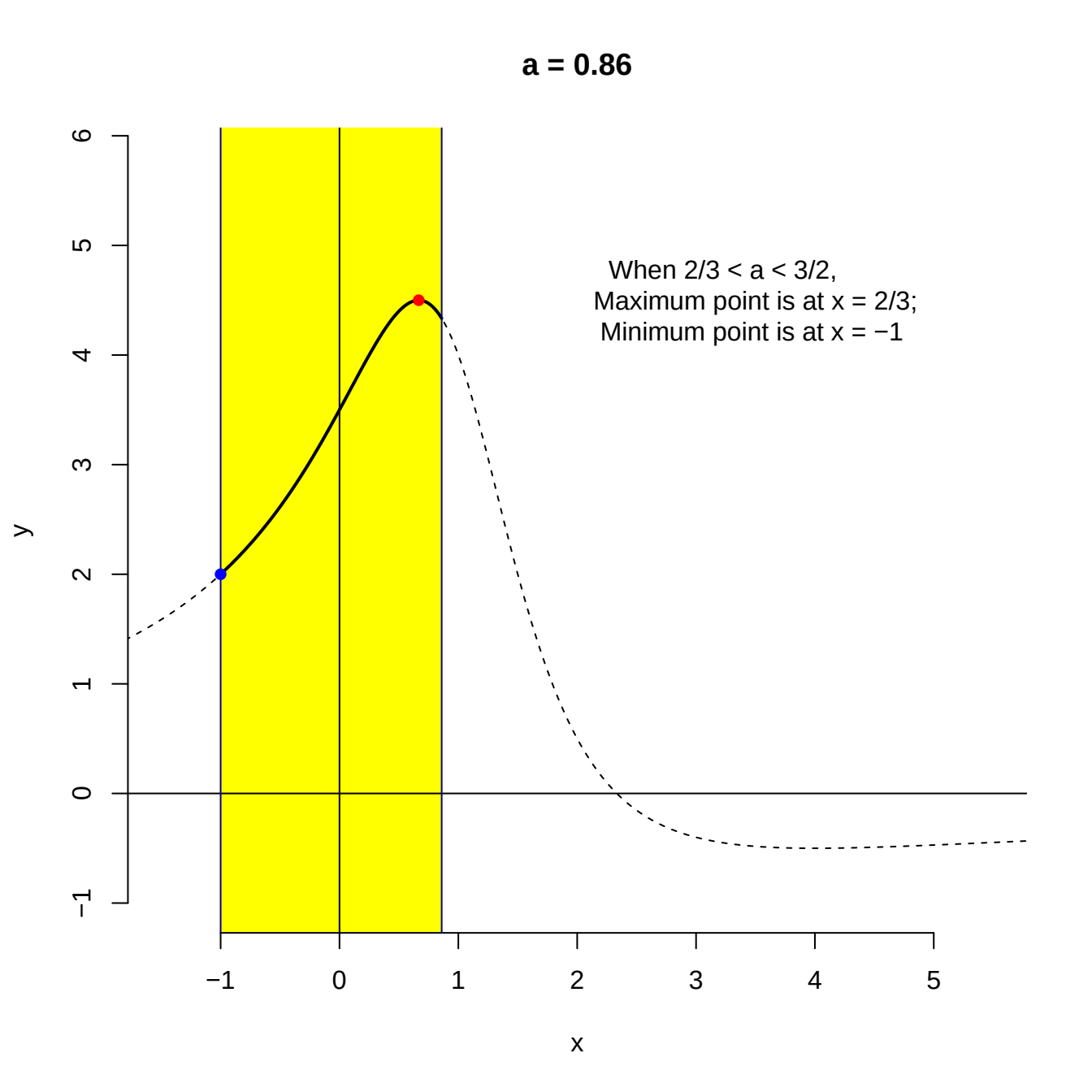

a = 0.76
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

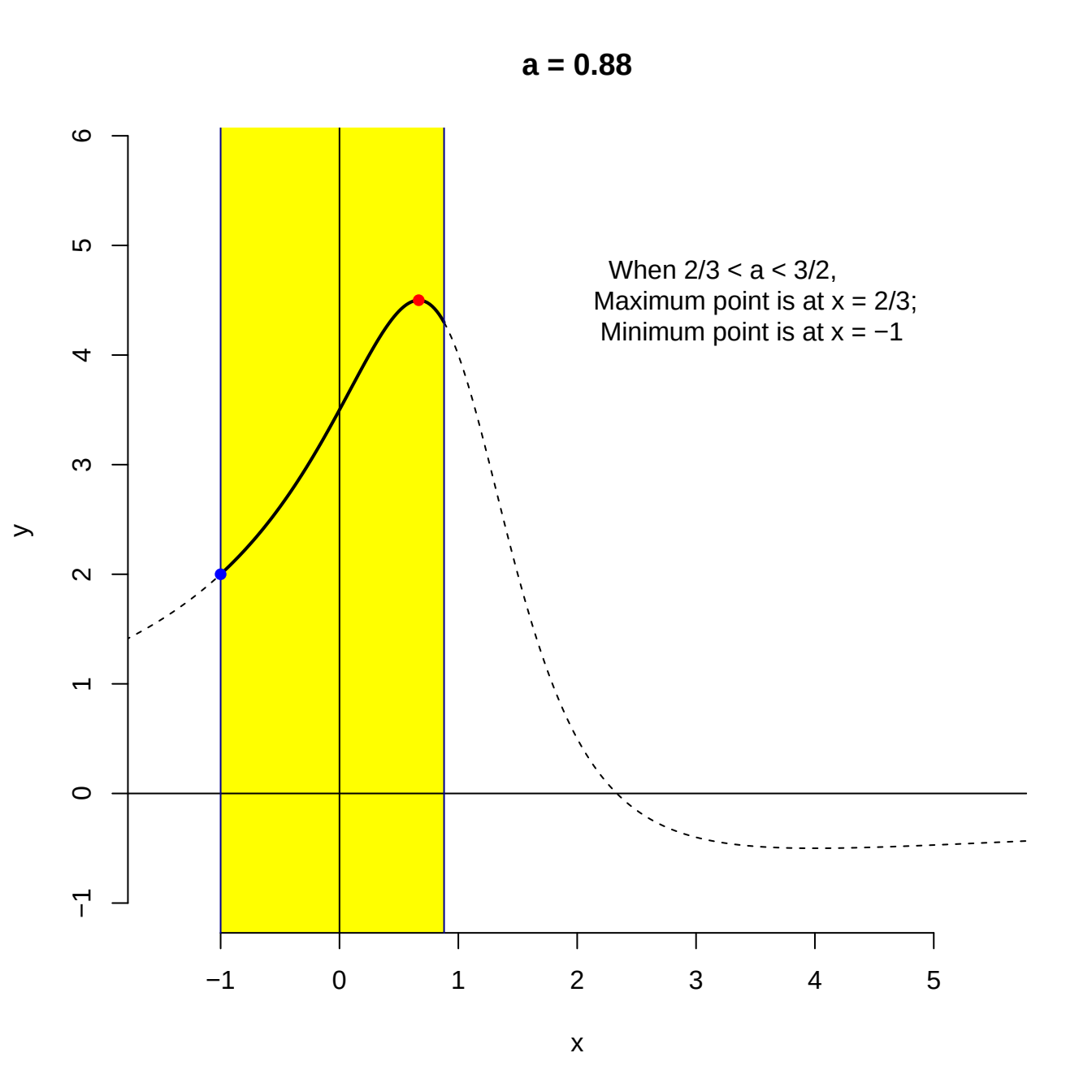

a = 0.78
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

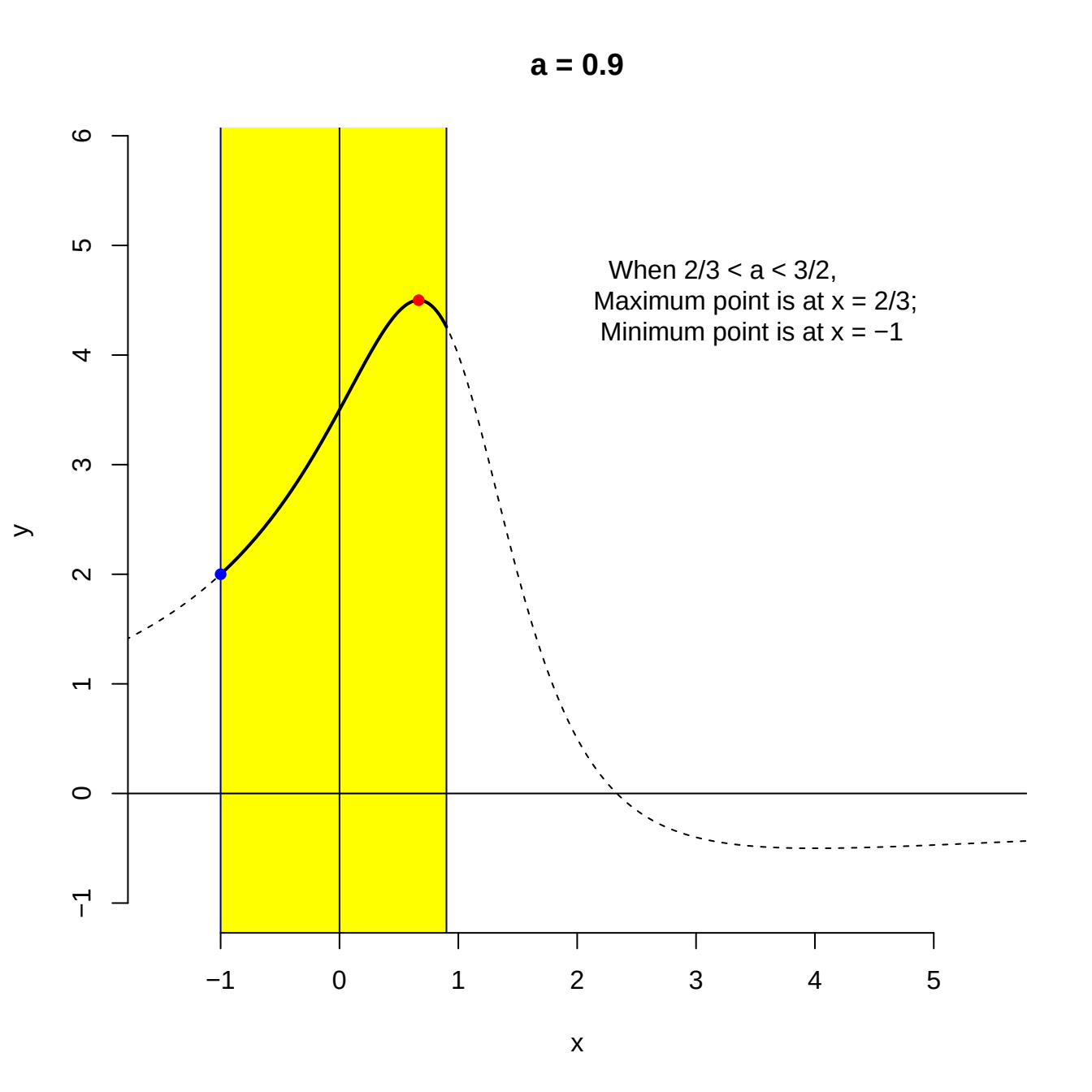

a = 0.8
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

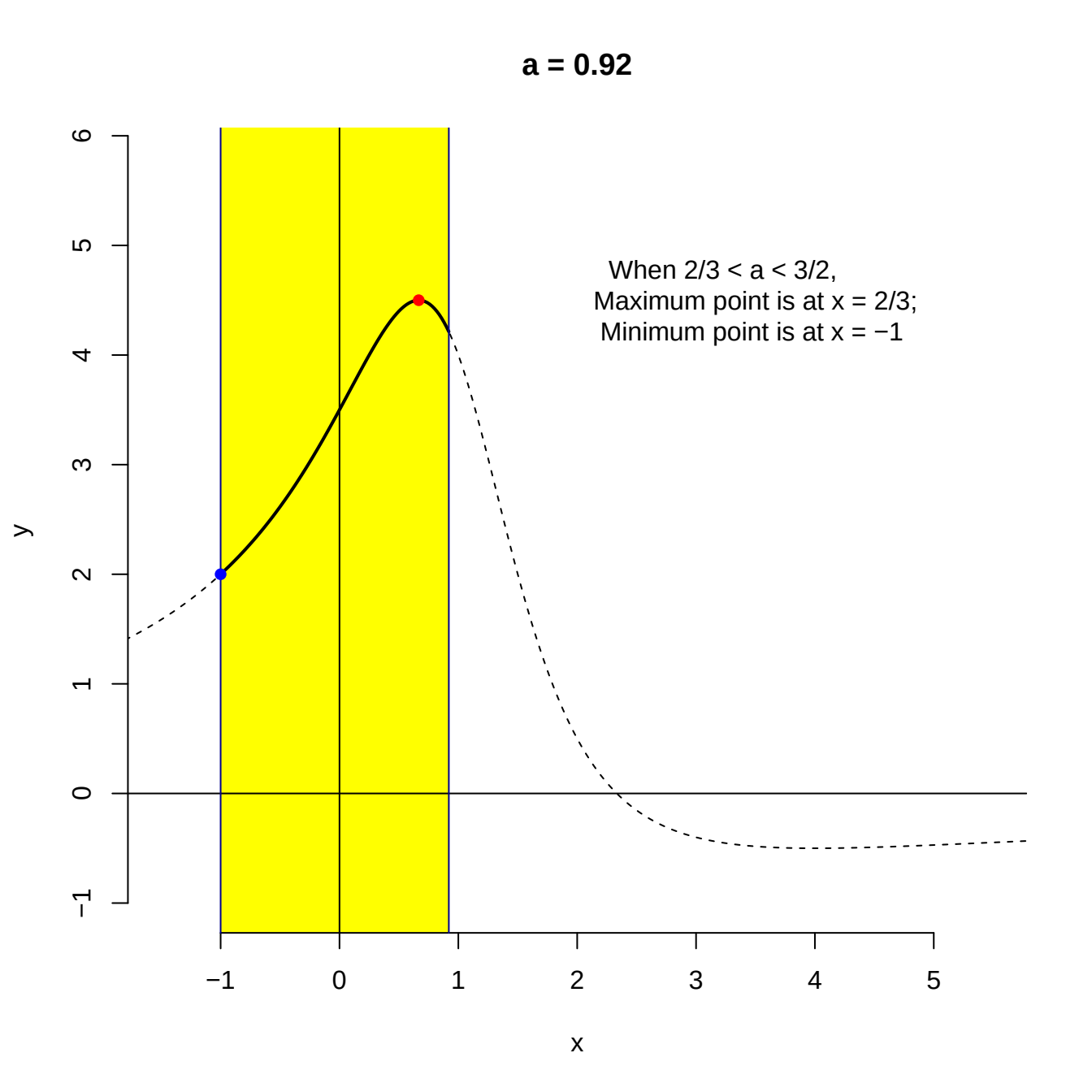

a = 0.82
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

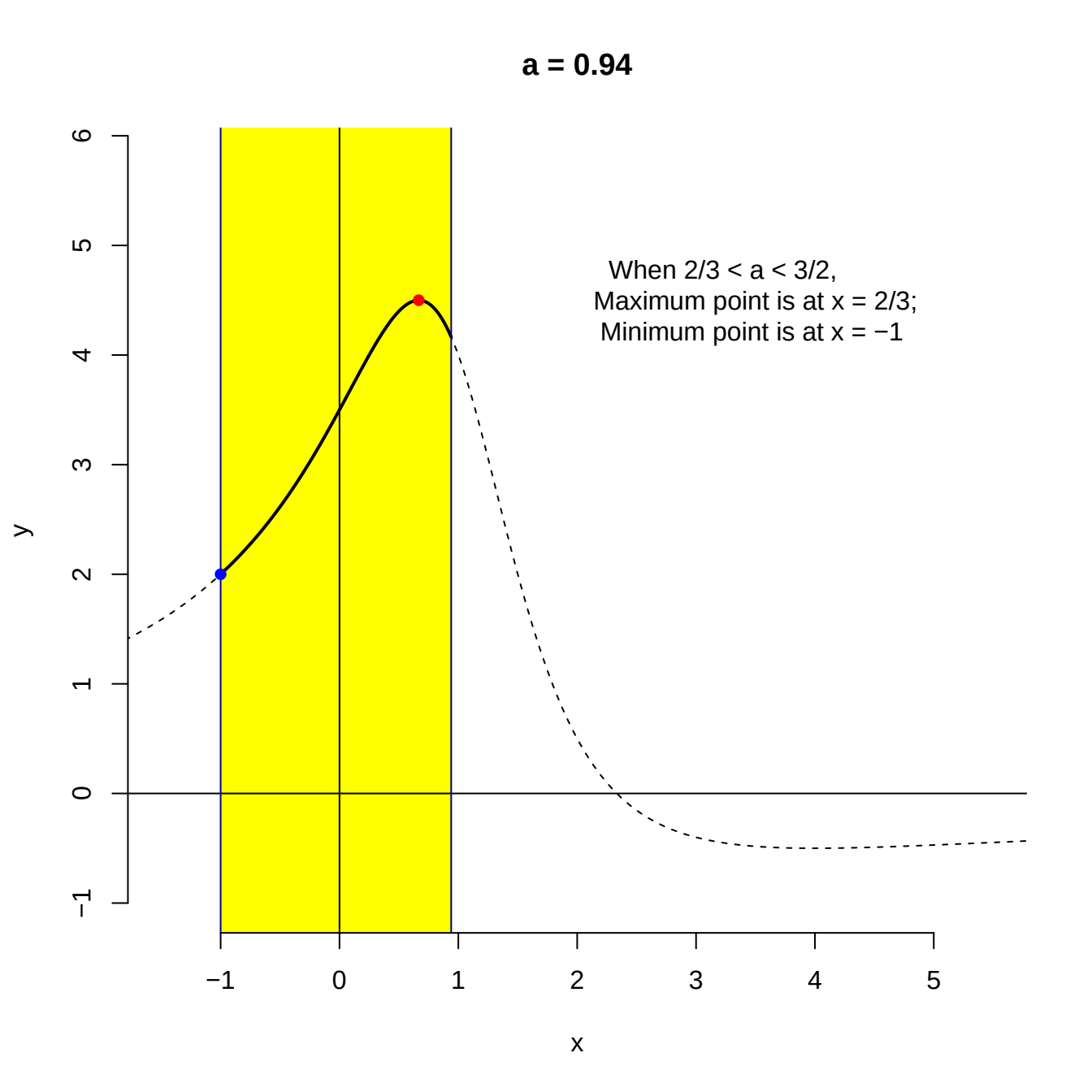

a = 0.84
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

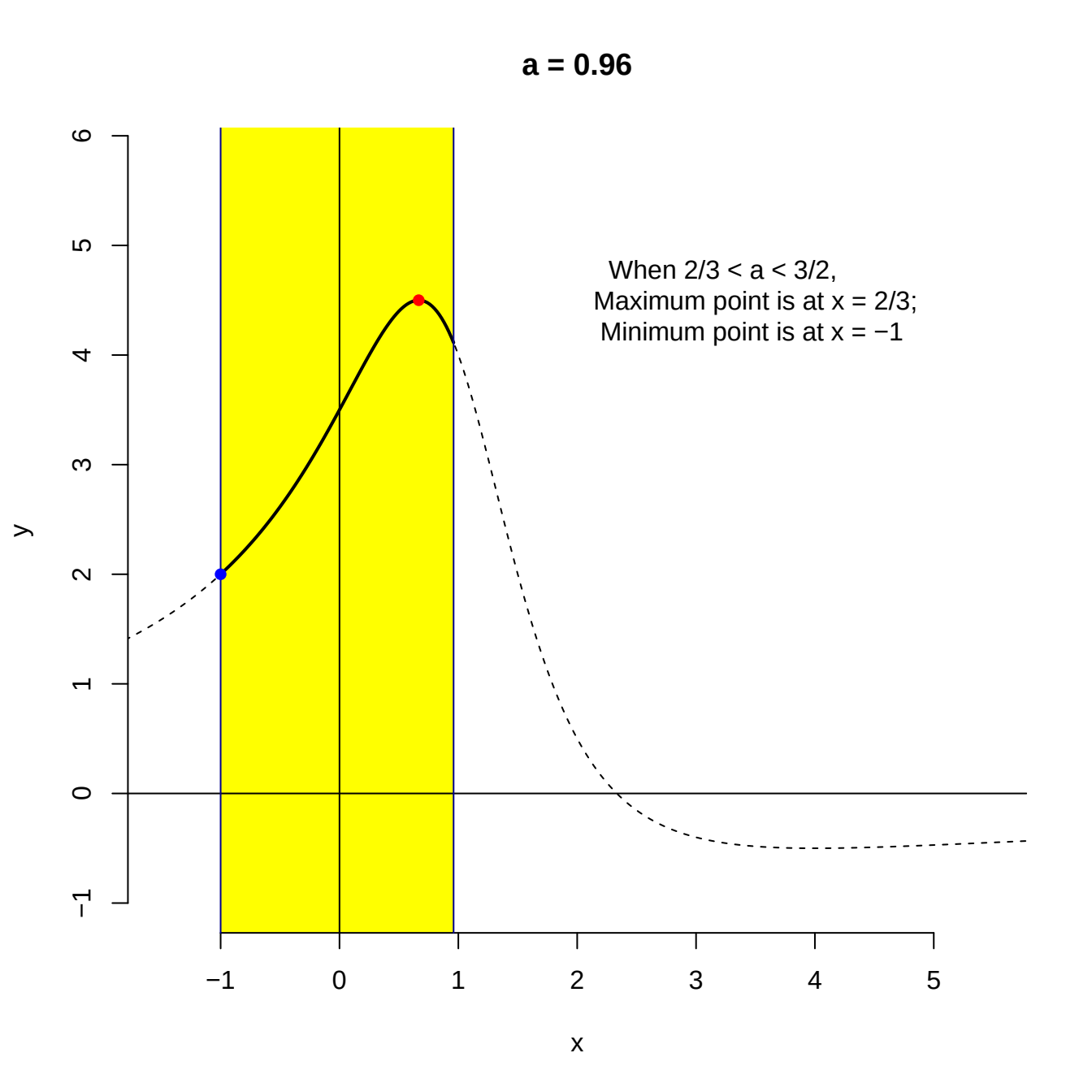

a = 0.86
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

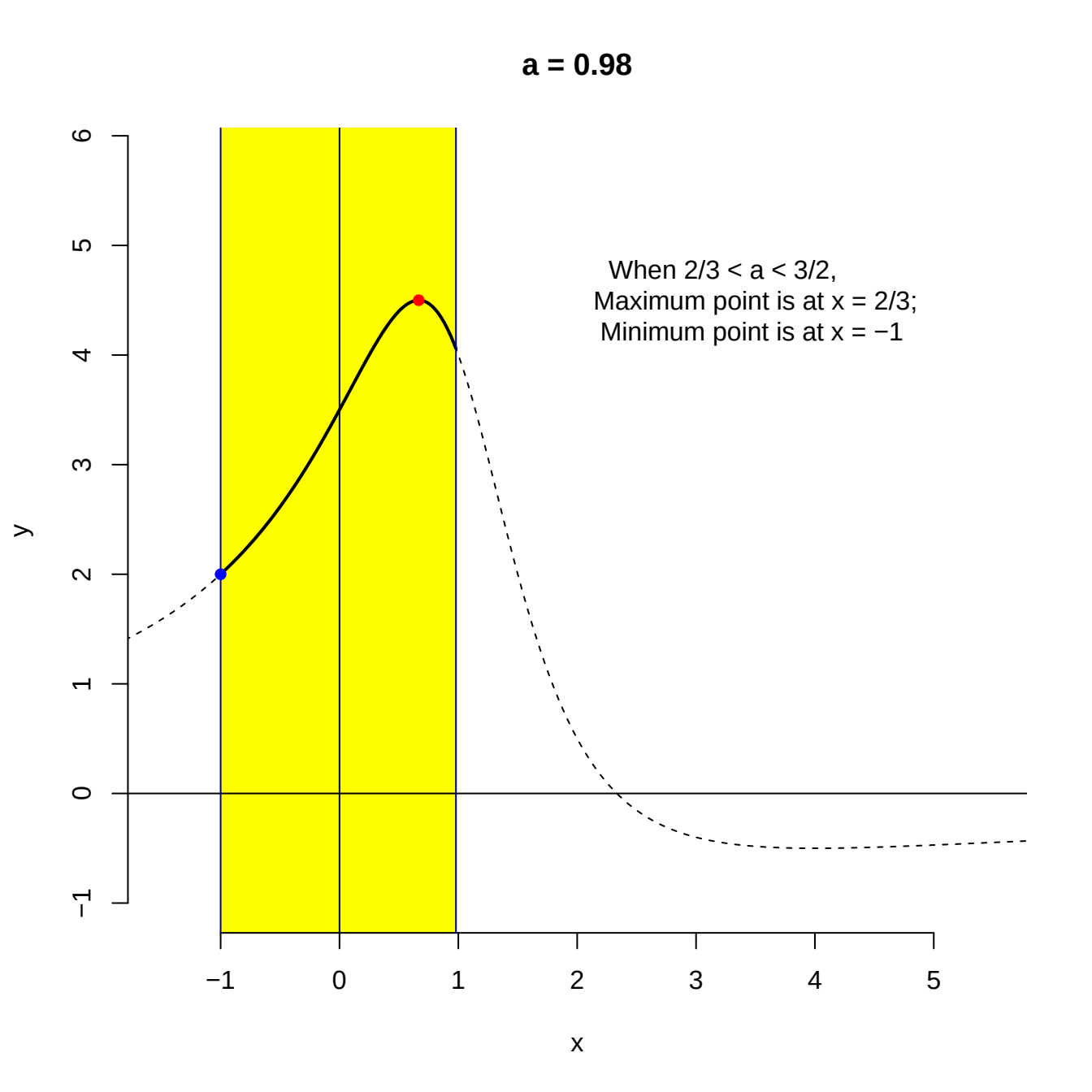

a = 0.88
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

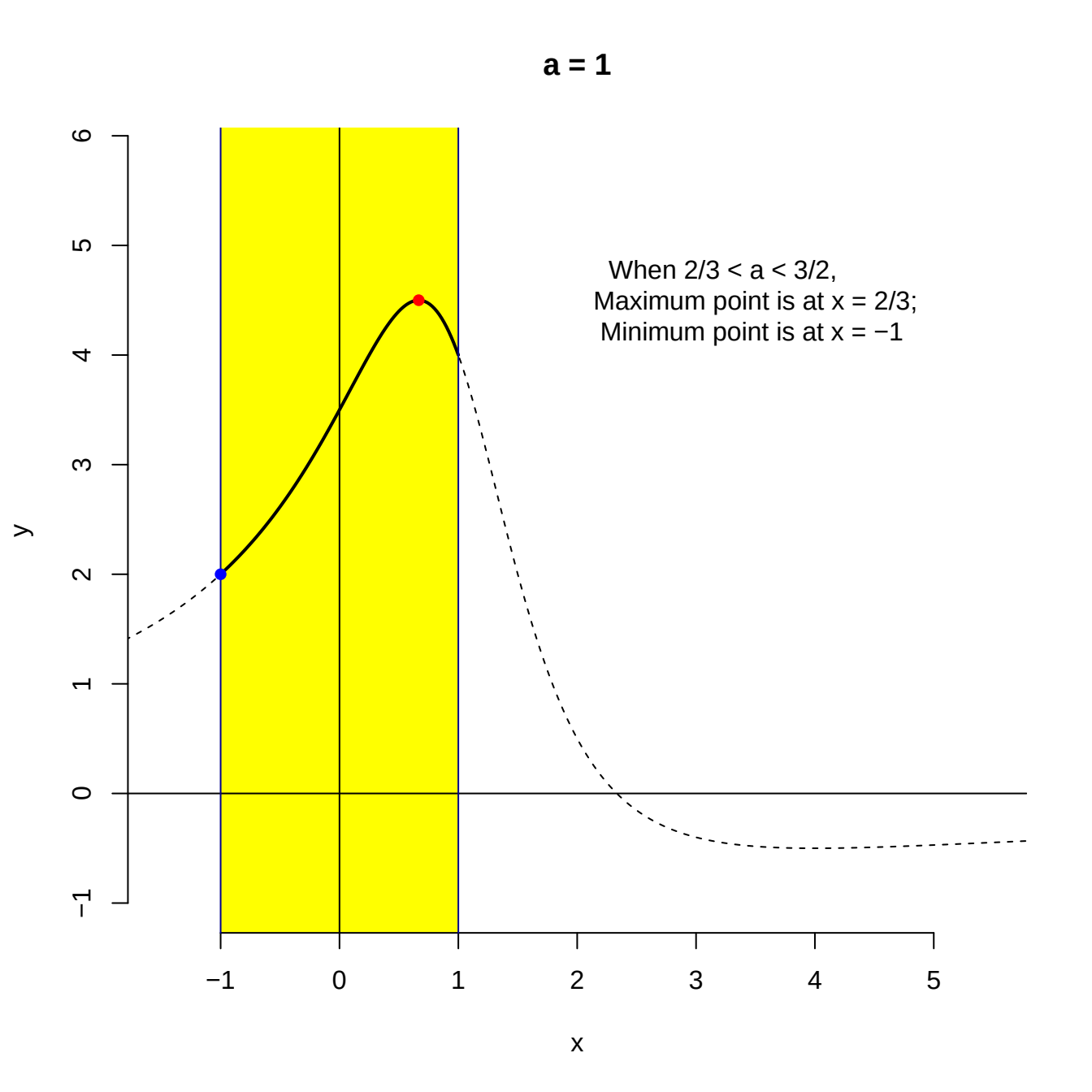

a = 0.9
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

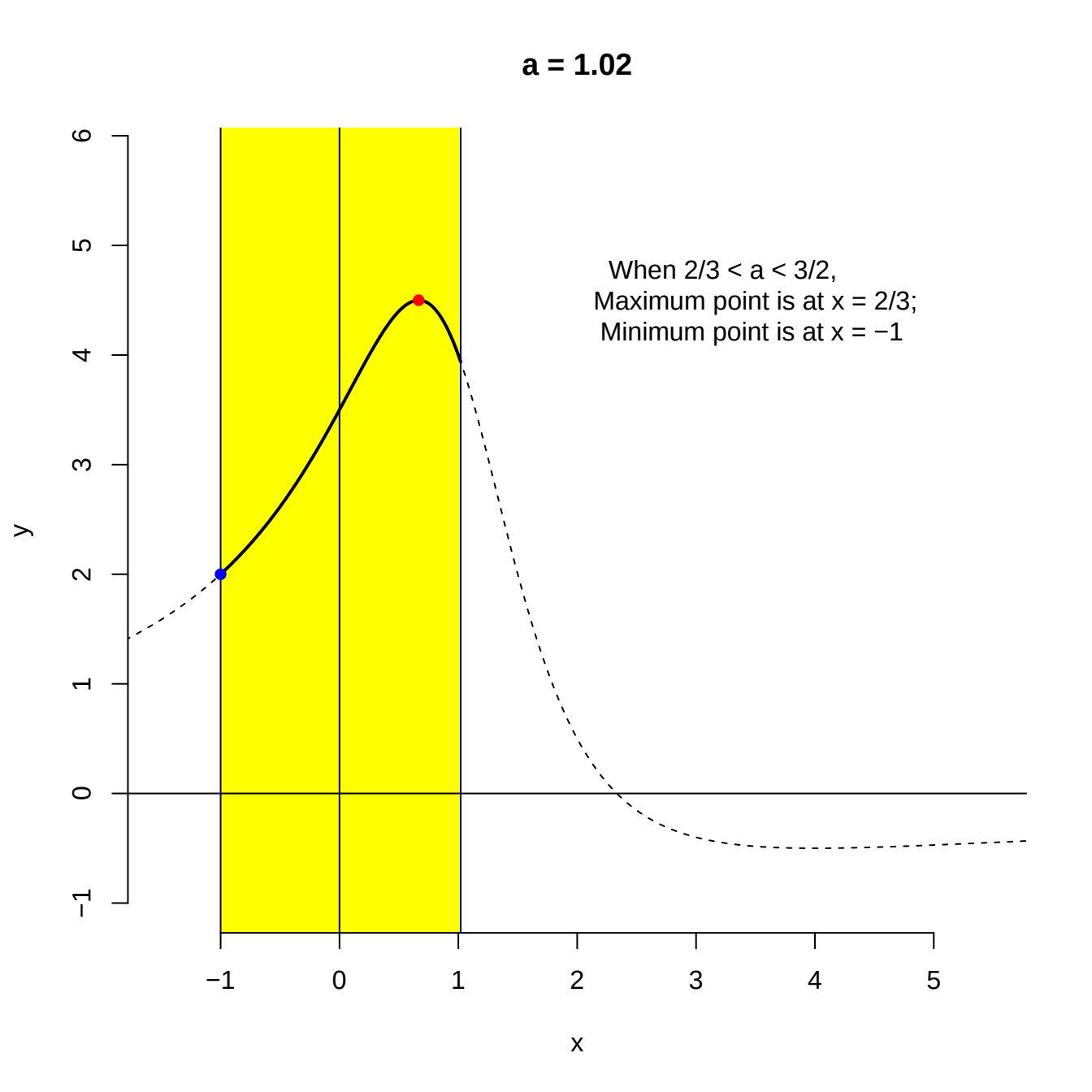

a = 0.92
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

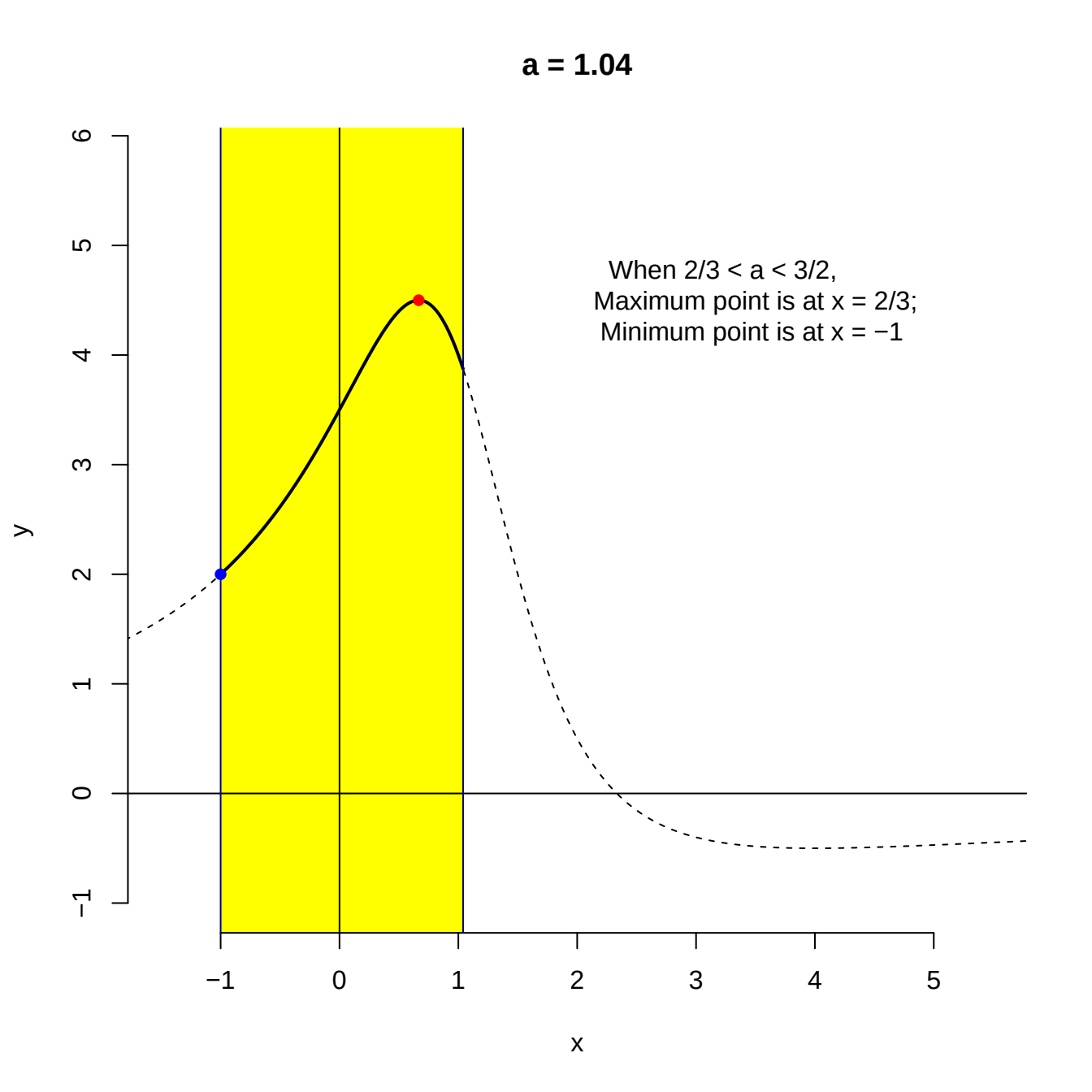

a = 0.94
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

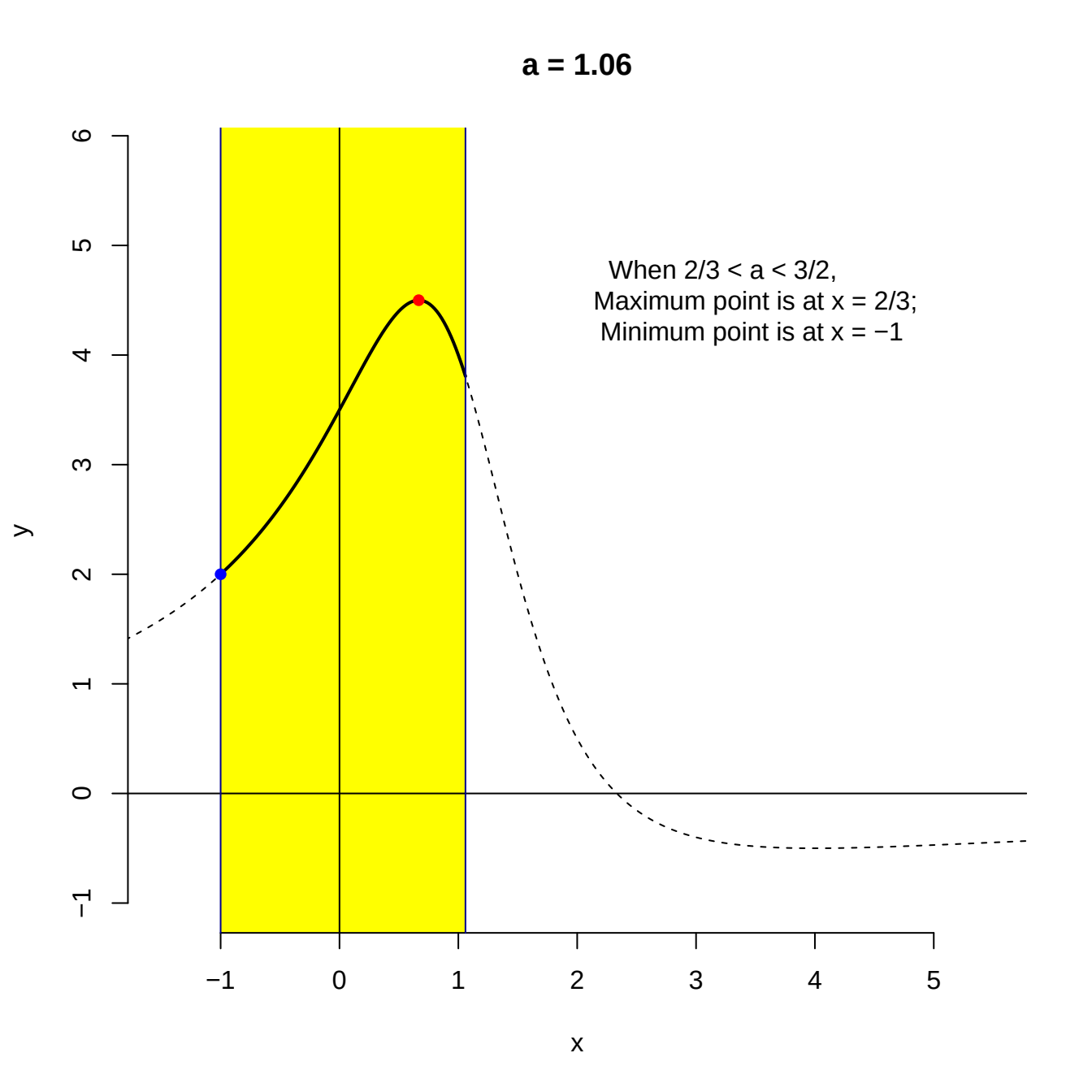

a = 0.96
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

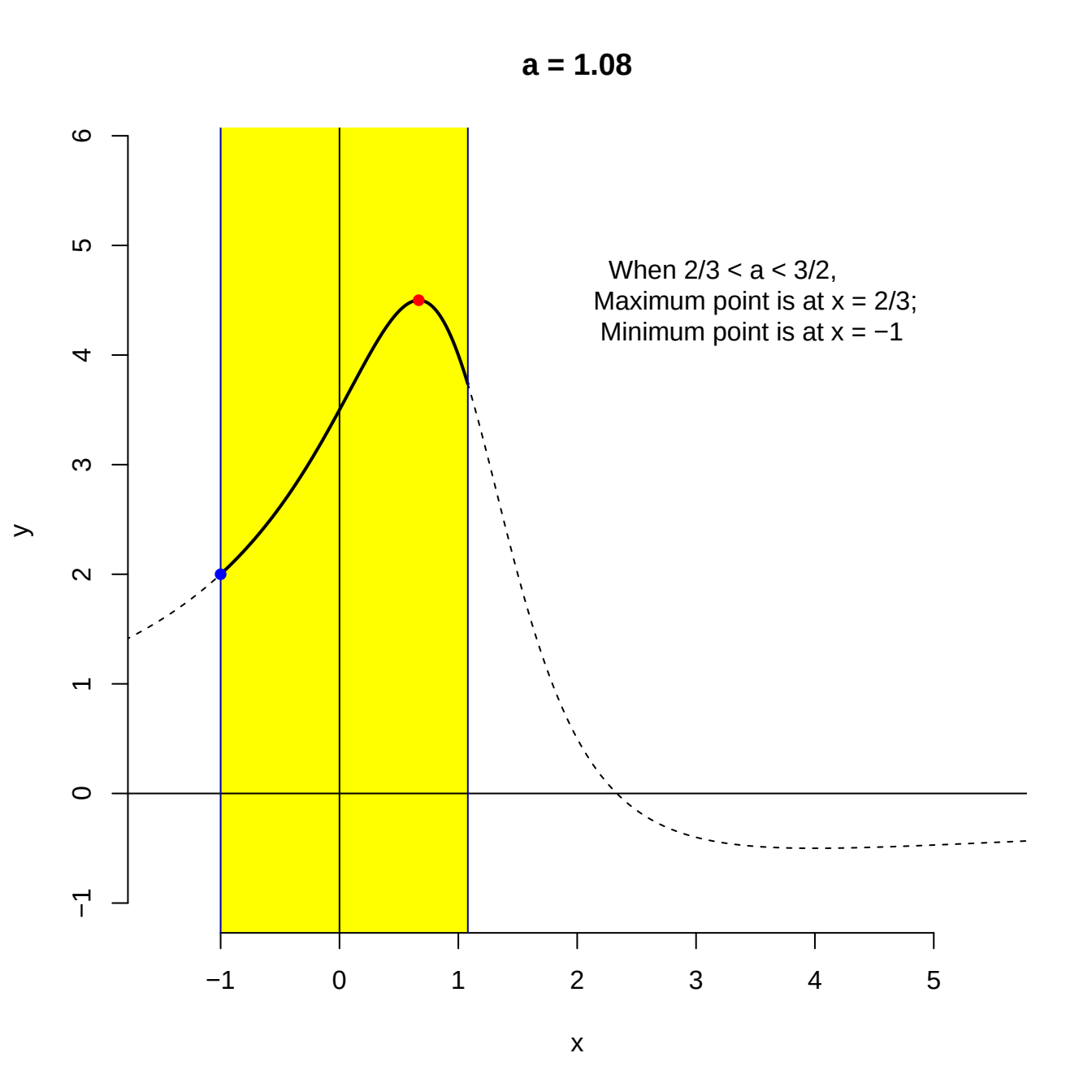

a = 0.98
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

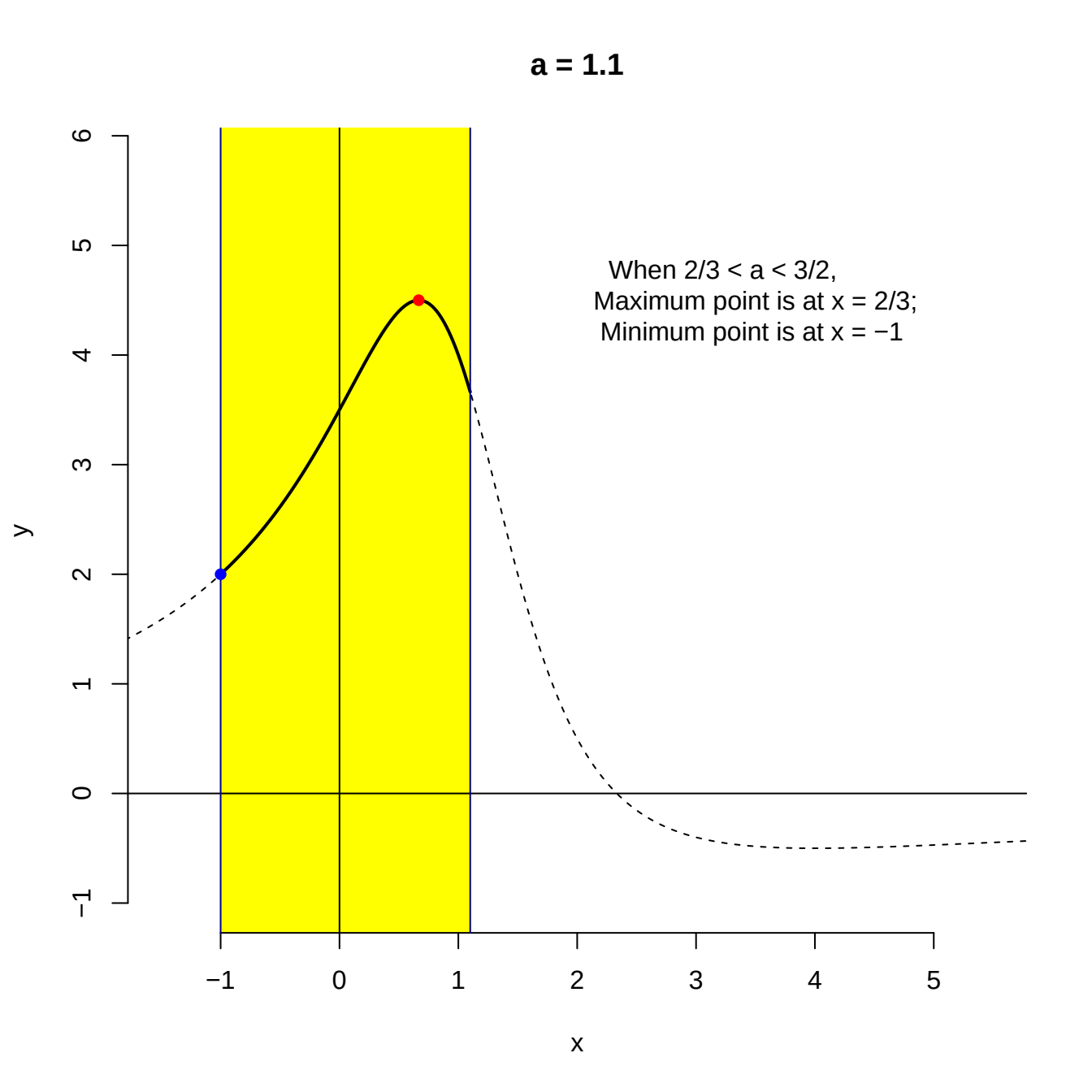

a = 1
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

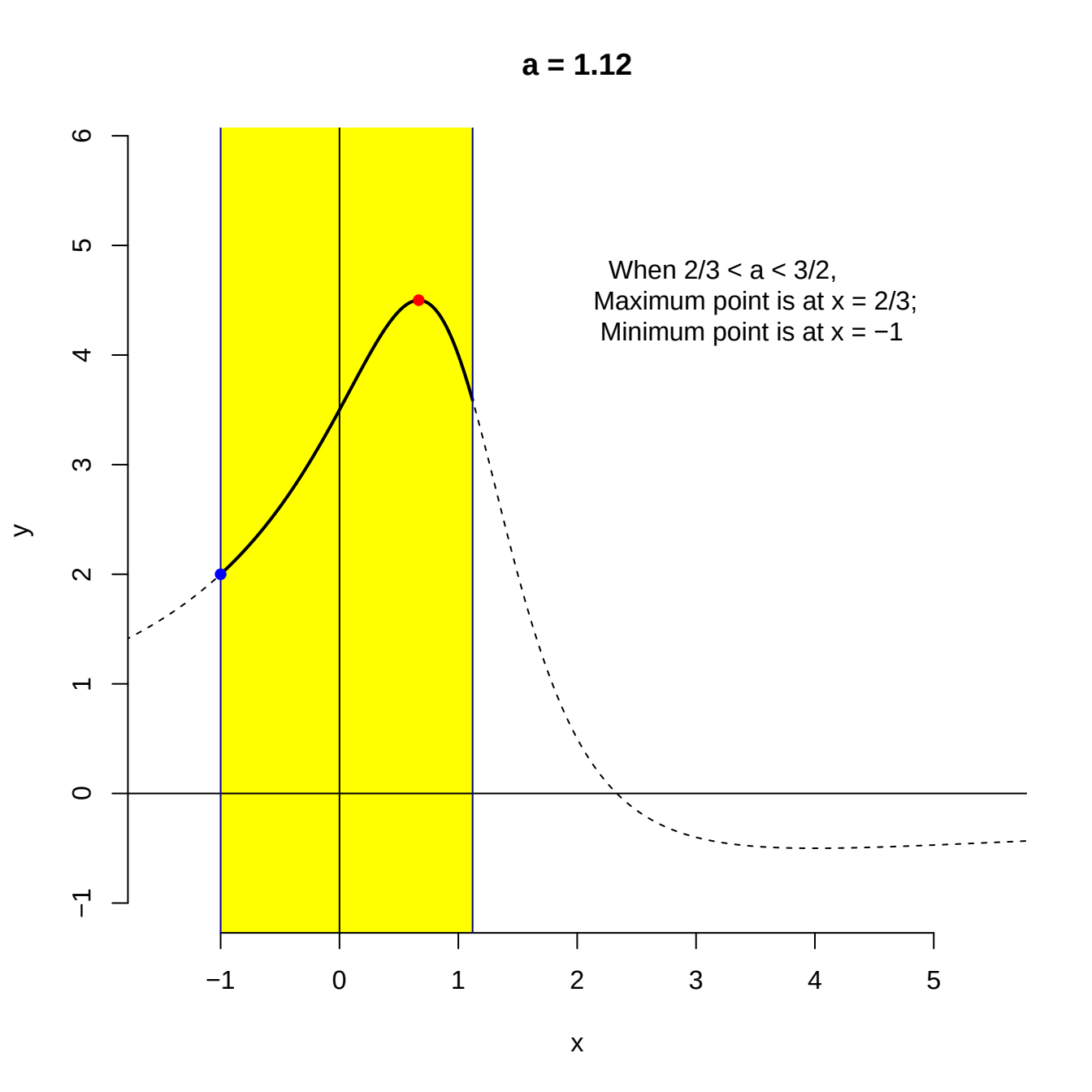

a = 1.02
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

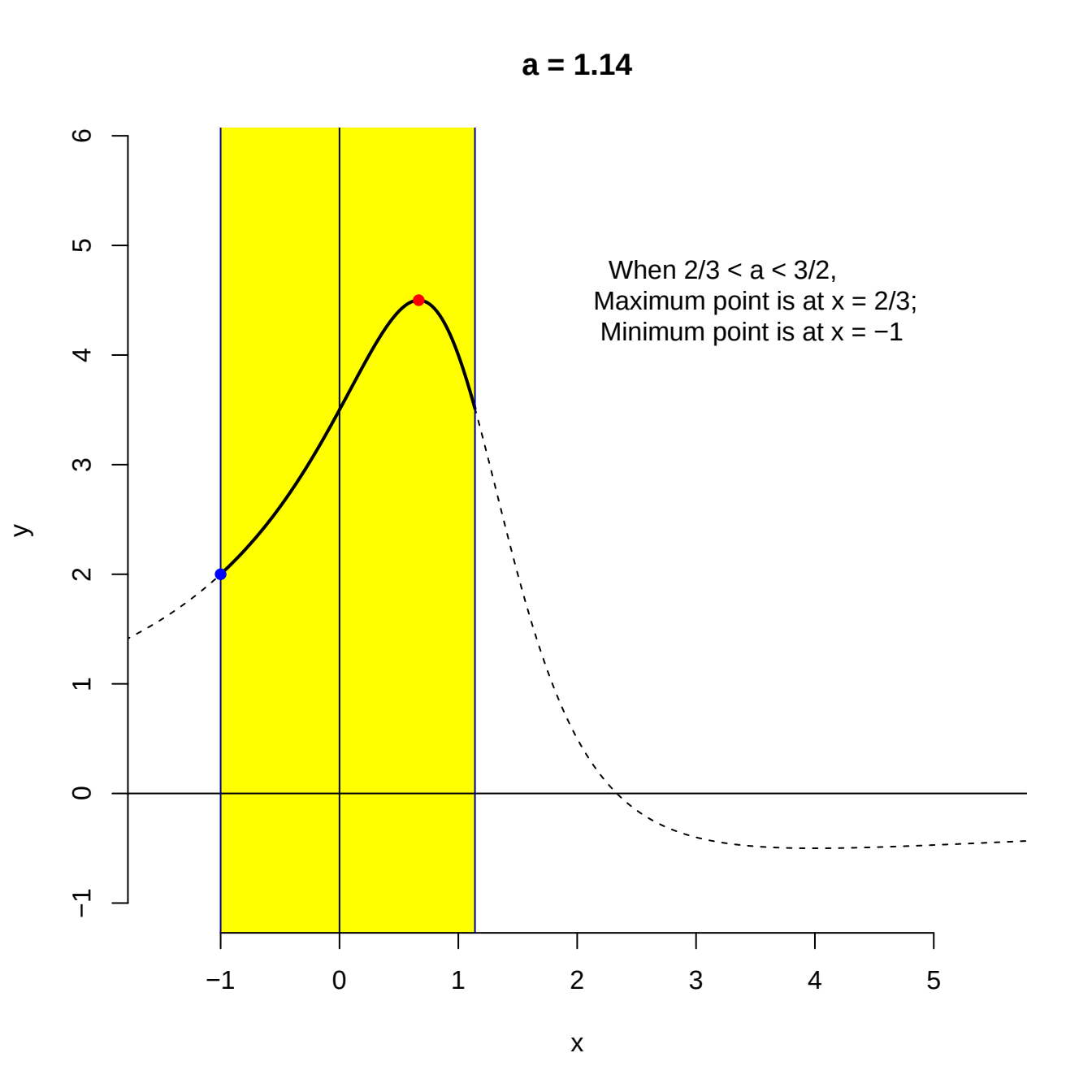

a = 1.04
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

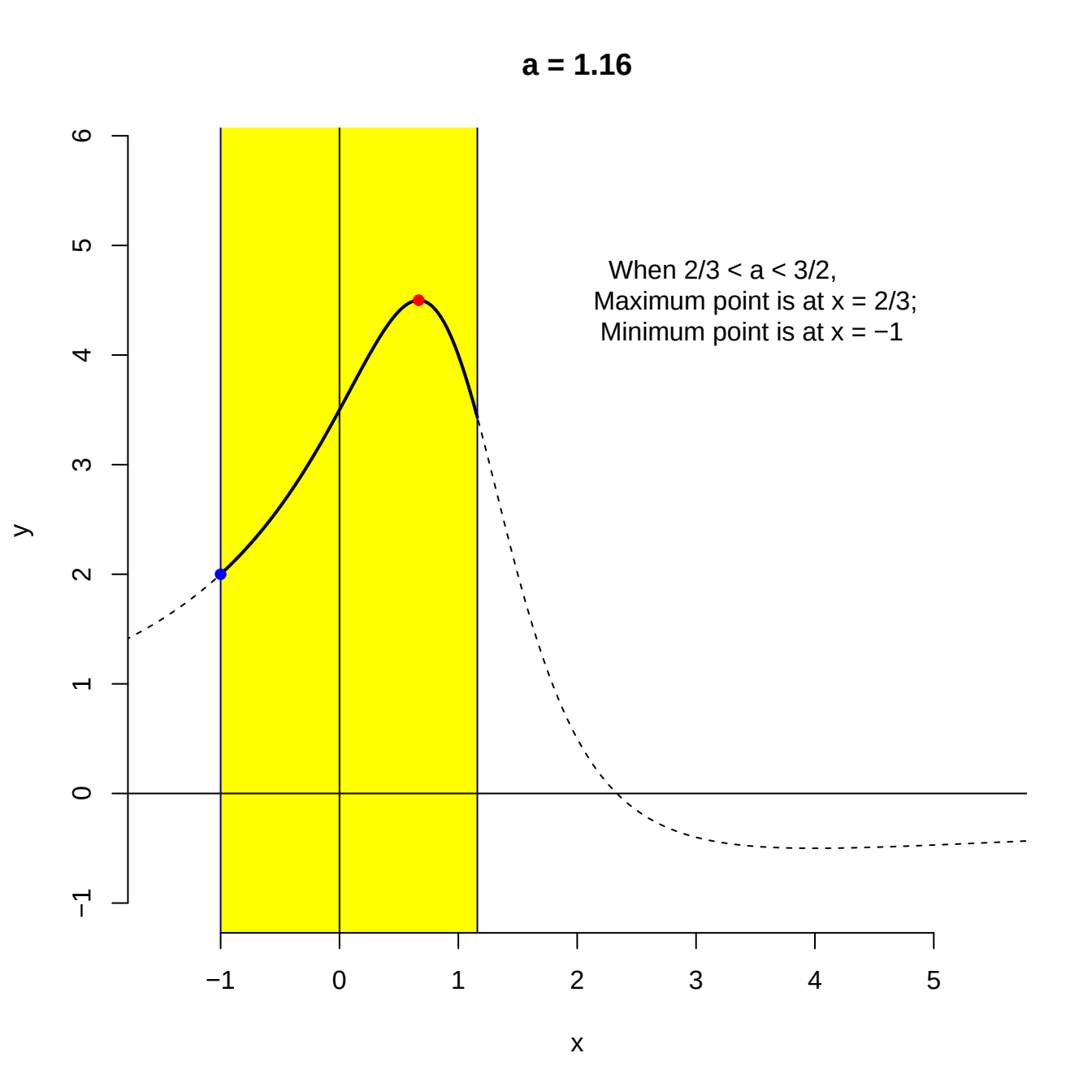

a = 1.06
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

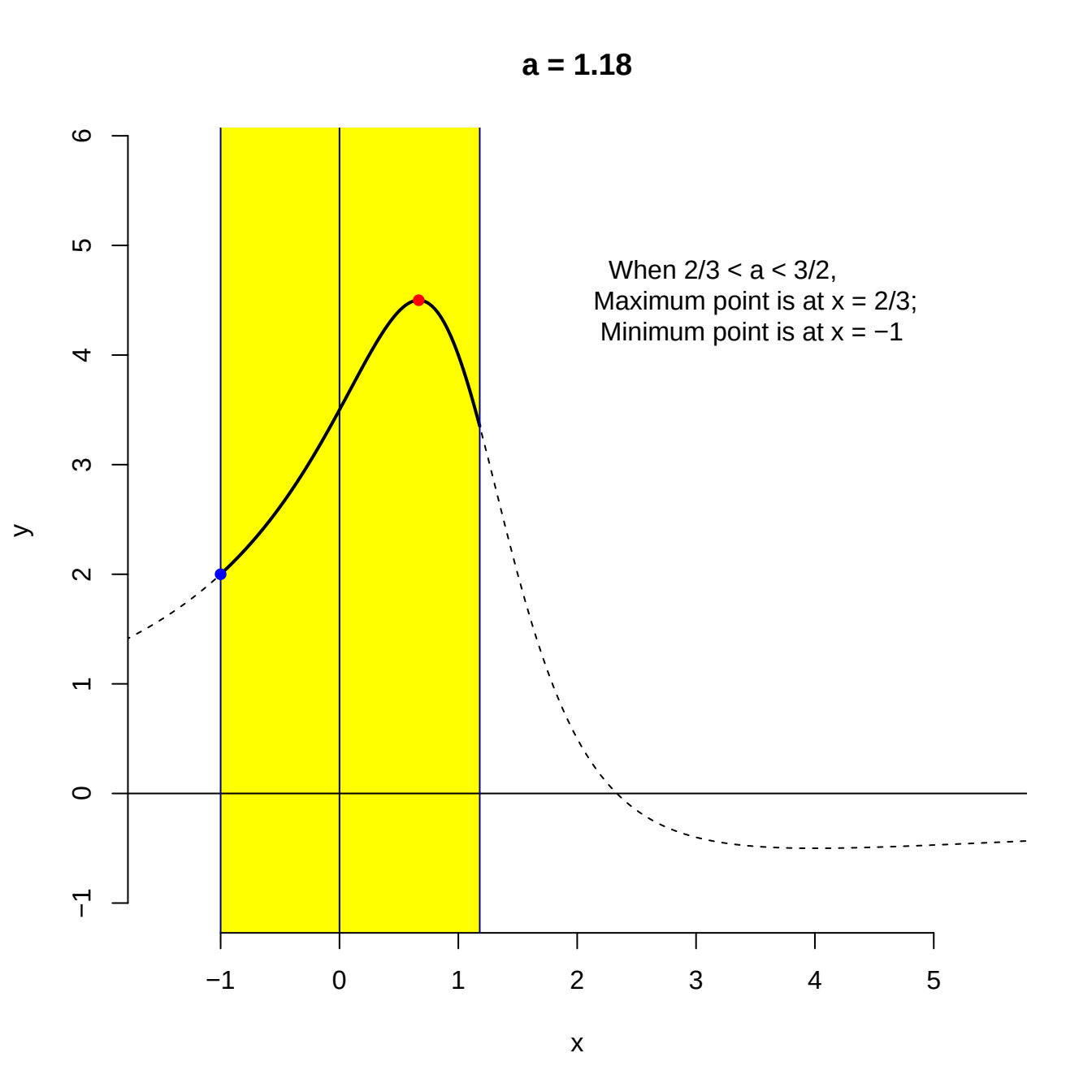

a = 1.08
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

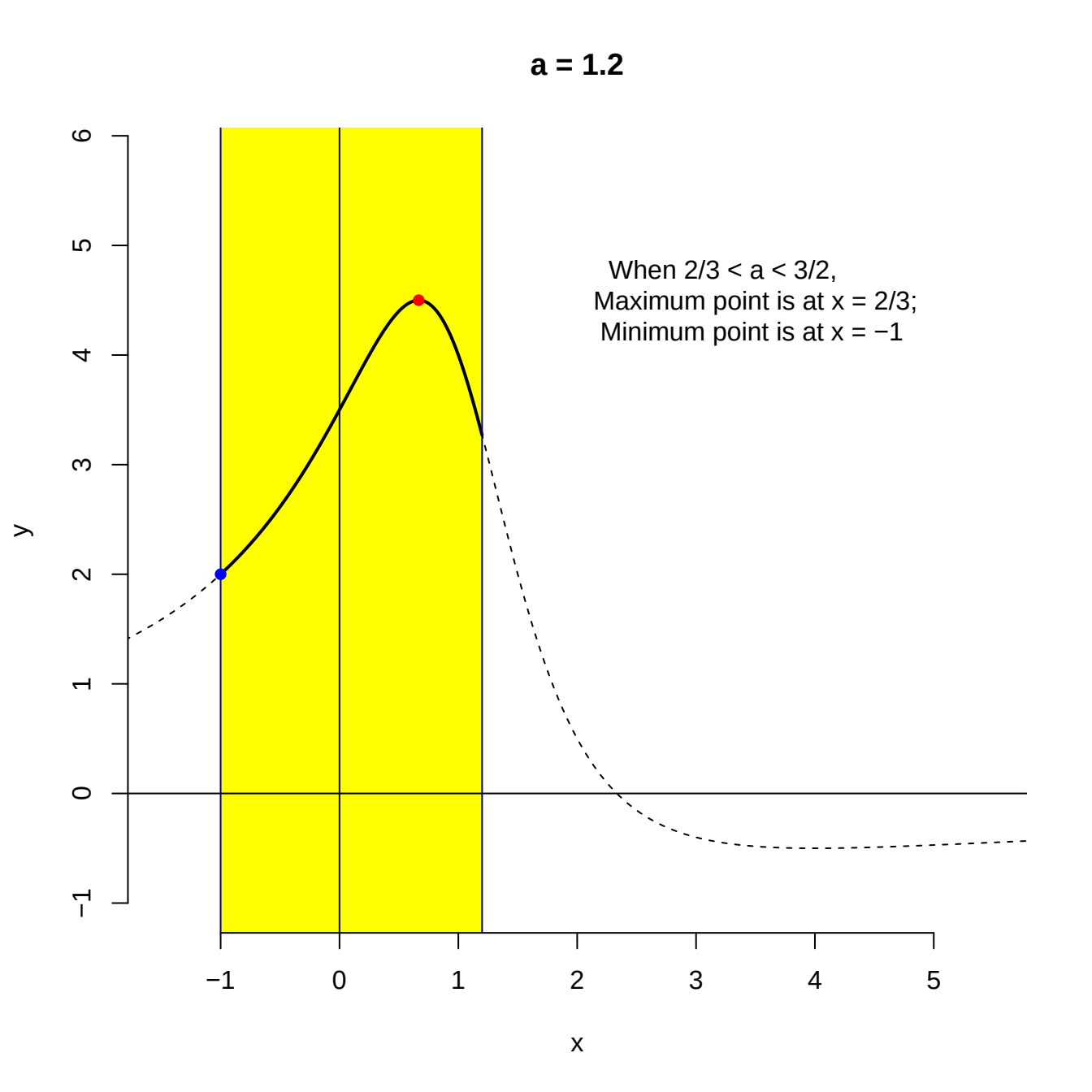

a = 1.1
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

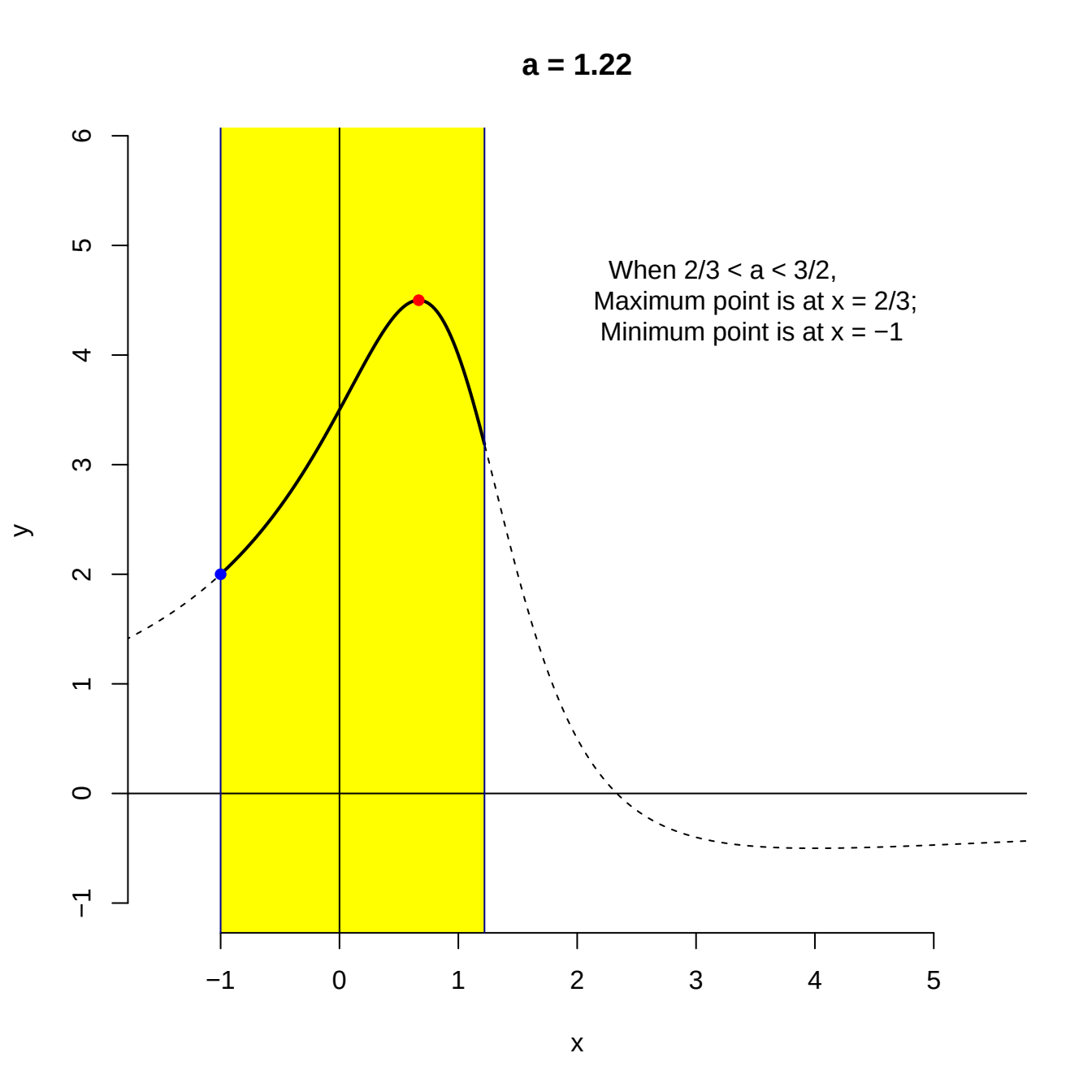

a = 1.12
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

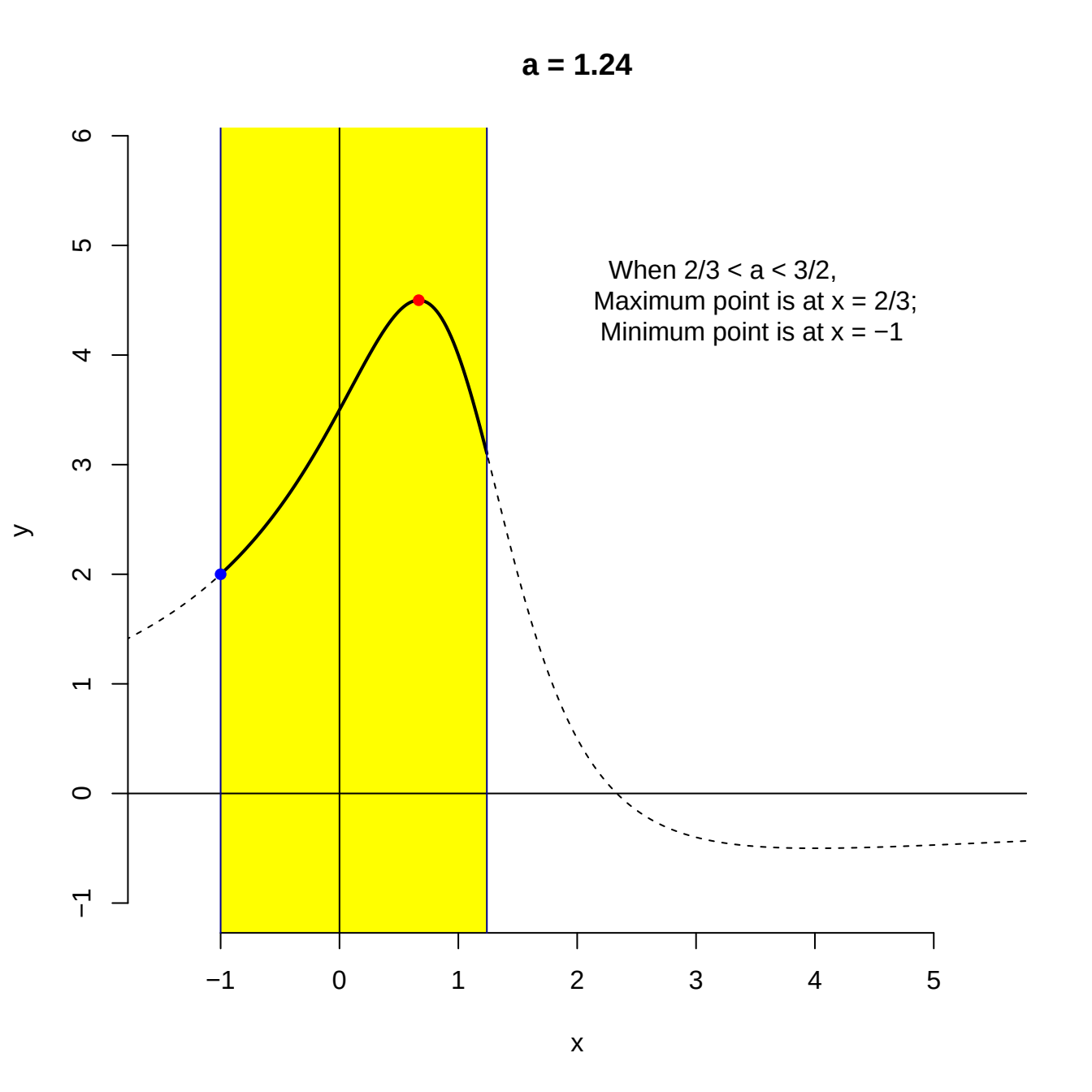

a = 1.14
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

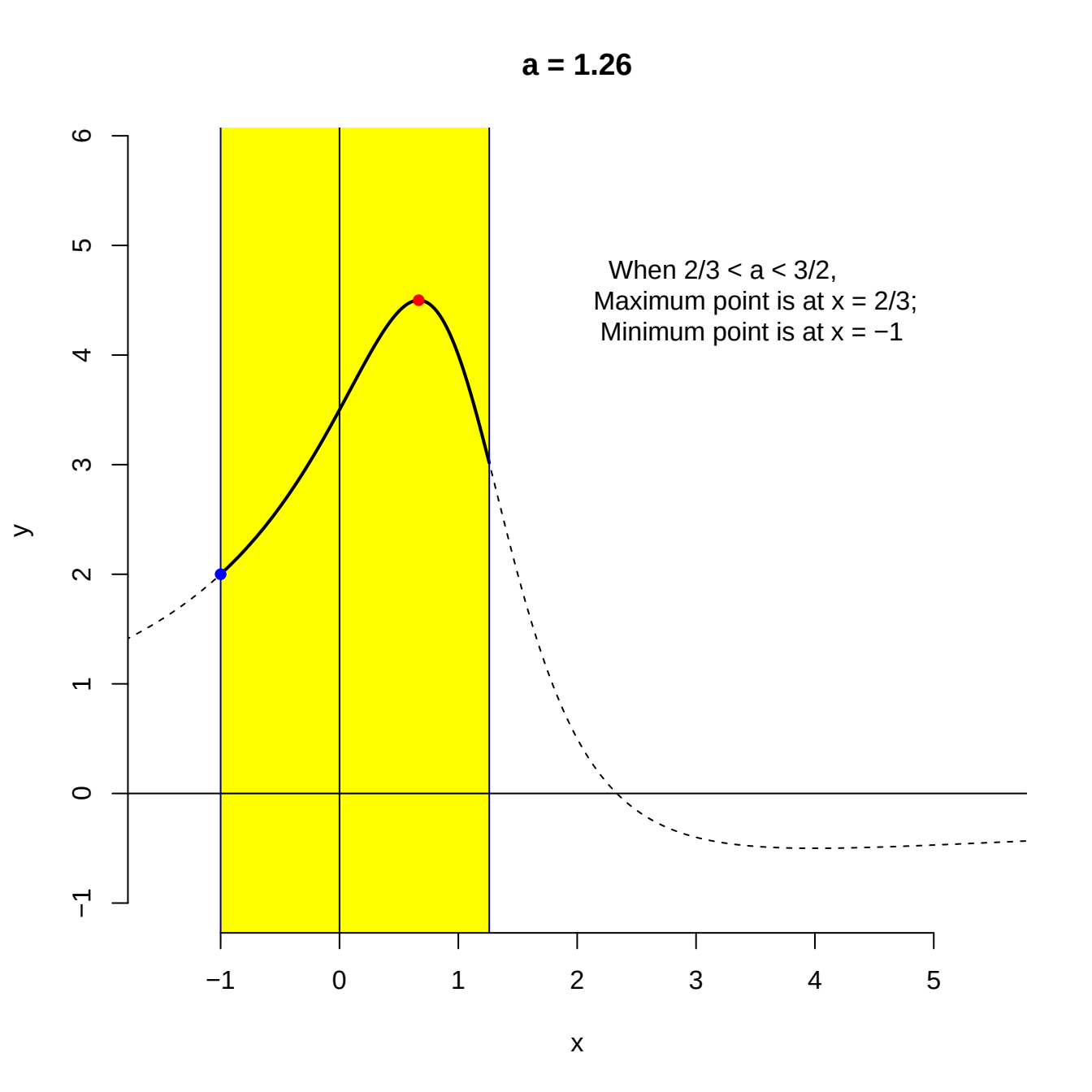

a = 1.16
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

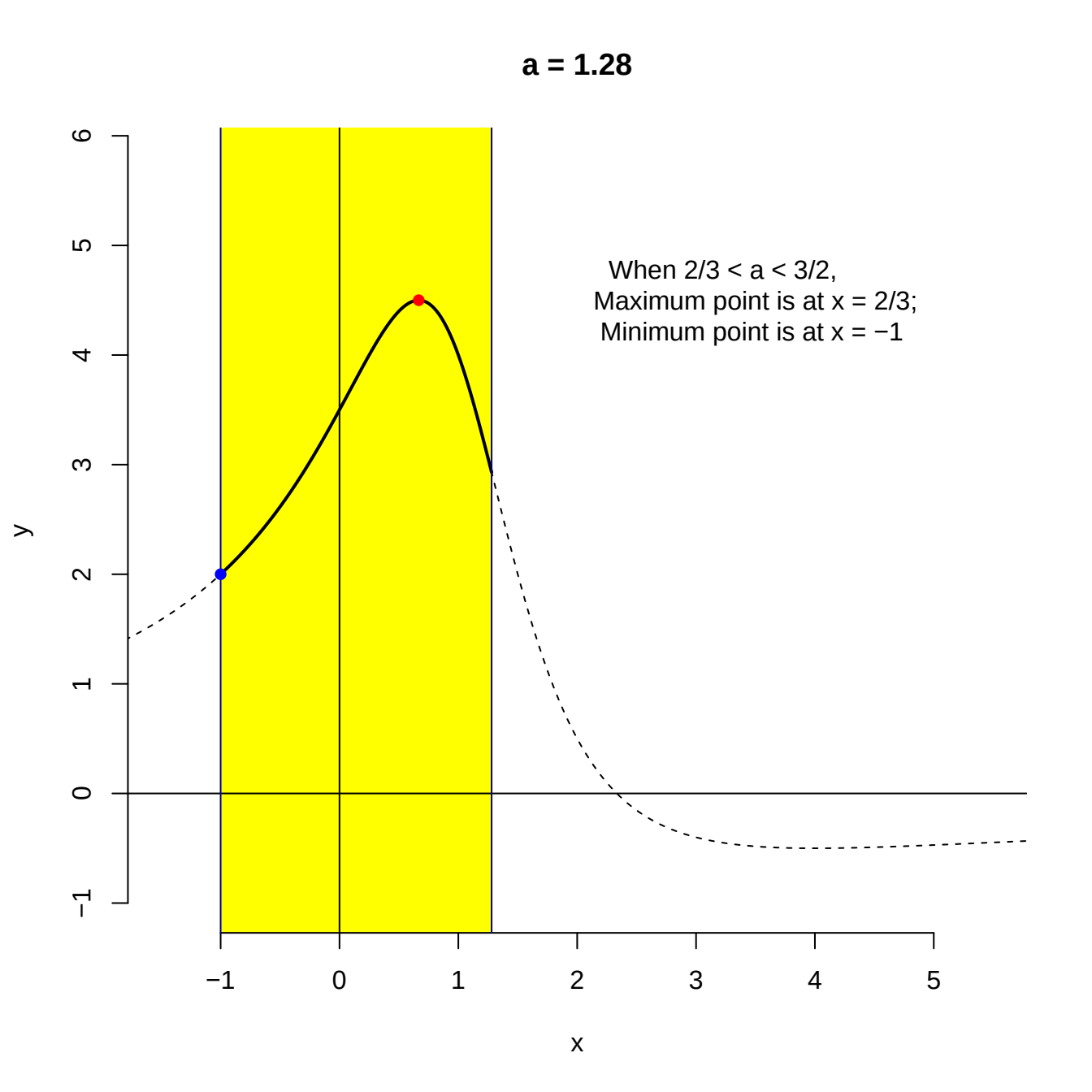

a = 1.18
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

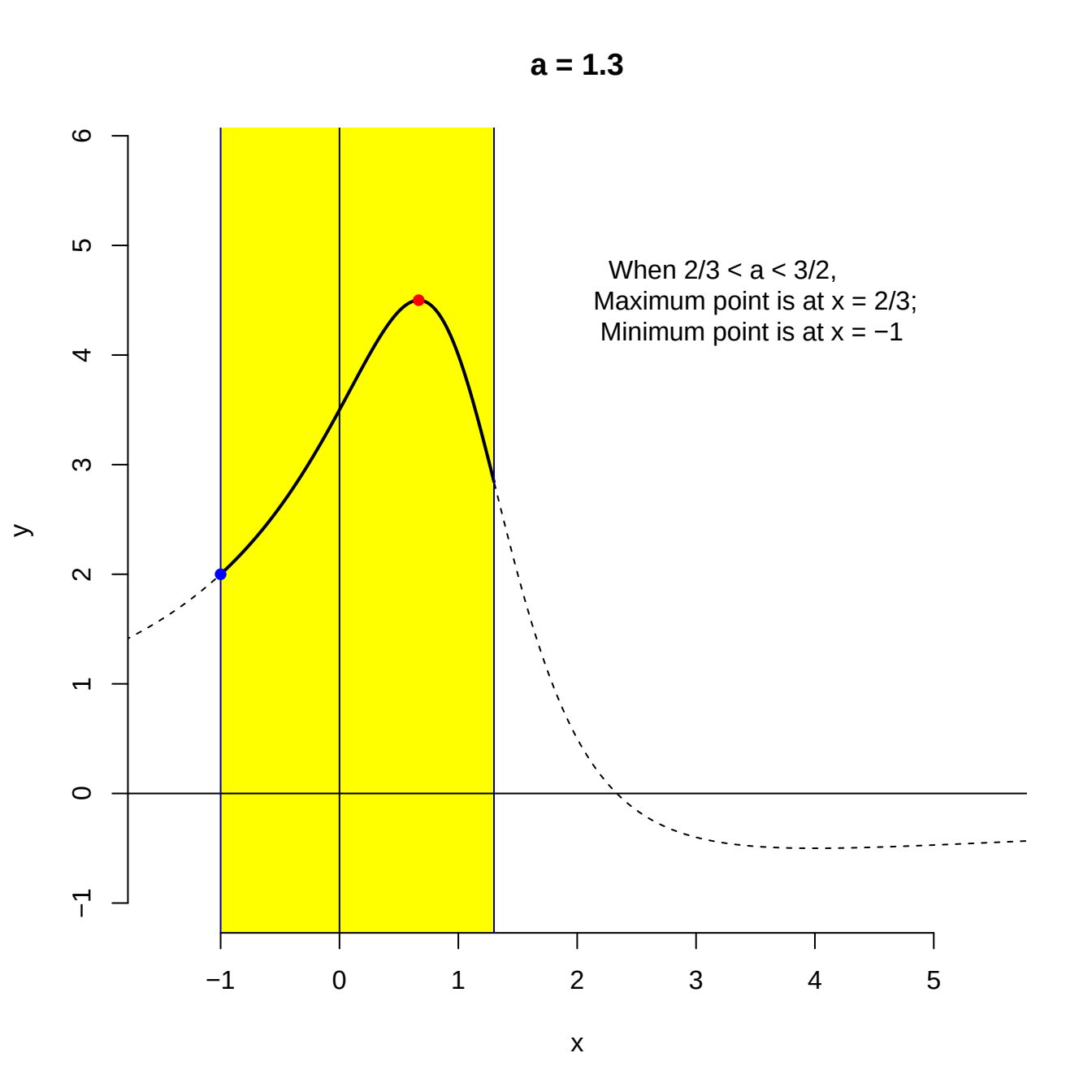

a = 1.2
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

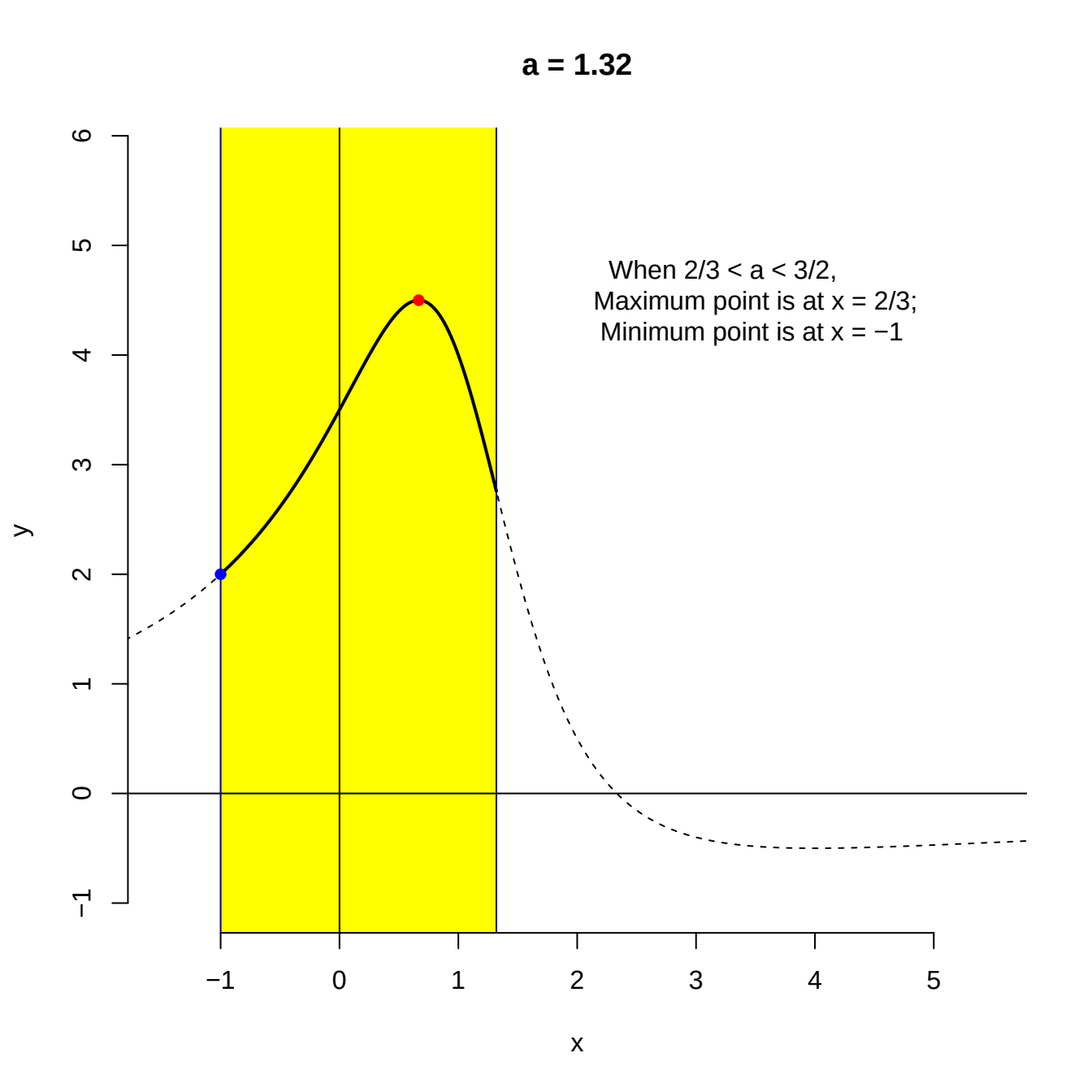

a = 1.22
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

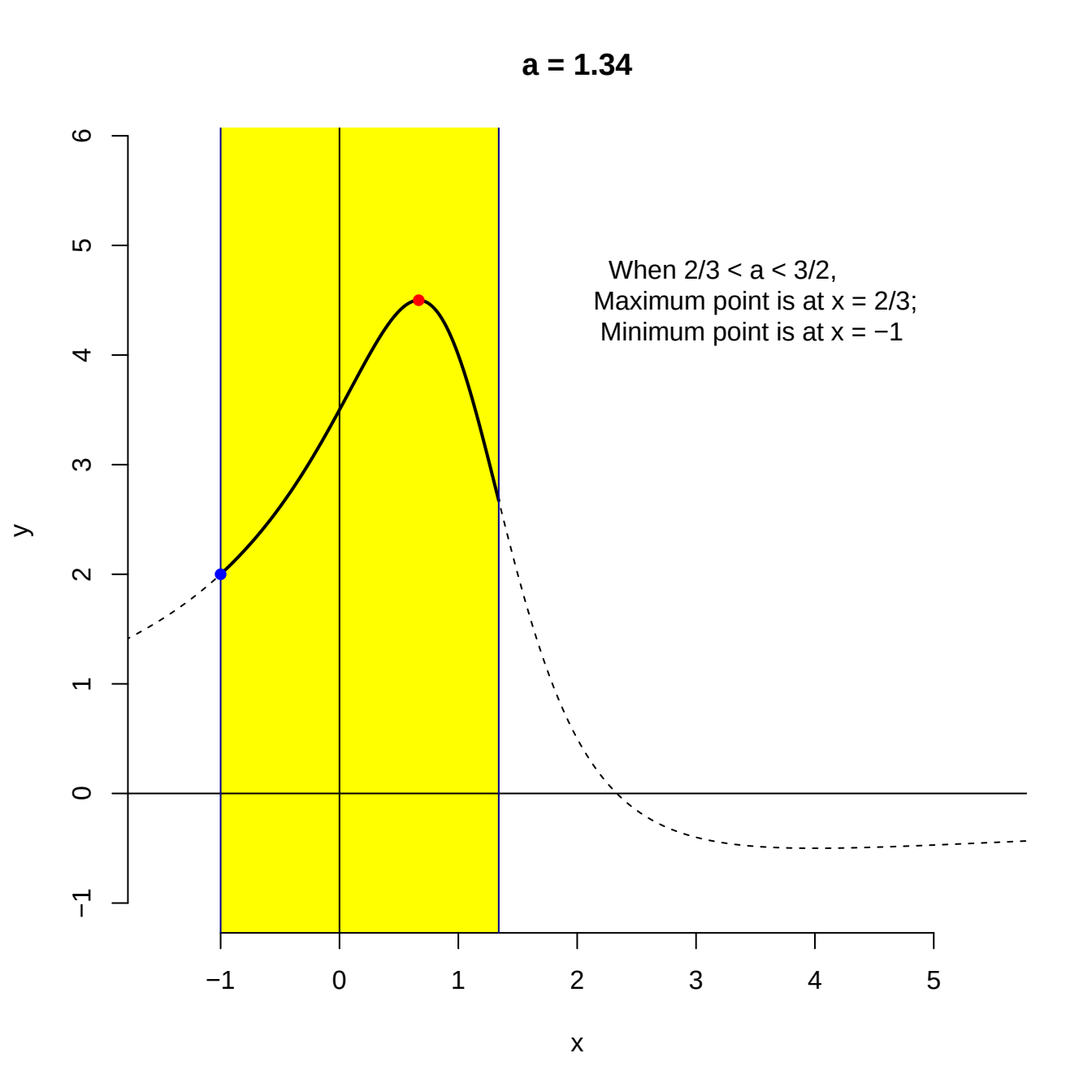

a = 1.24
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

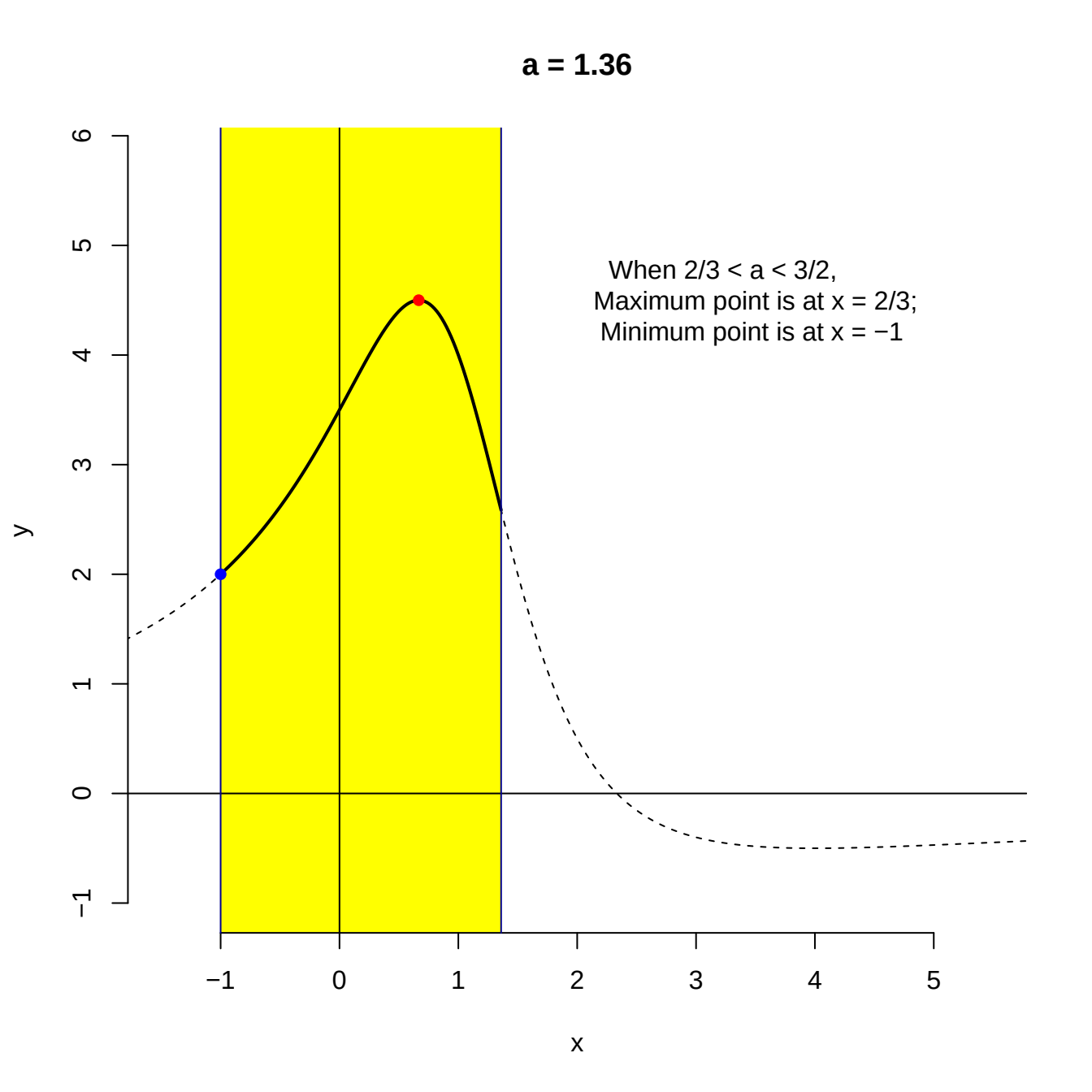

a = 1.26
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

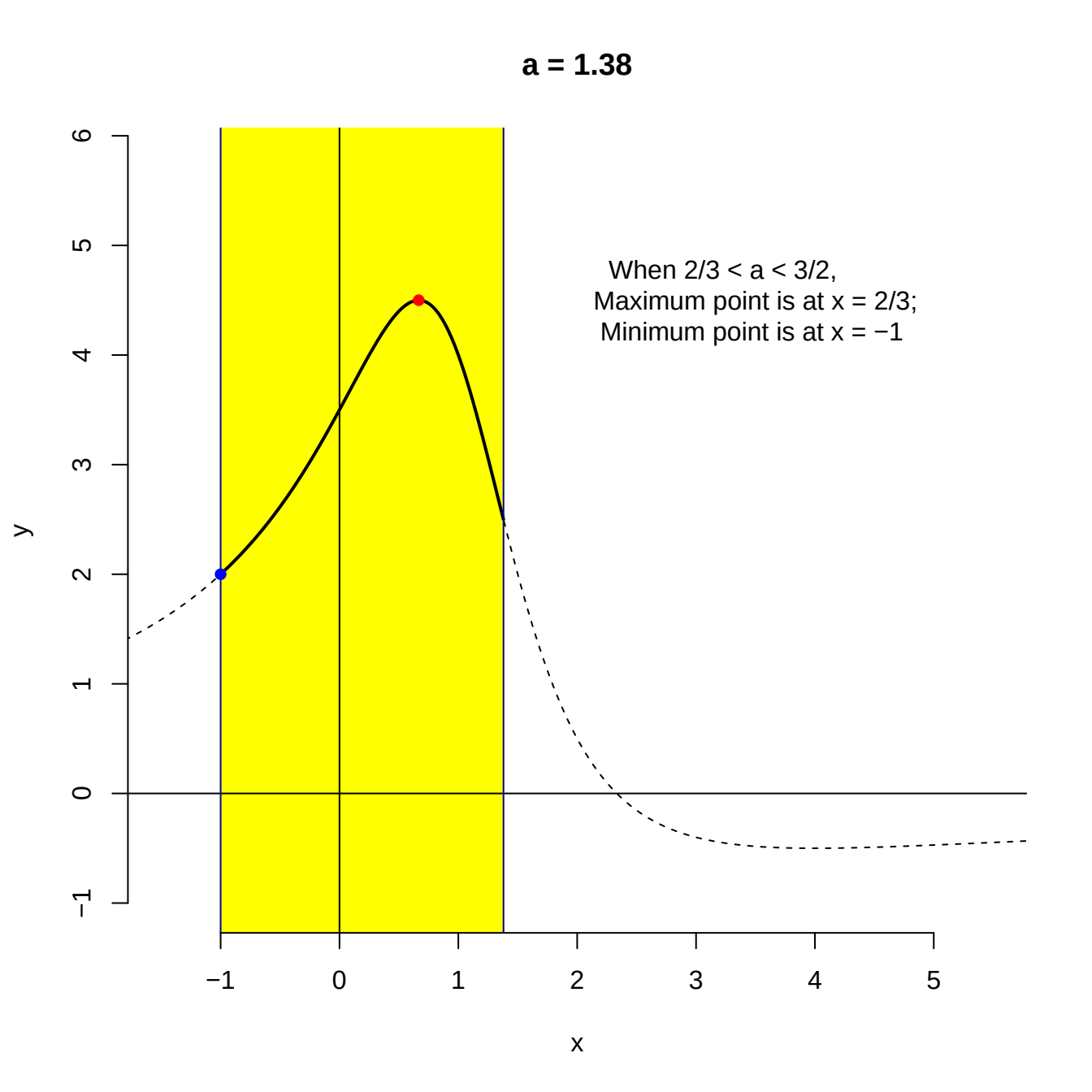

a = 1.28
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

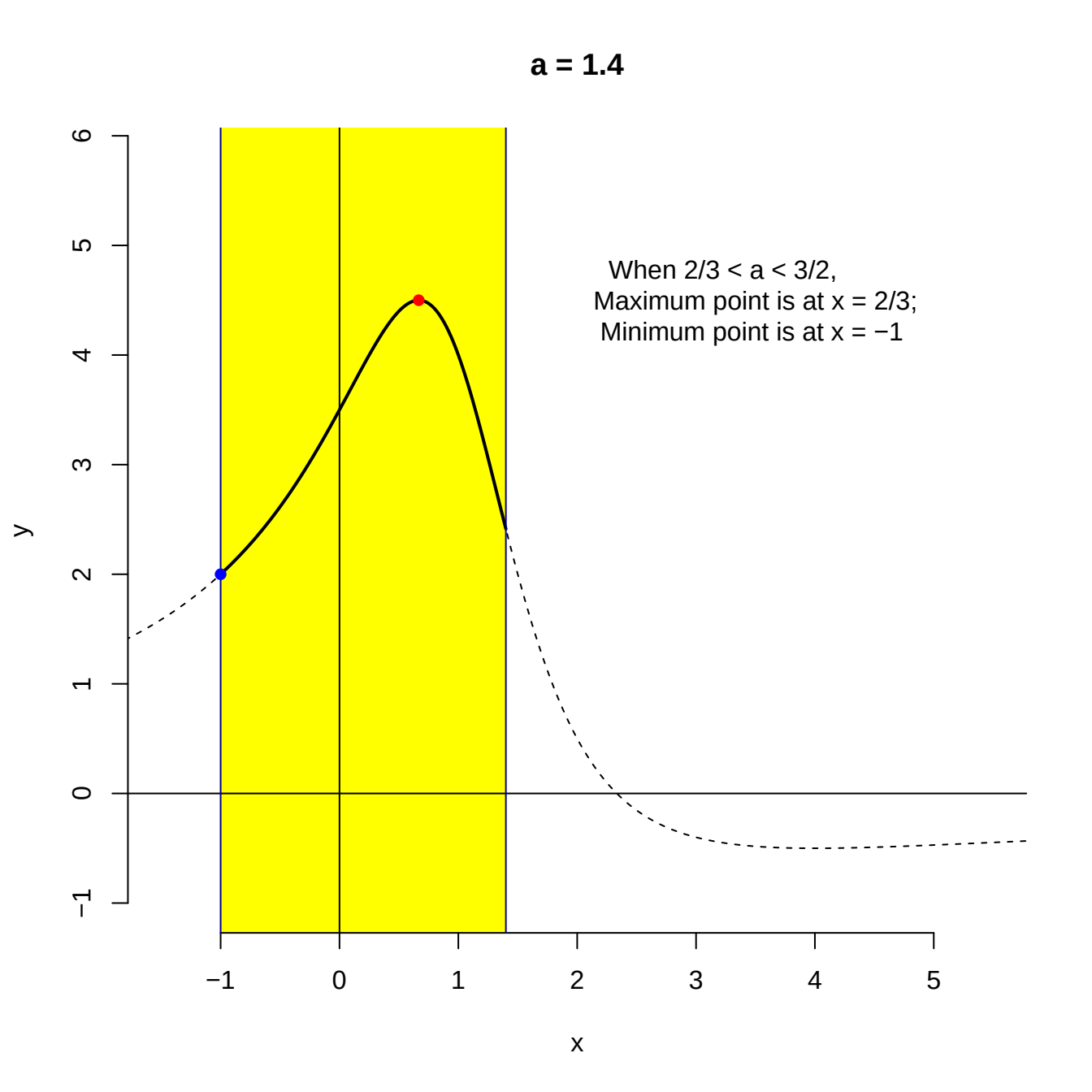

a = 1.3
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

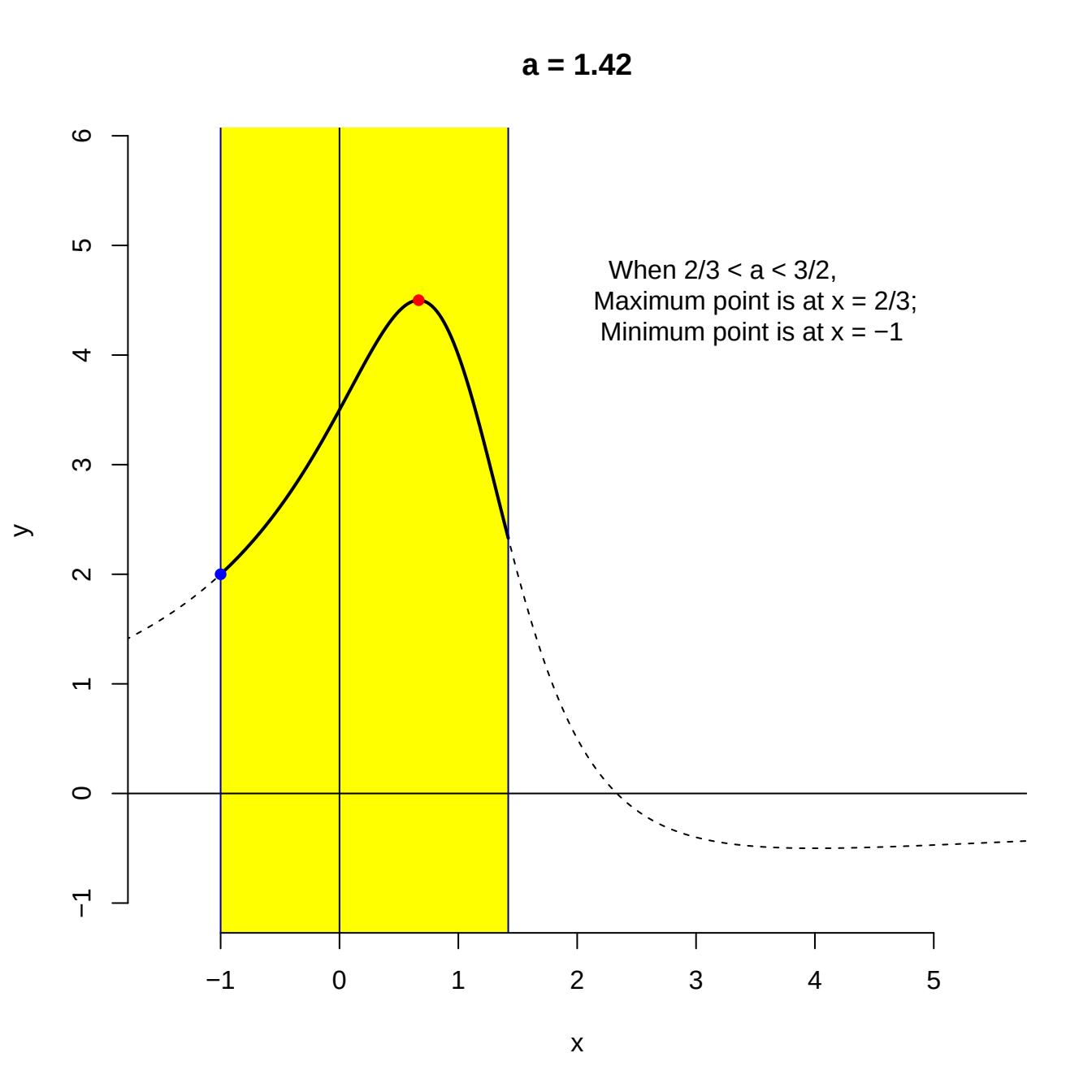

a = 1.32
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

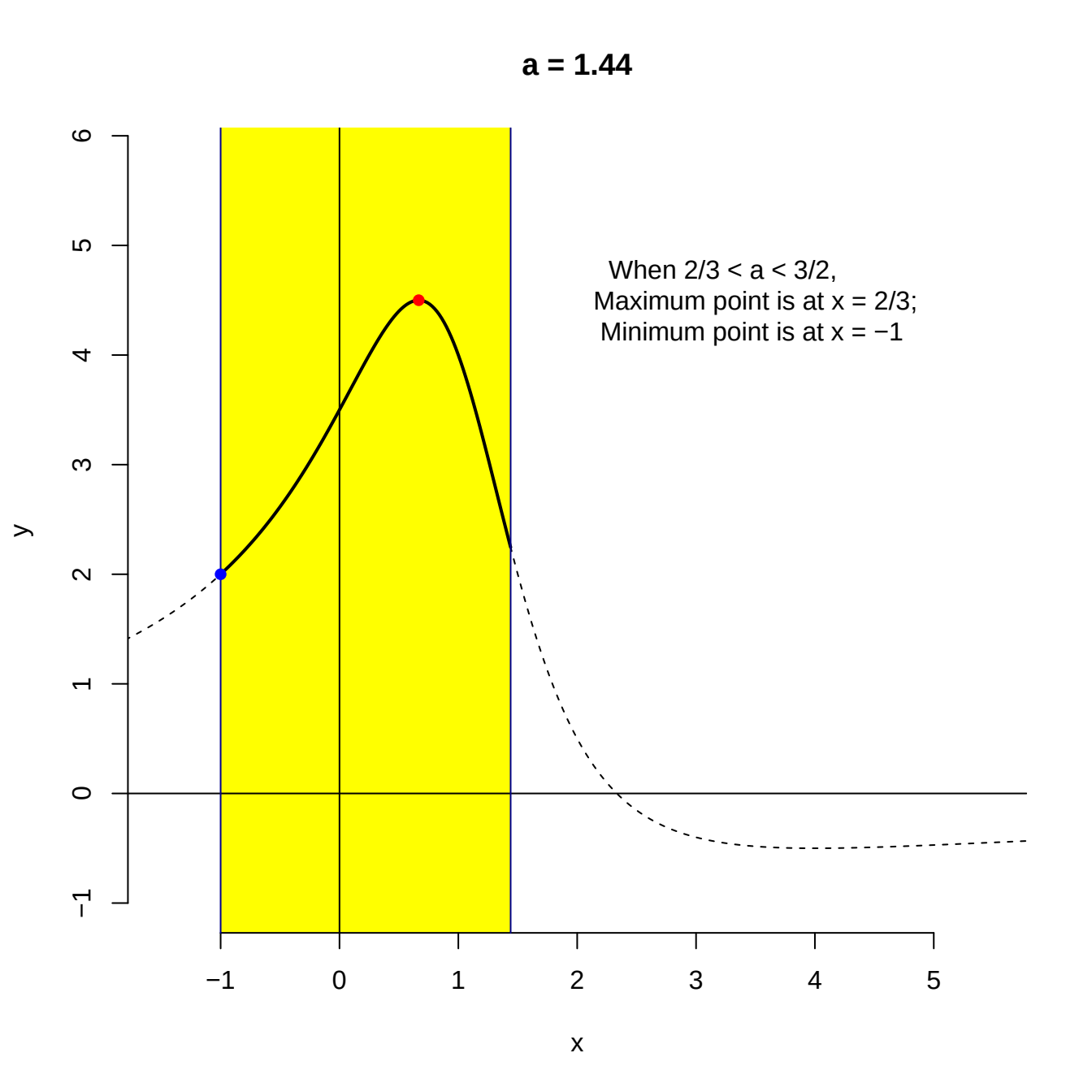

a = 1.34
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

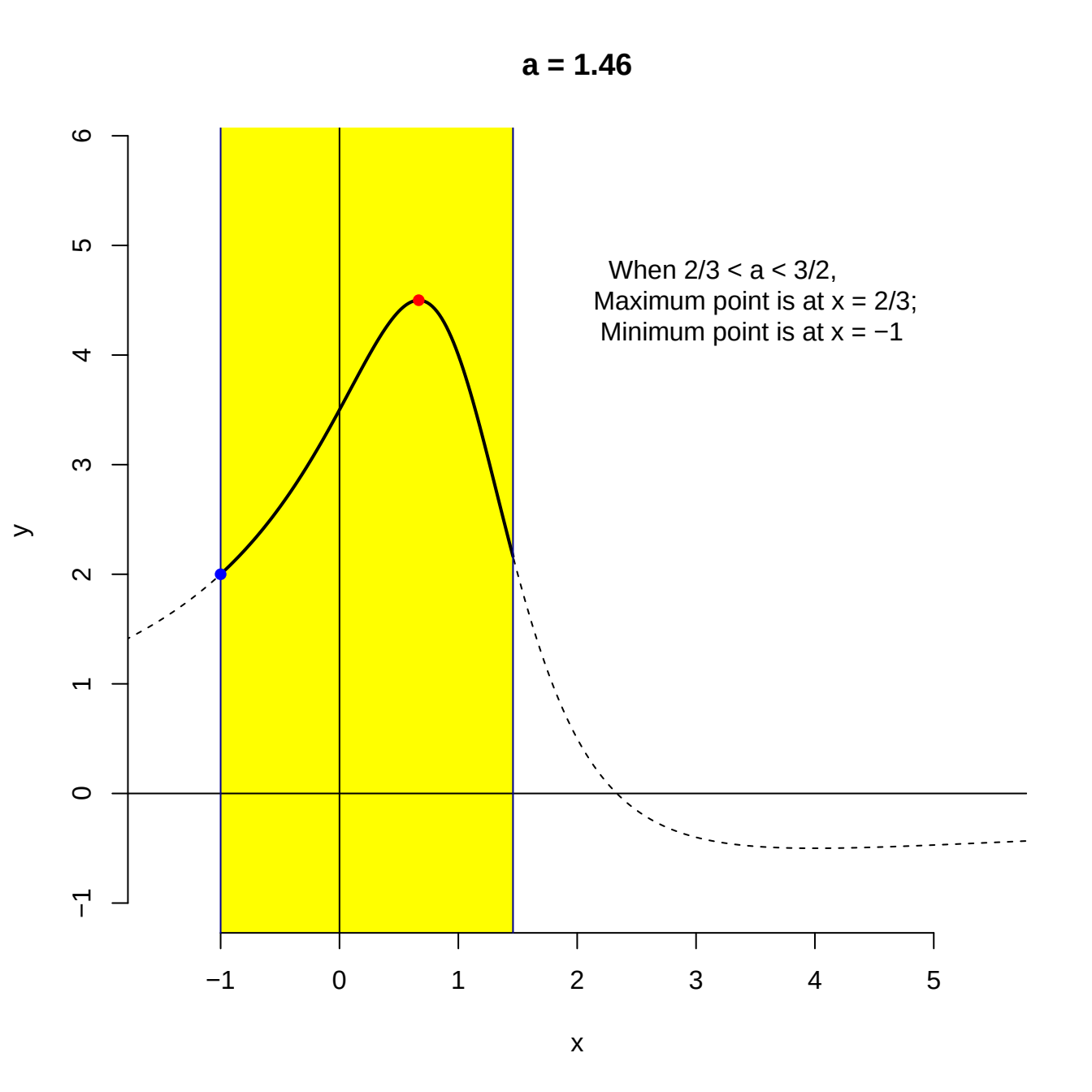

a = 1.36
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

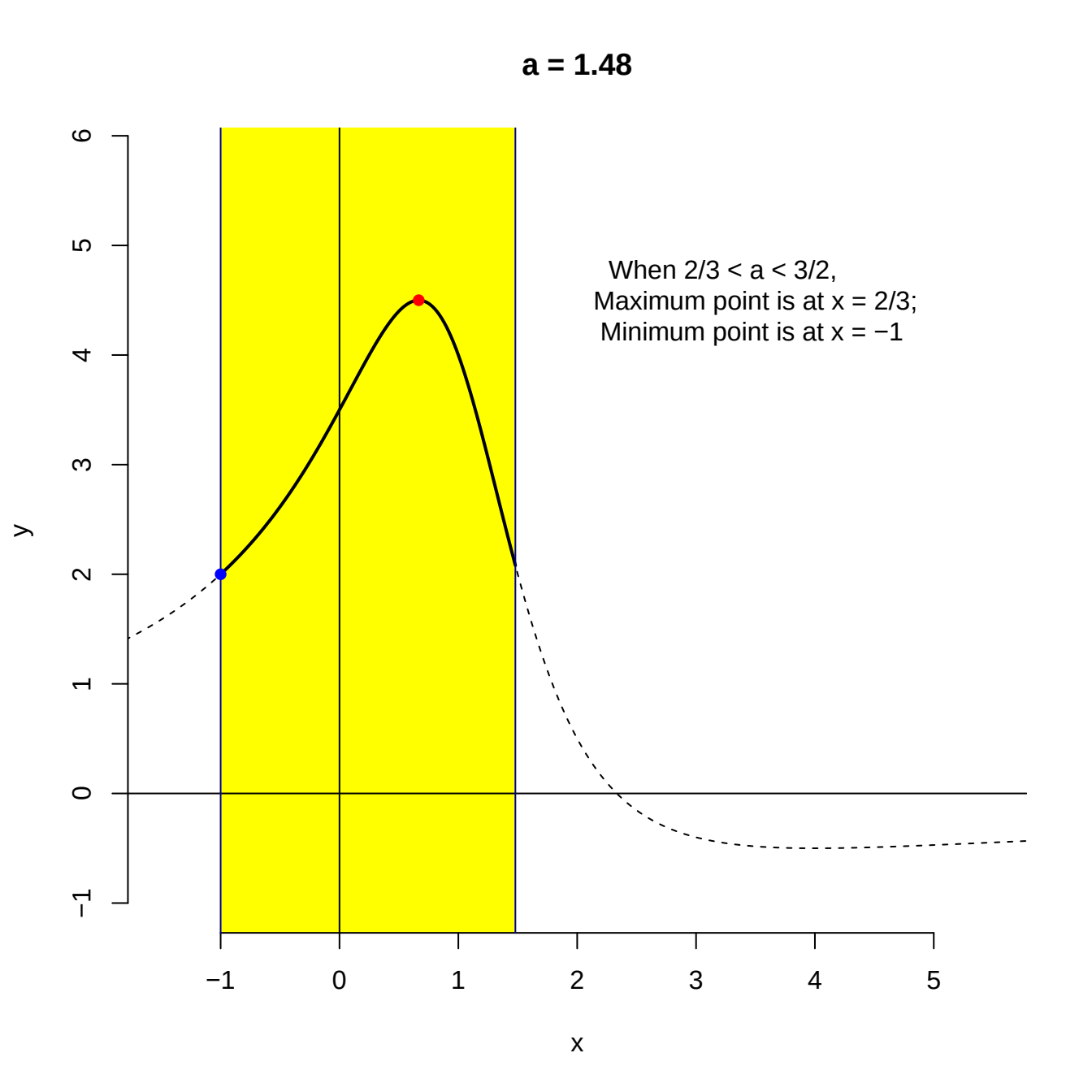

a = 1.38
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

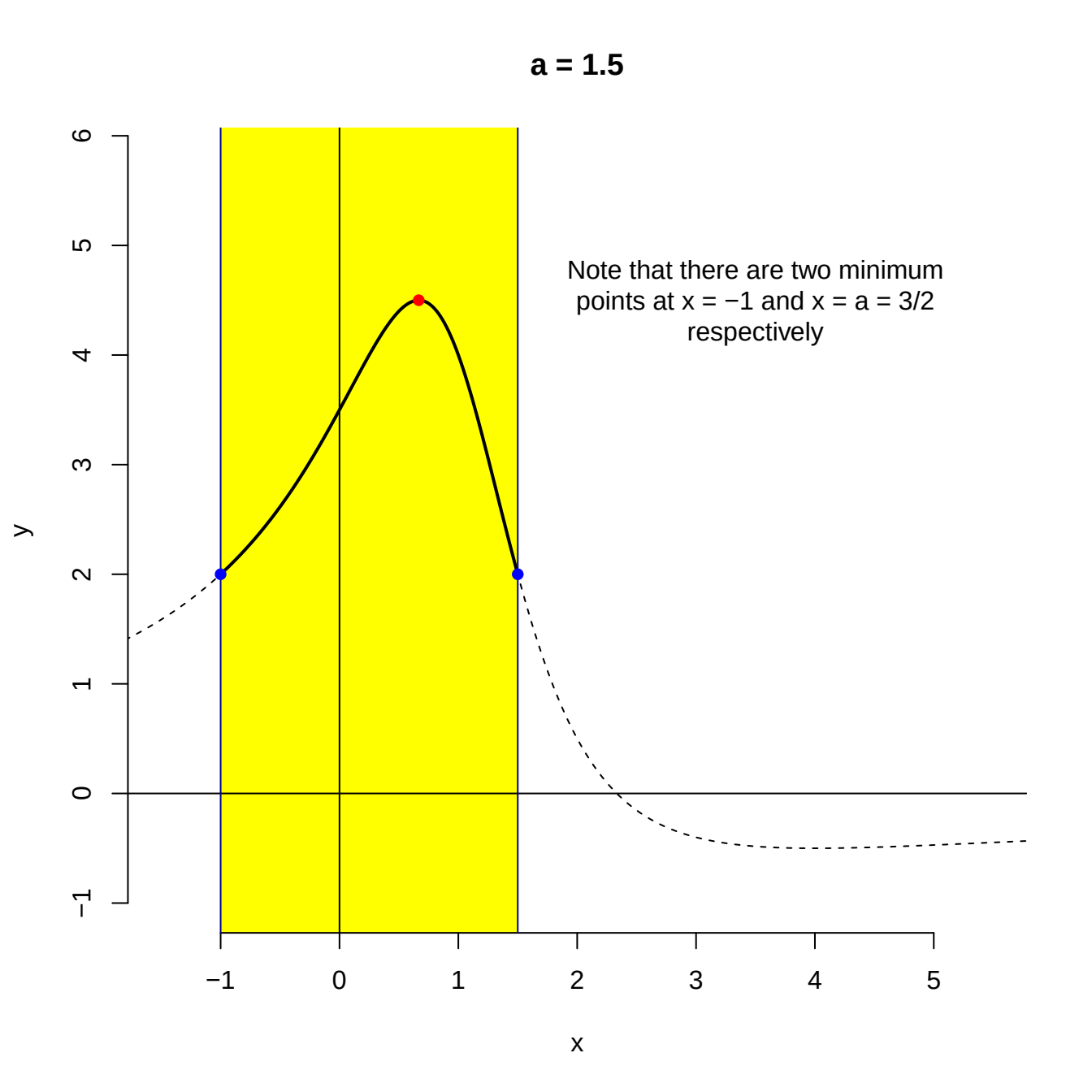

a = 1.4
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

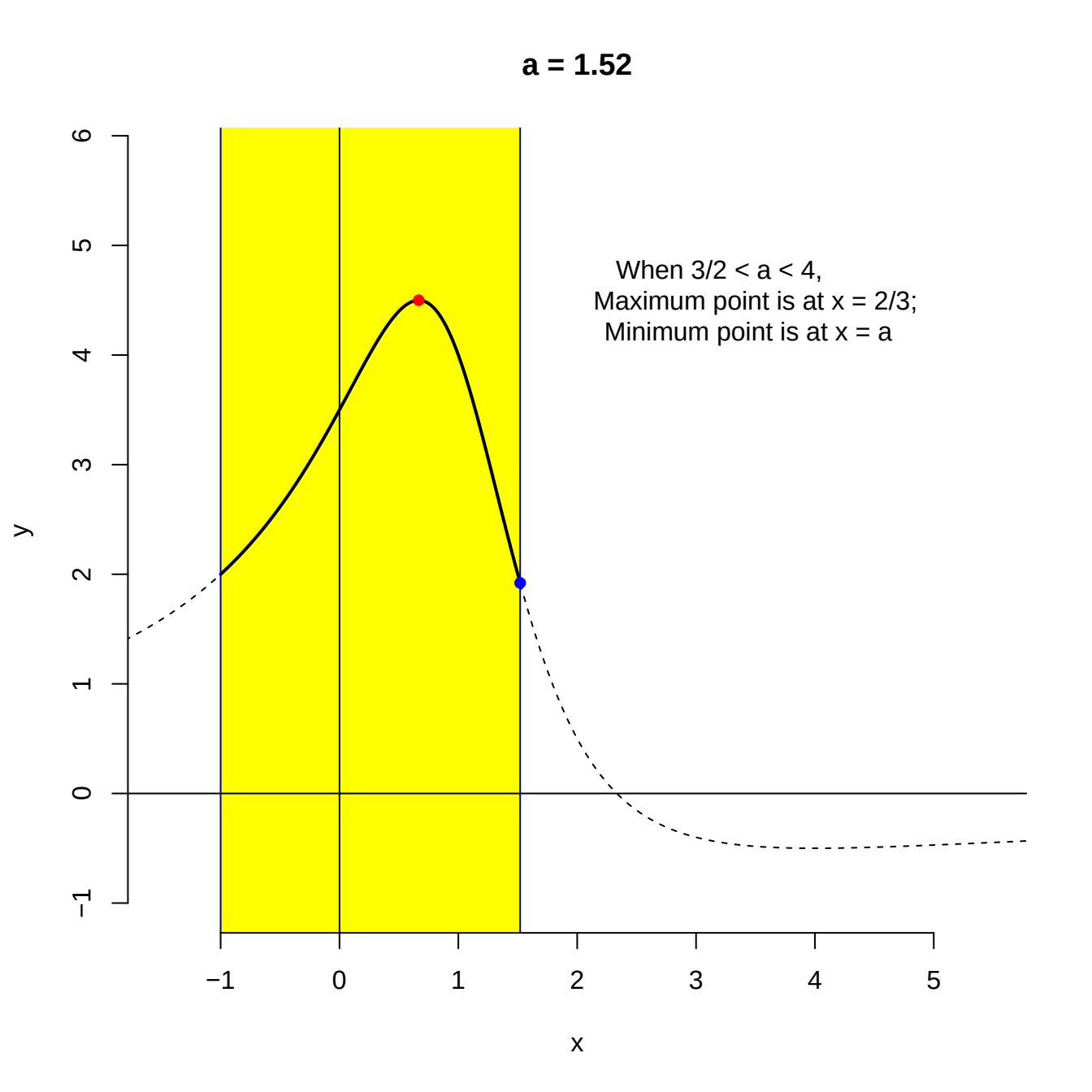

a = 1.42
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

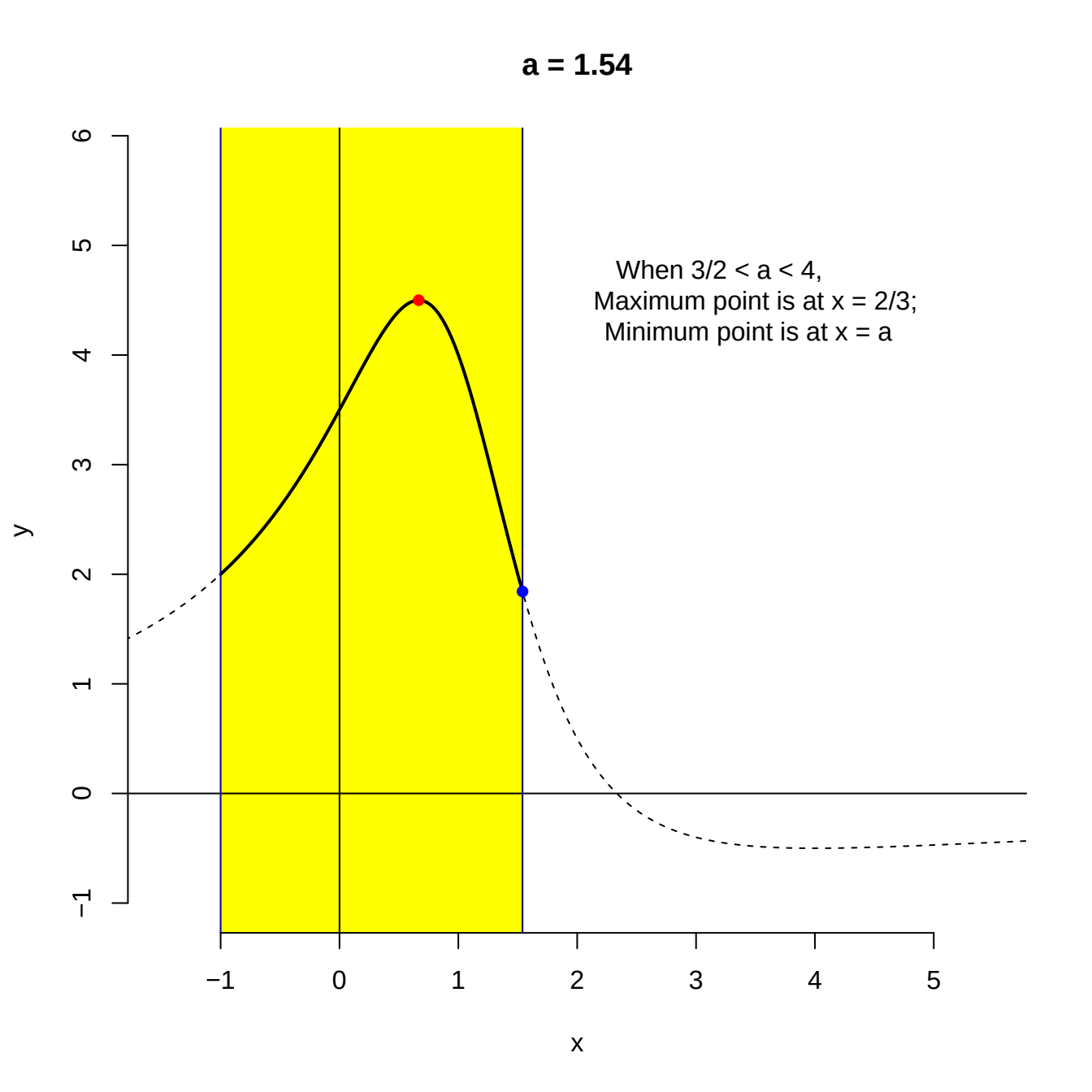

a = 1.44
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

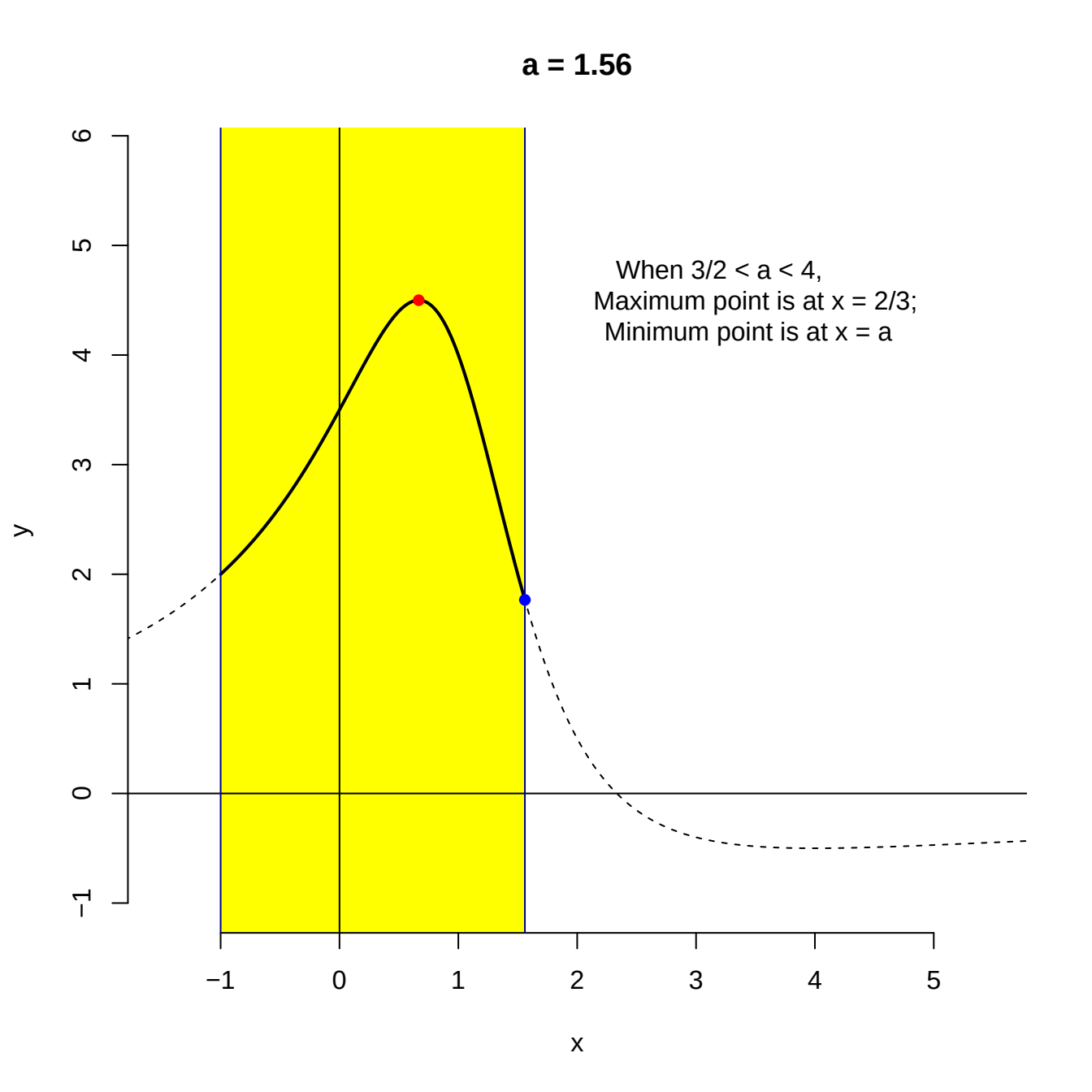

a = 1.46
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

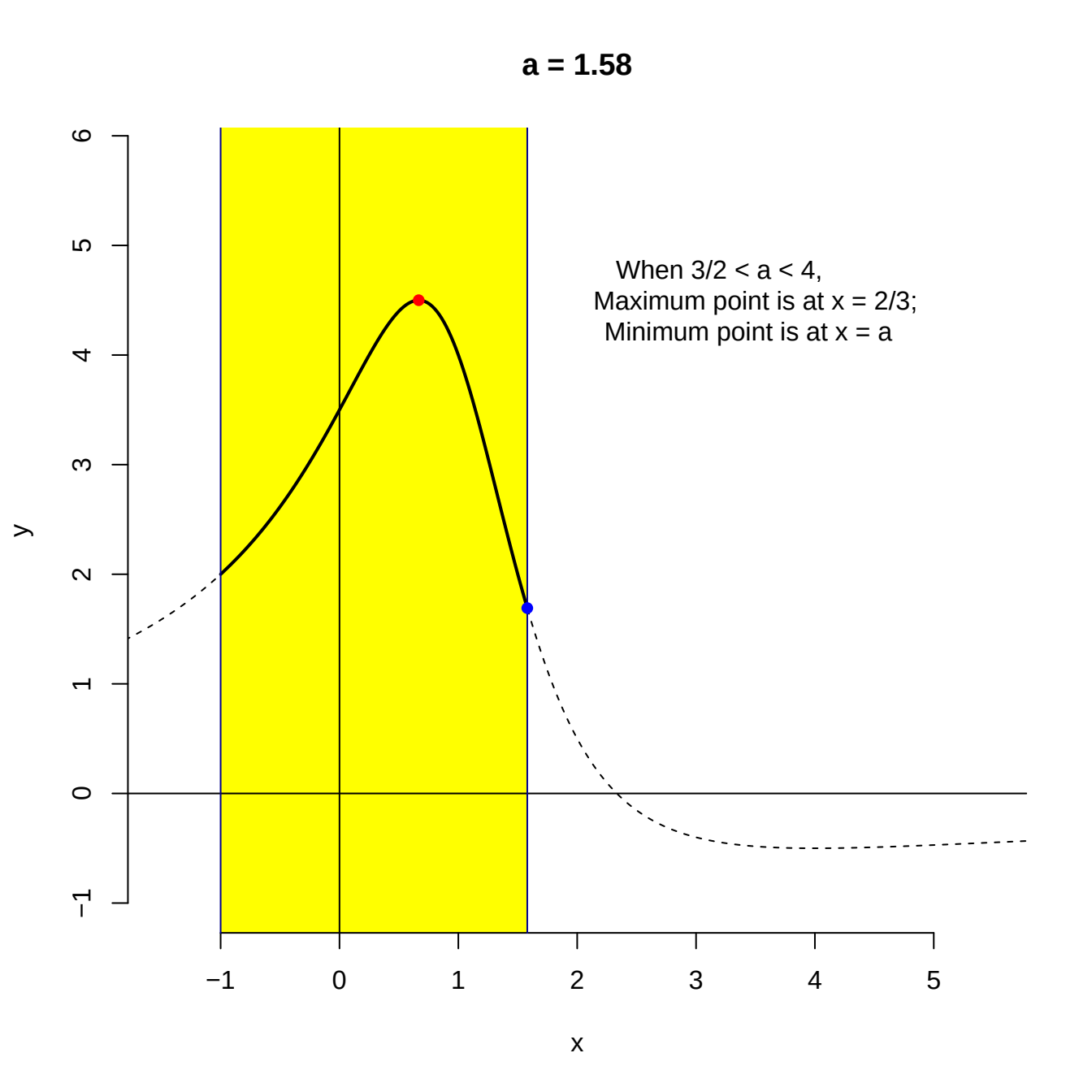

a = 1.48
When 2/3 < a < 3/2,
Maximum point is at x = 2/3;
Minimum point is at x = −1
y
x
−1
0
1
2
3
4
5
6

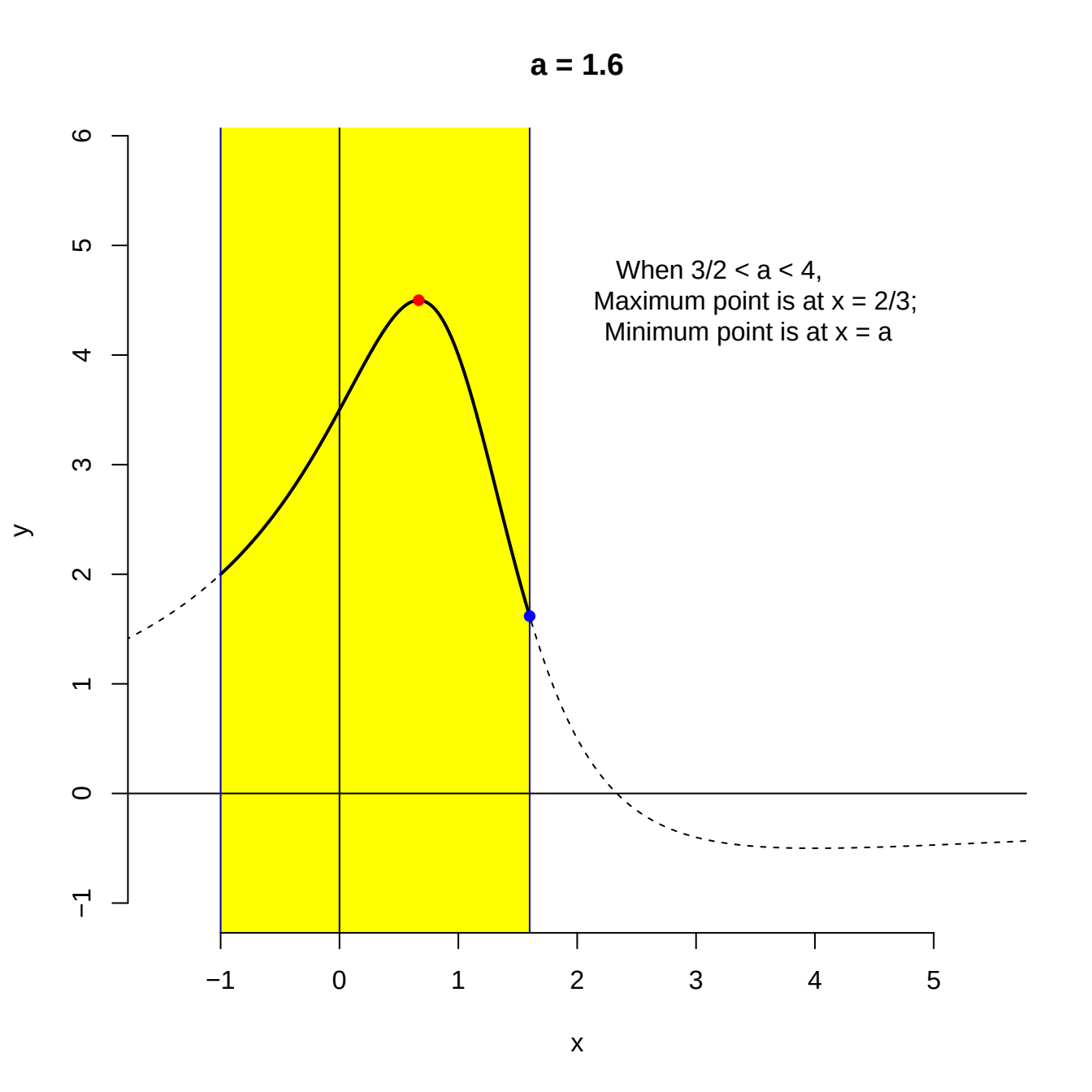

a = 1.5
Note that there are two minimum points at x = −1 and x = a = 3/2 respectively
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

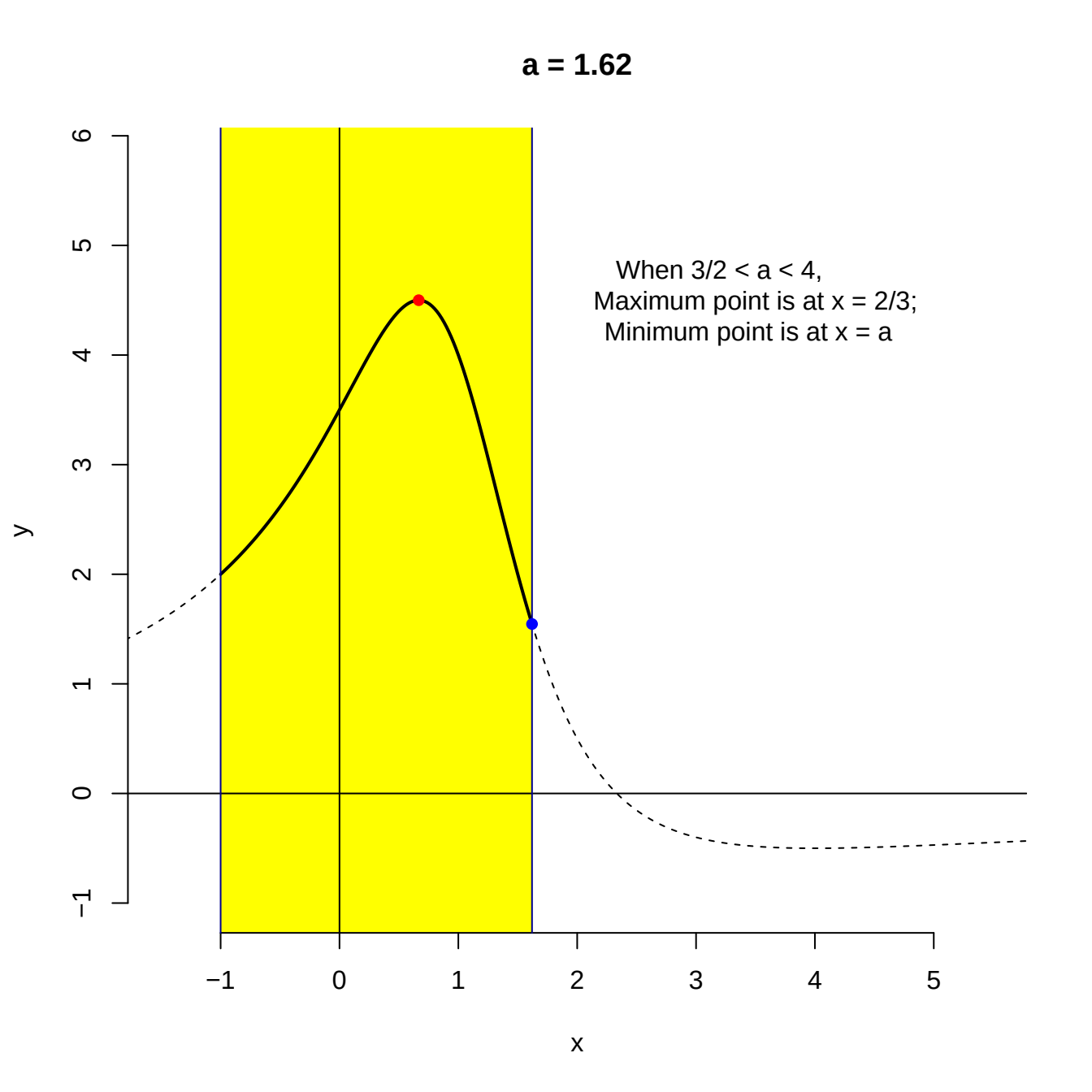

a = 1.52
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

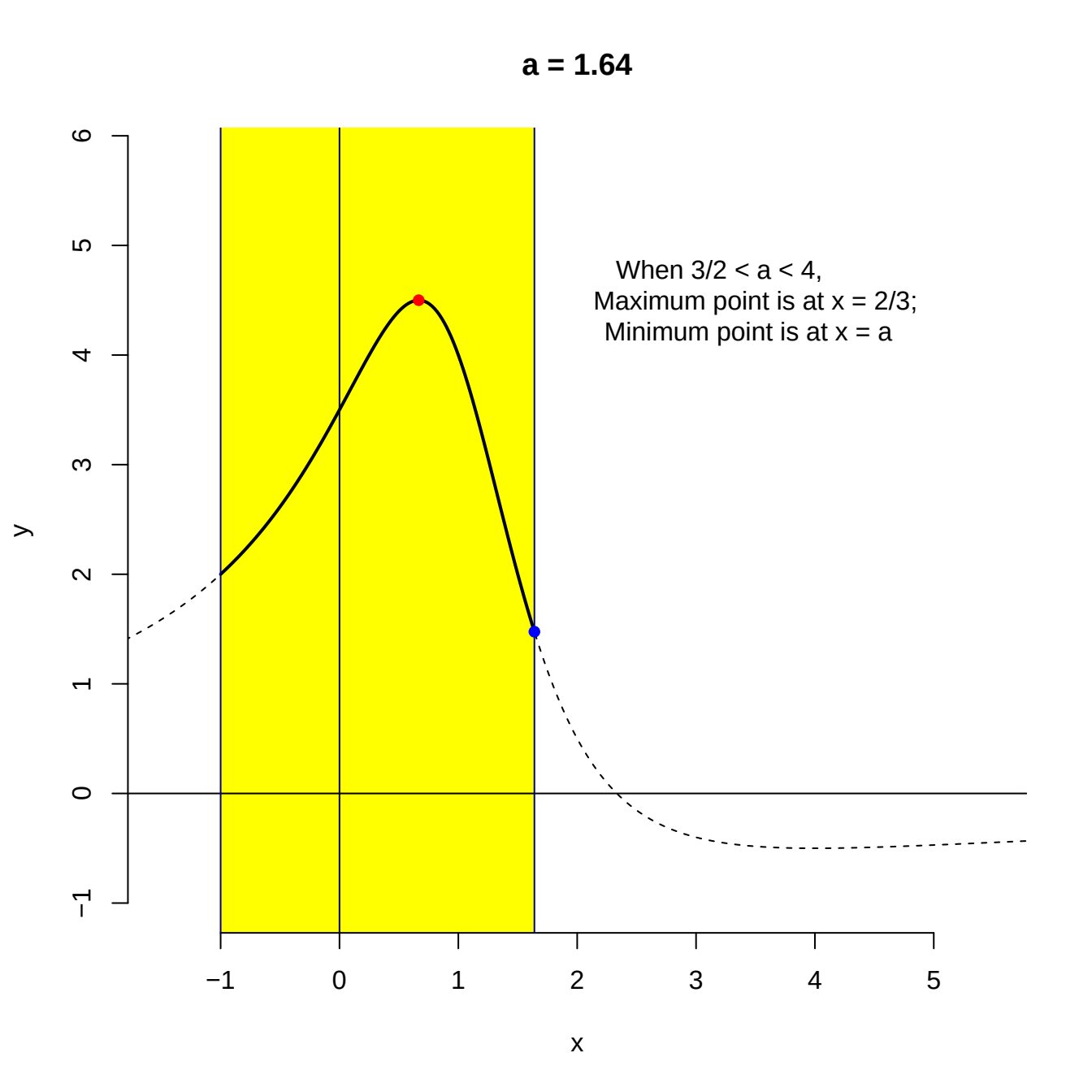

a = 1.54
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

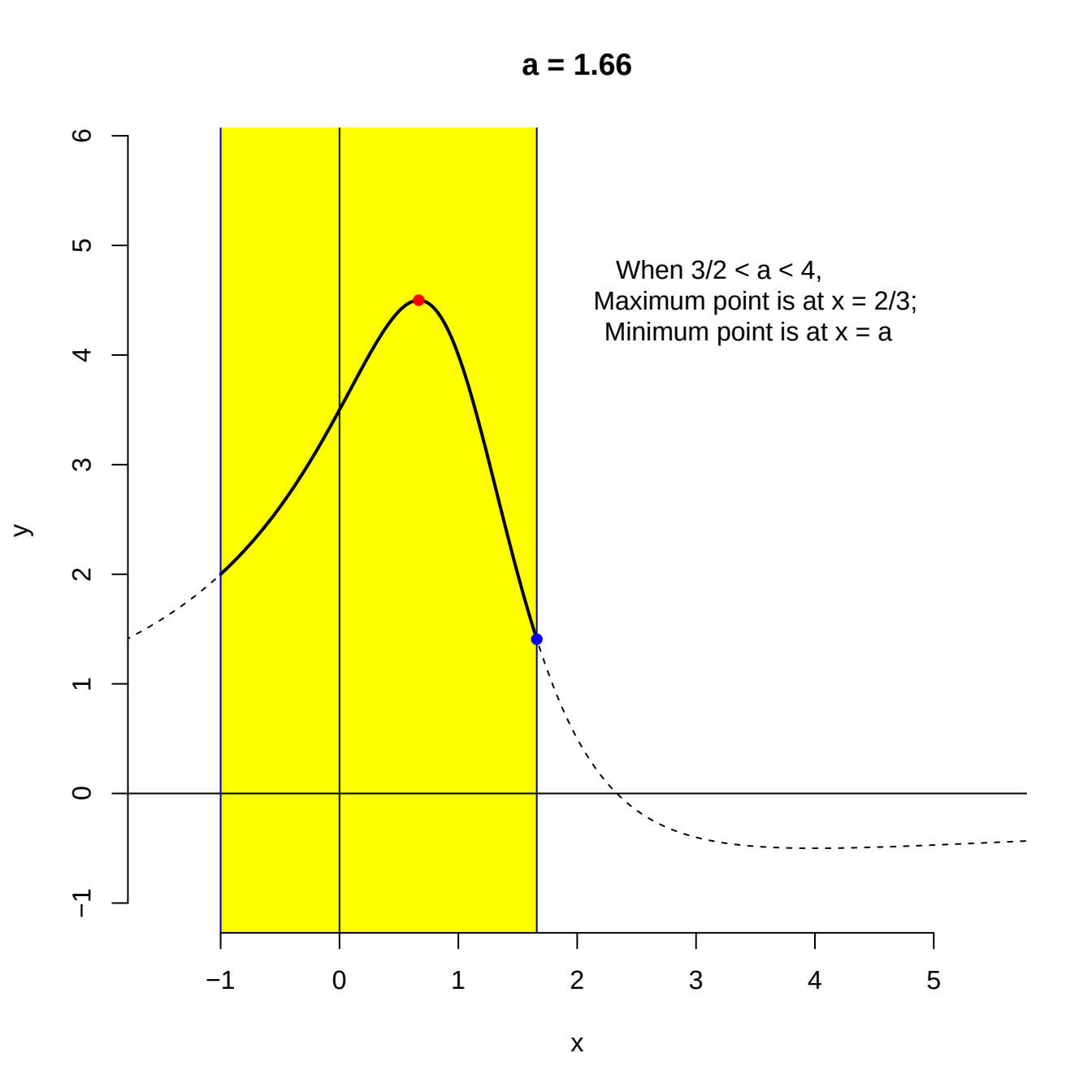

a = 1.56
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

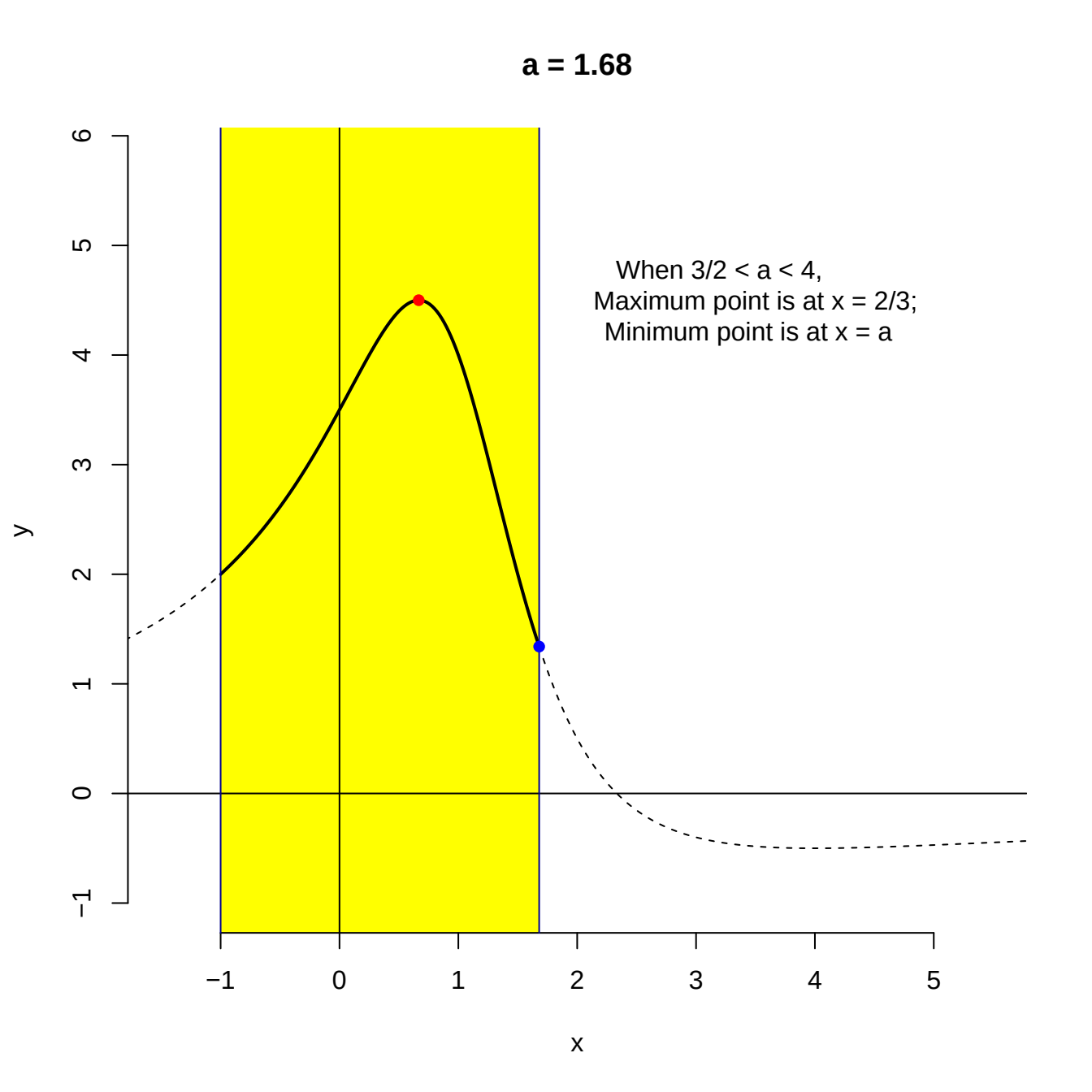

a = 1.58
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

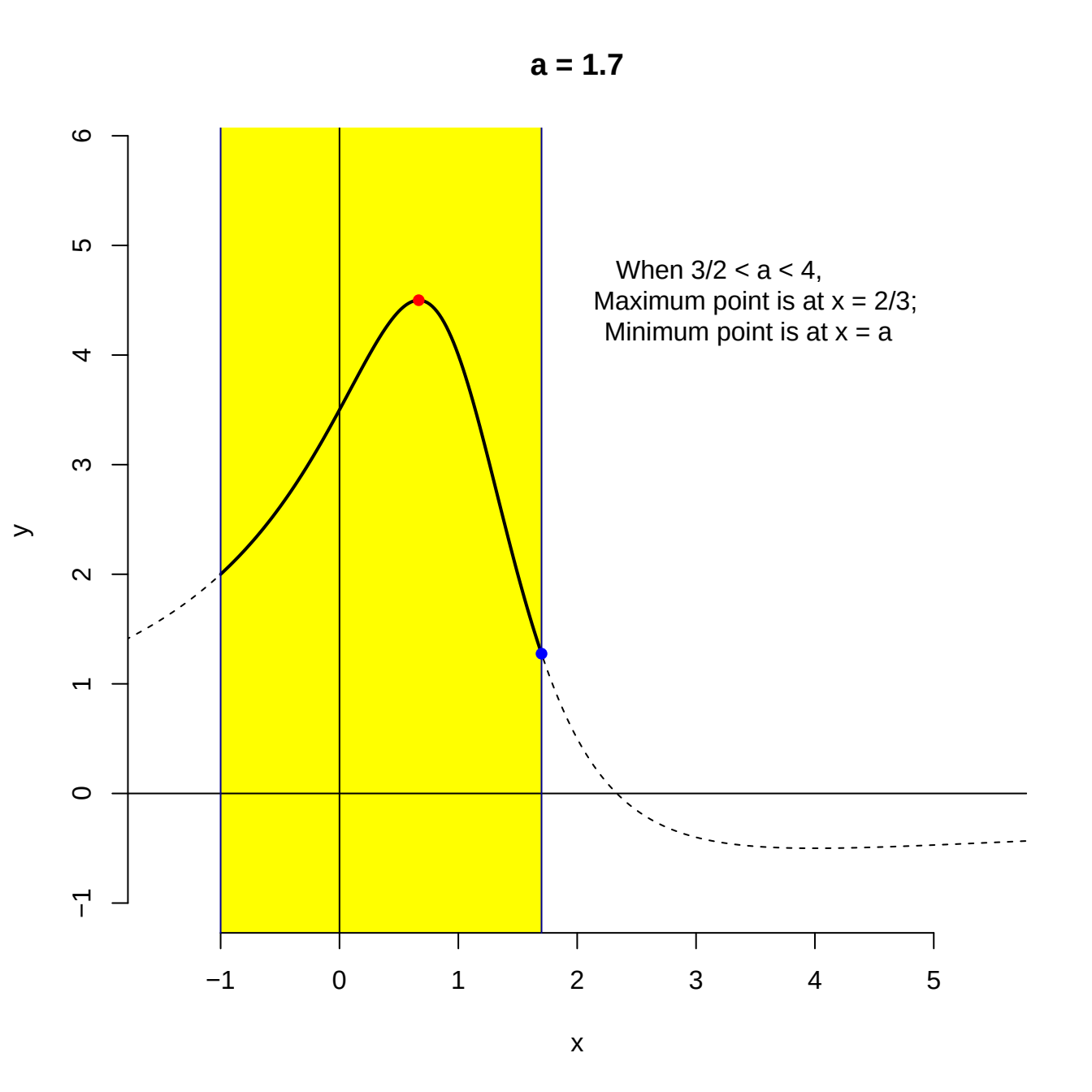

a = 1.6
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

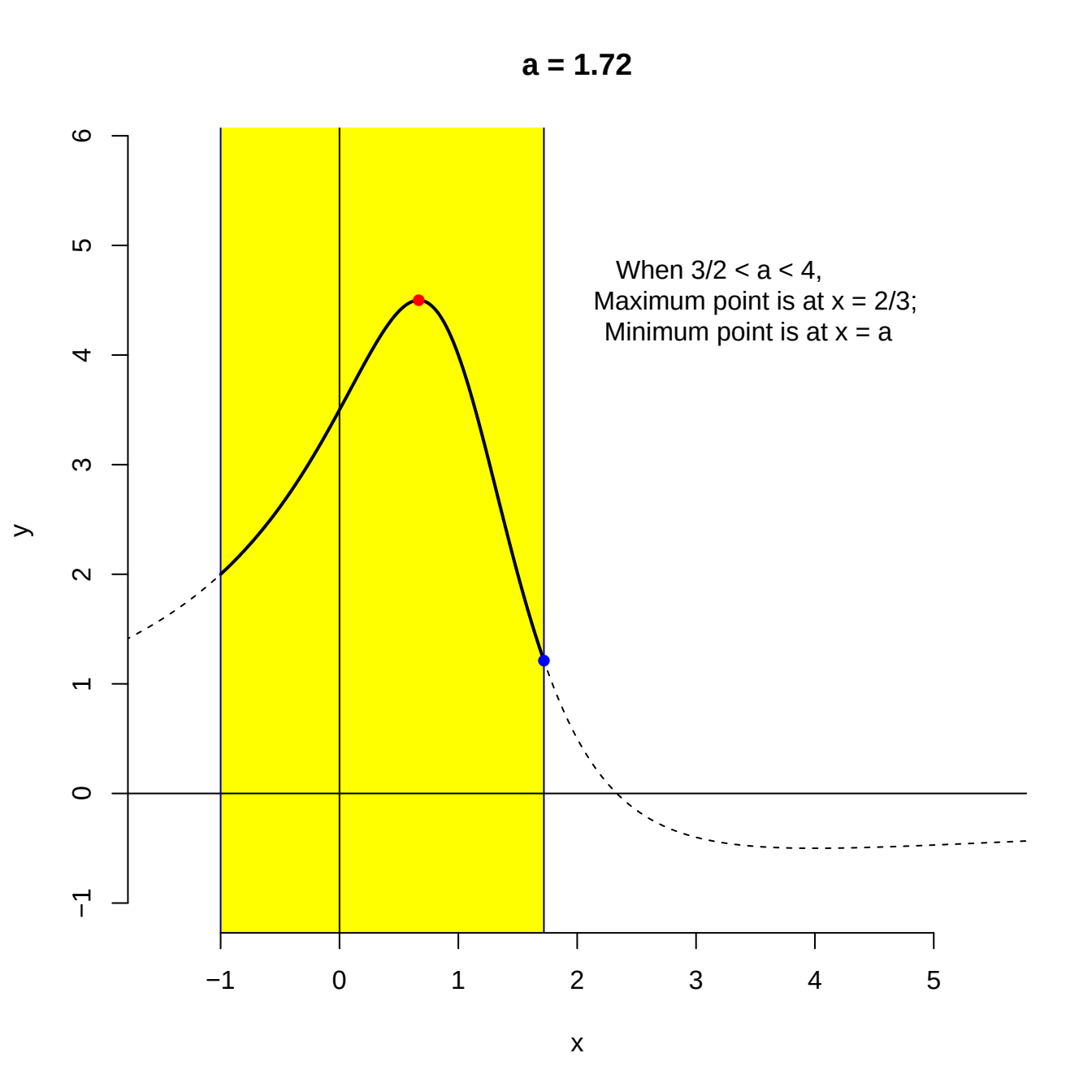

a = 1.62
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

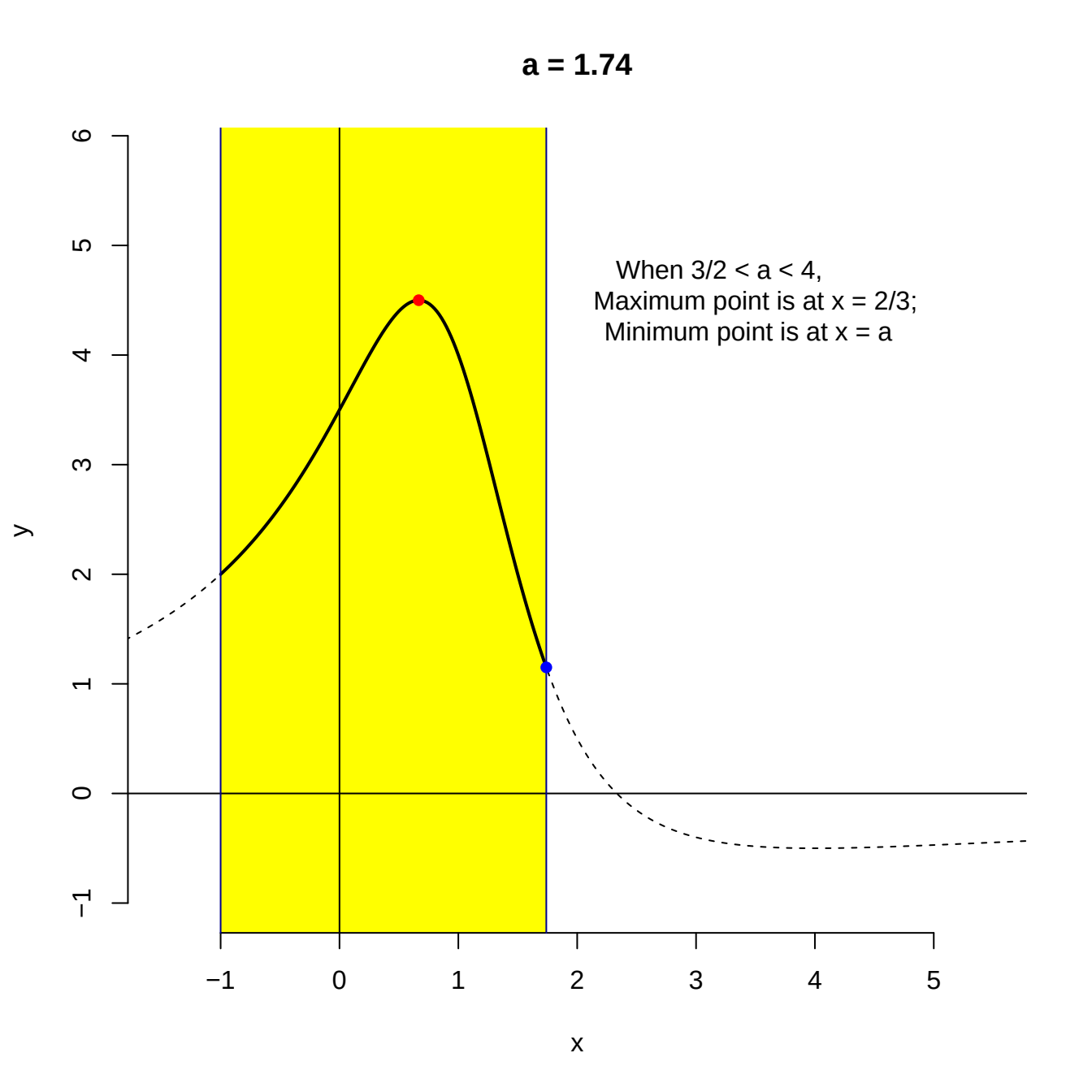

a = 1.64
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

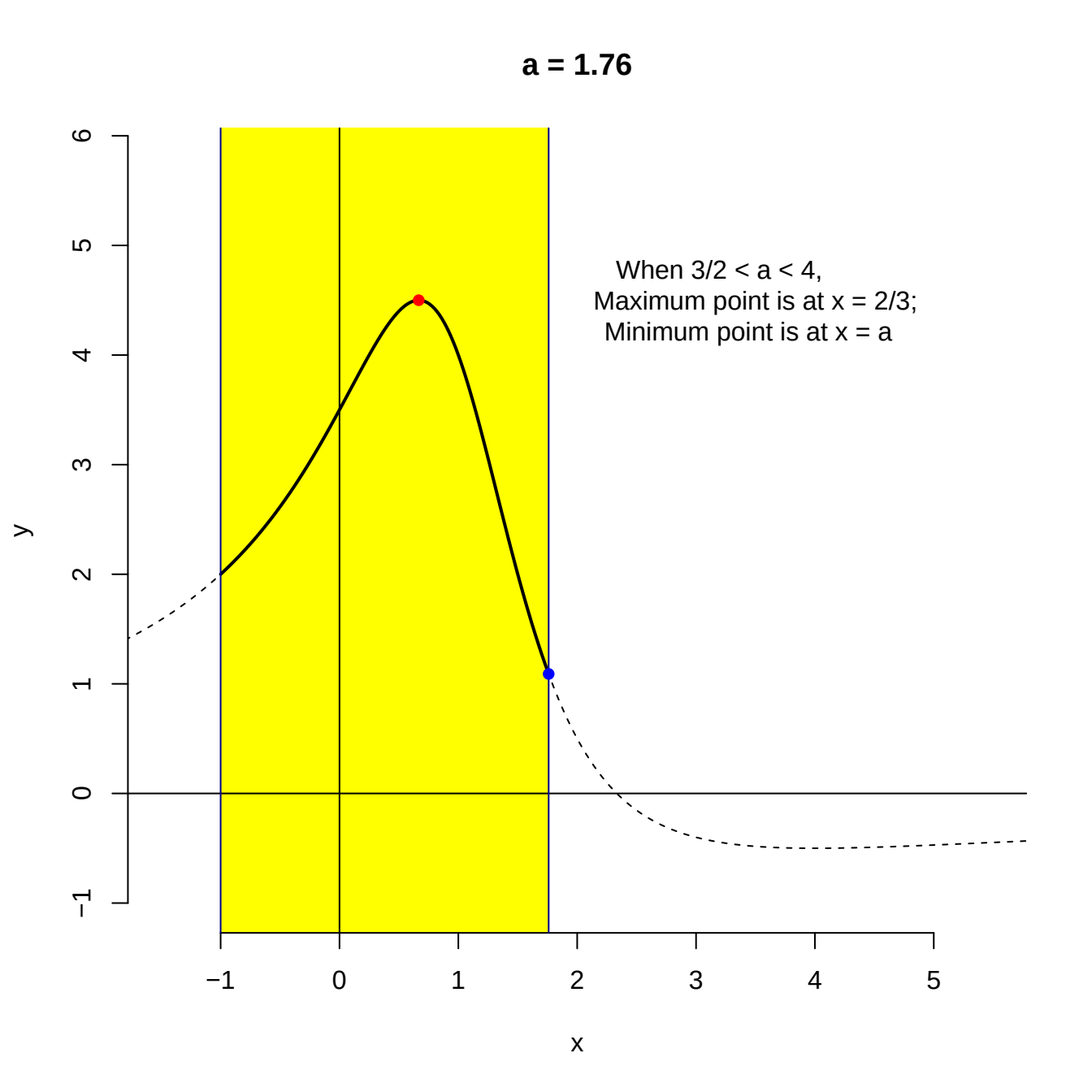

a = 1.66
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

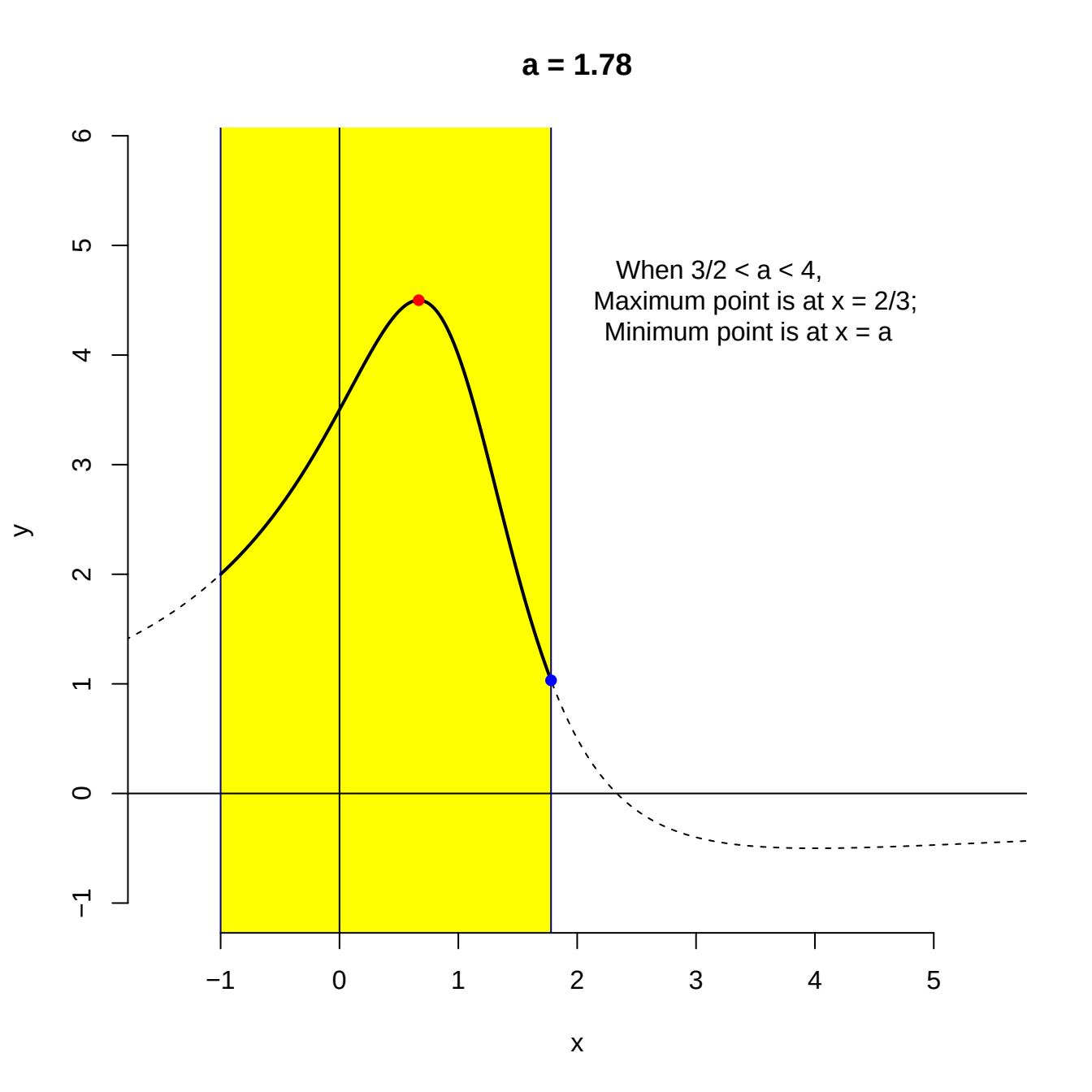

a = 1.68
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

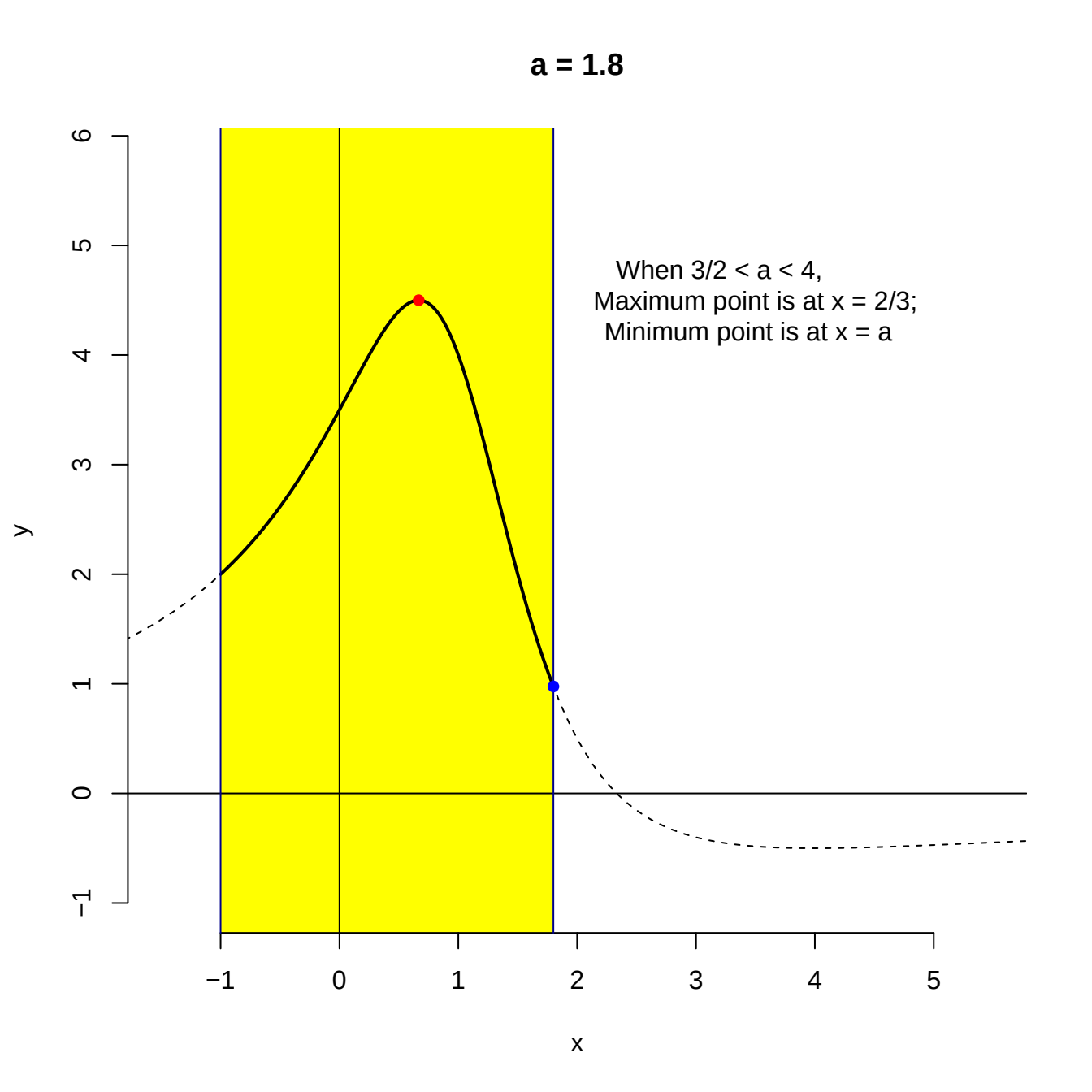

a = 1.7
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

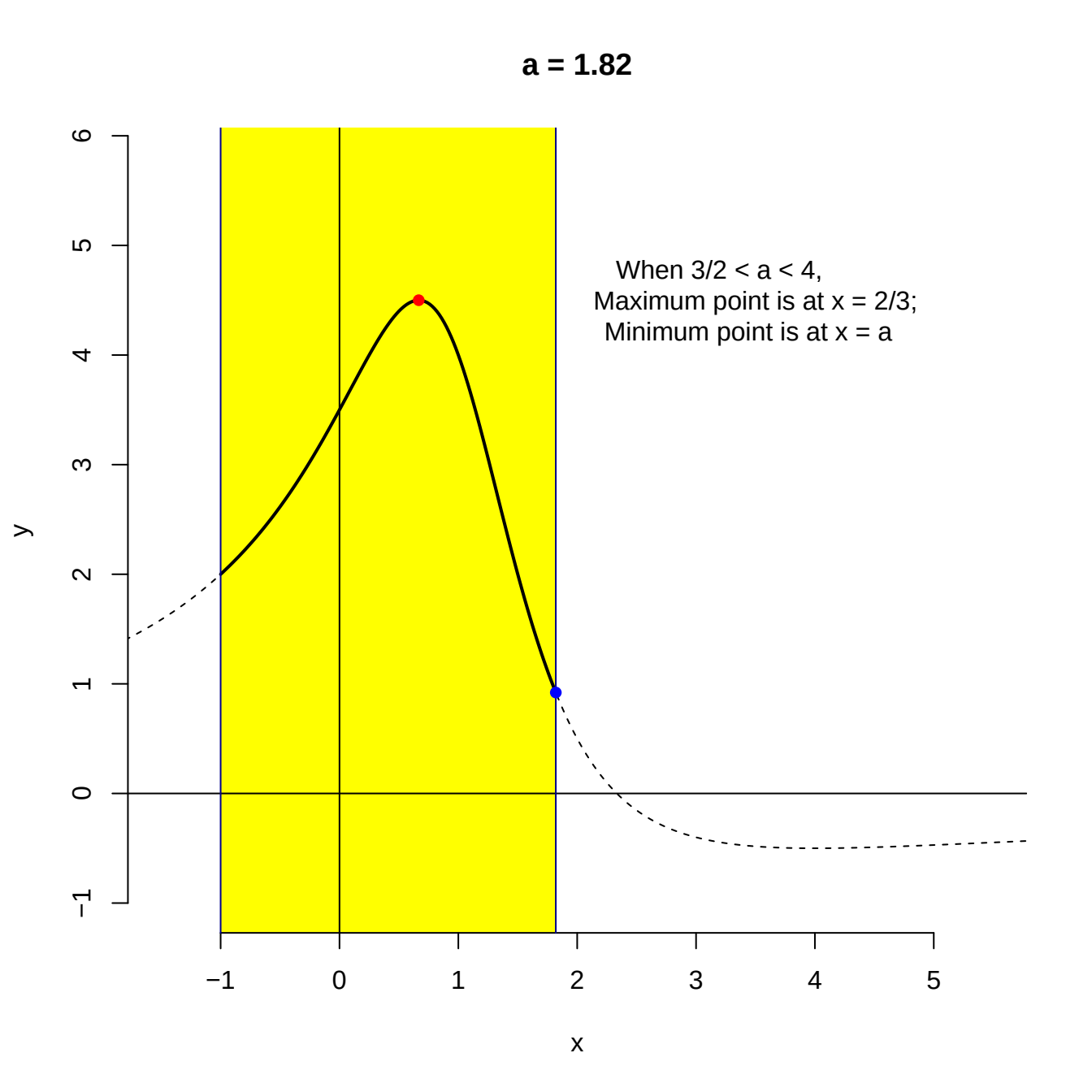

a = 1.72
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6
−1
0
1
2
3
4
5

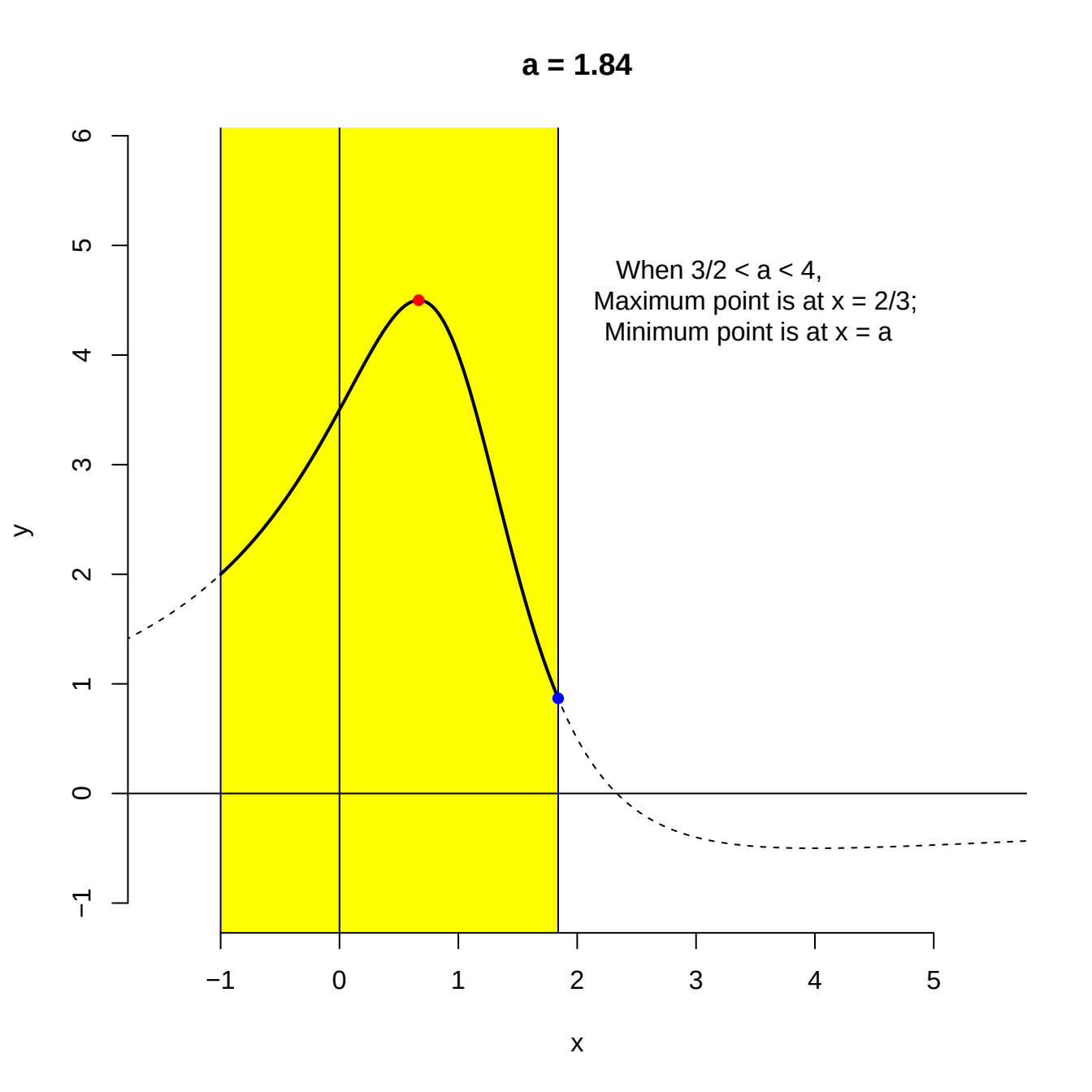

a = 1.74
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

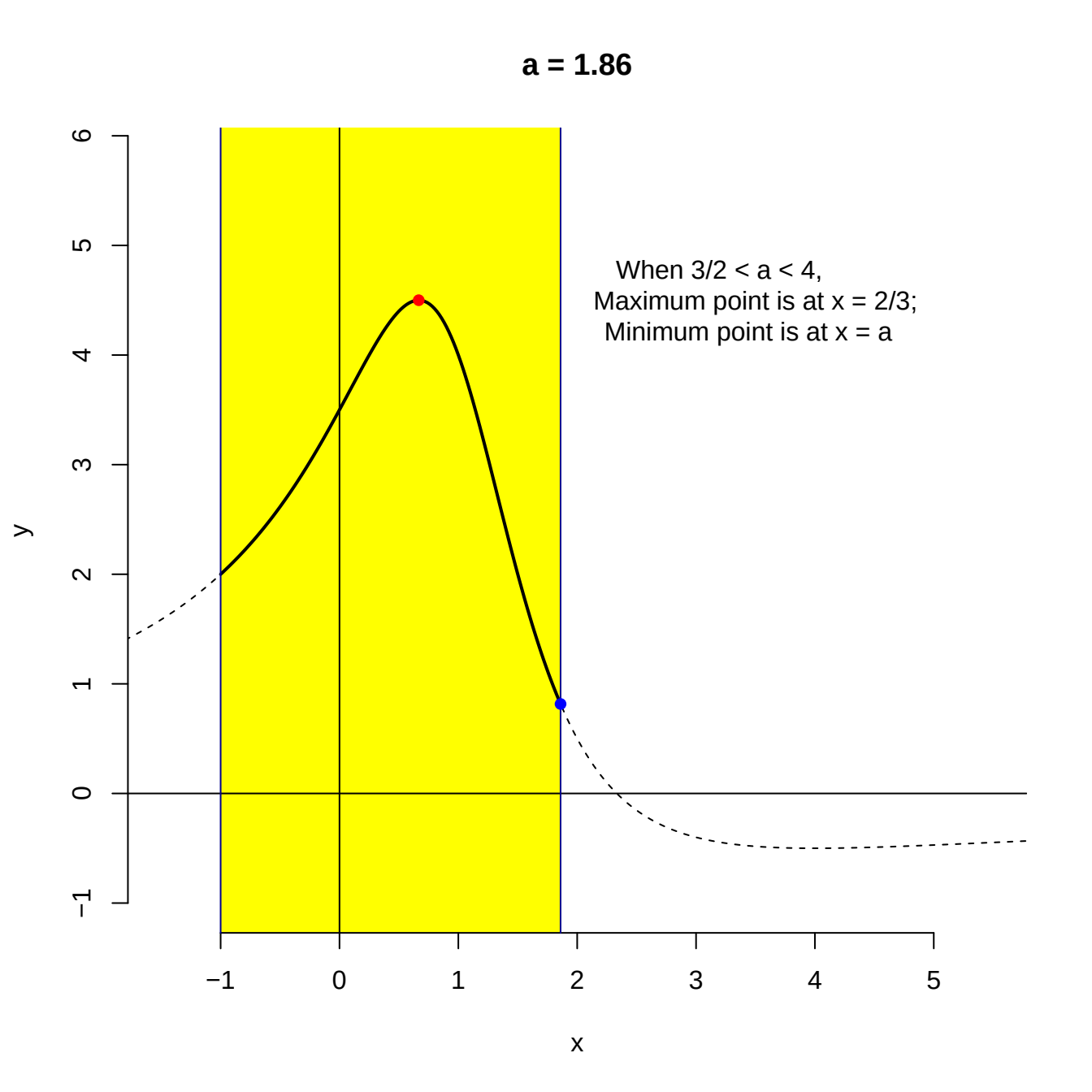

a = 1.76
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

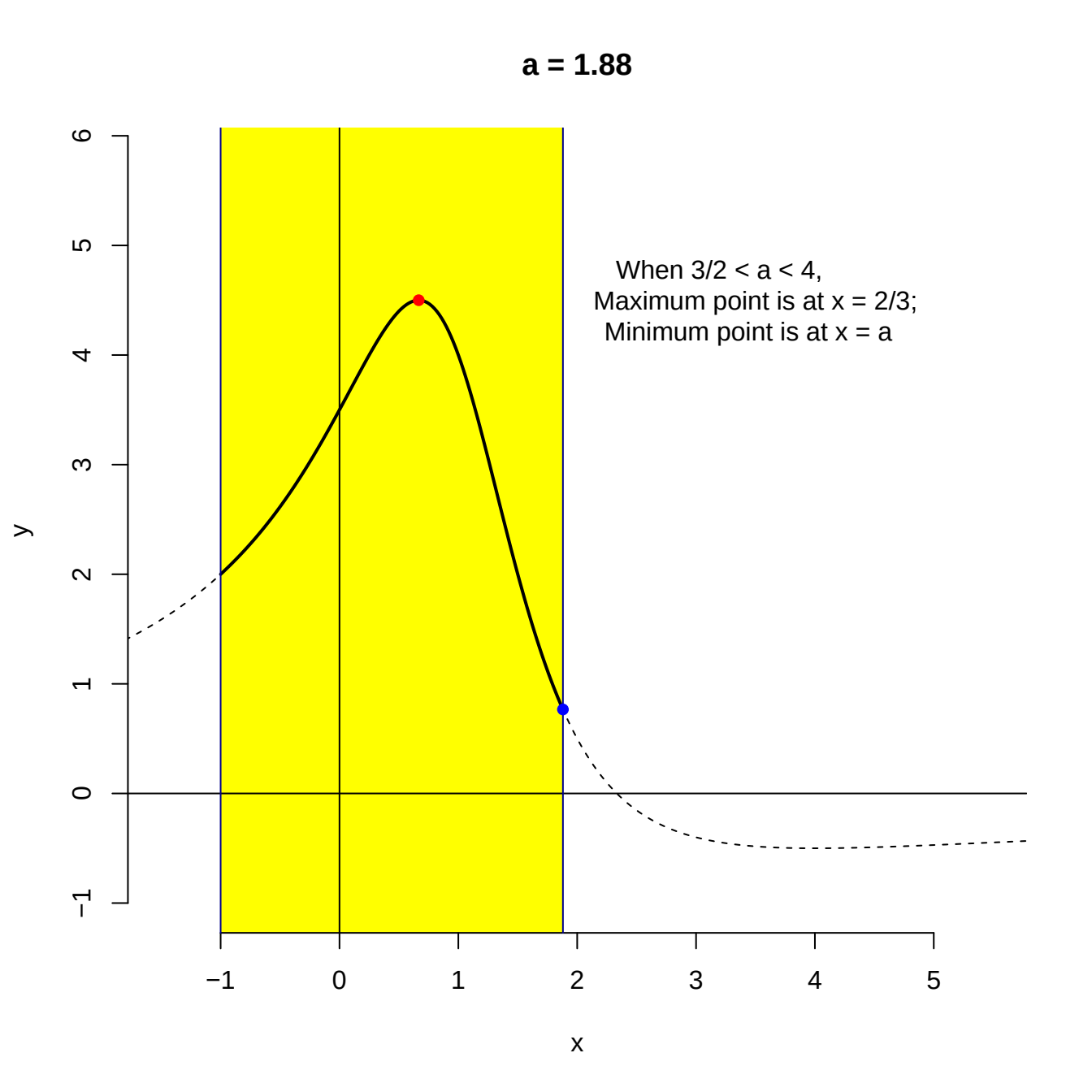

a = 1.78
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

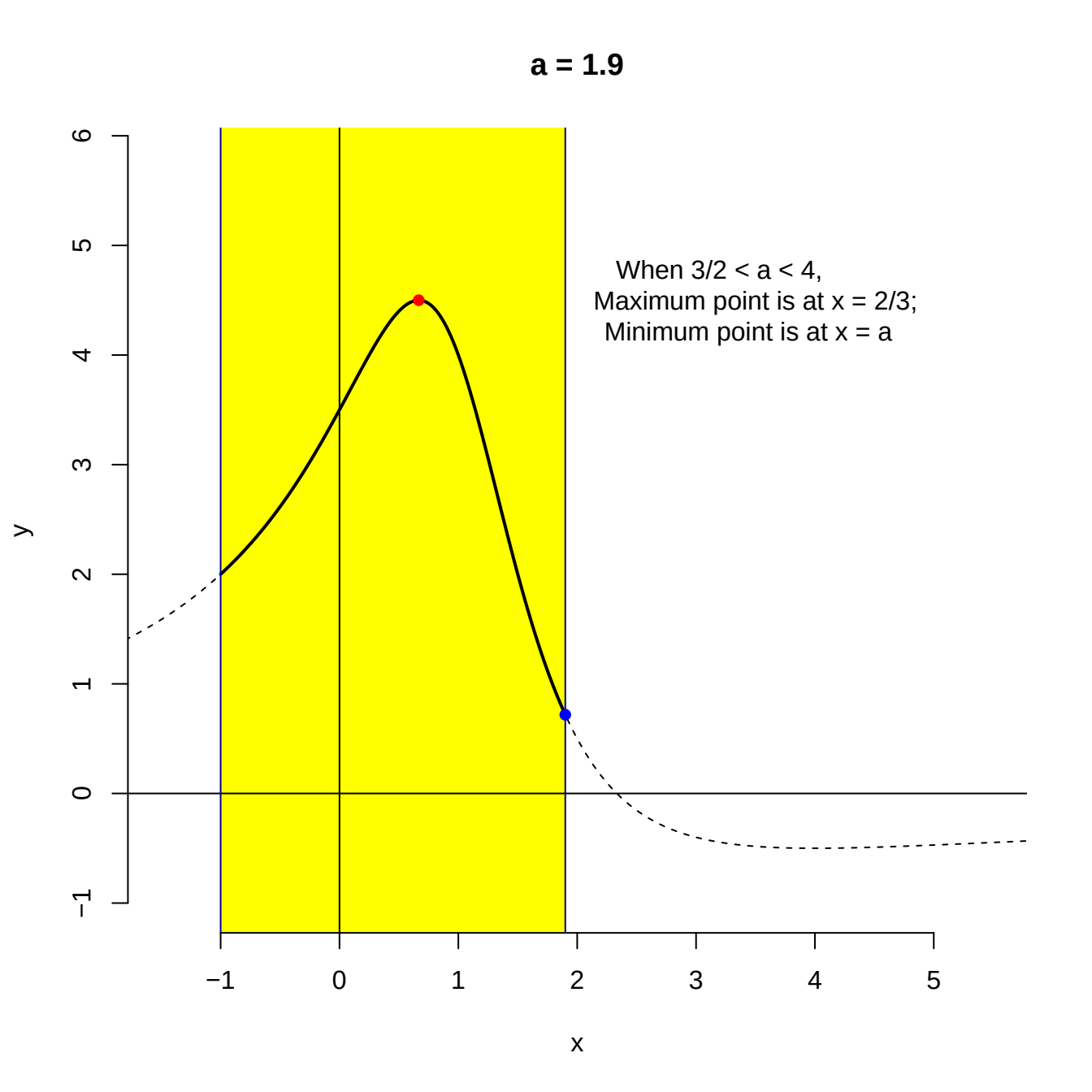

a = 1.8
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

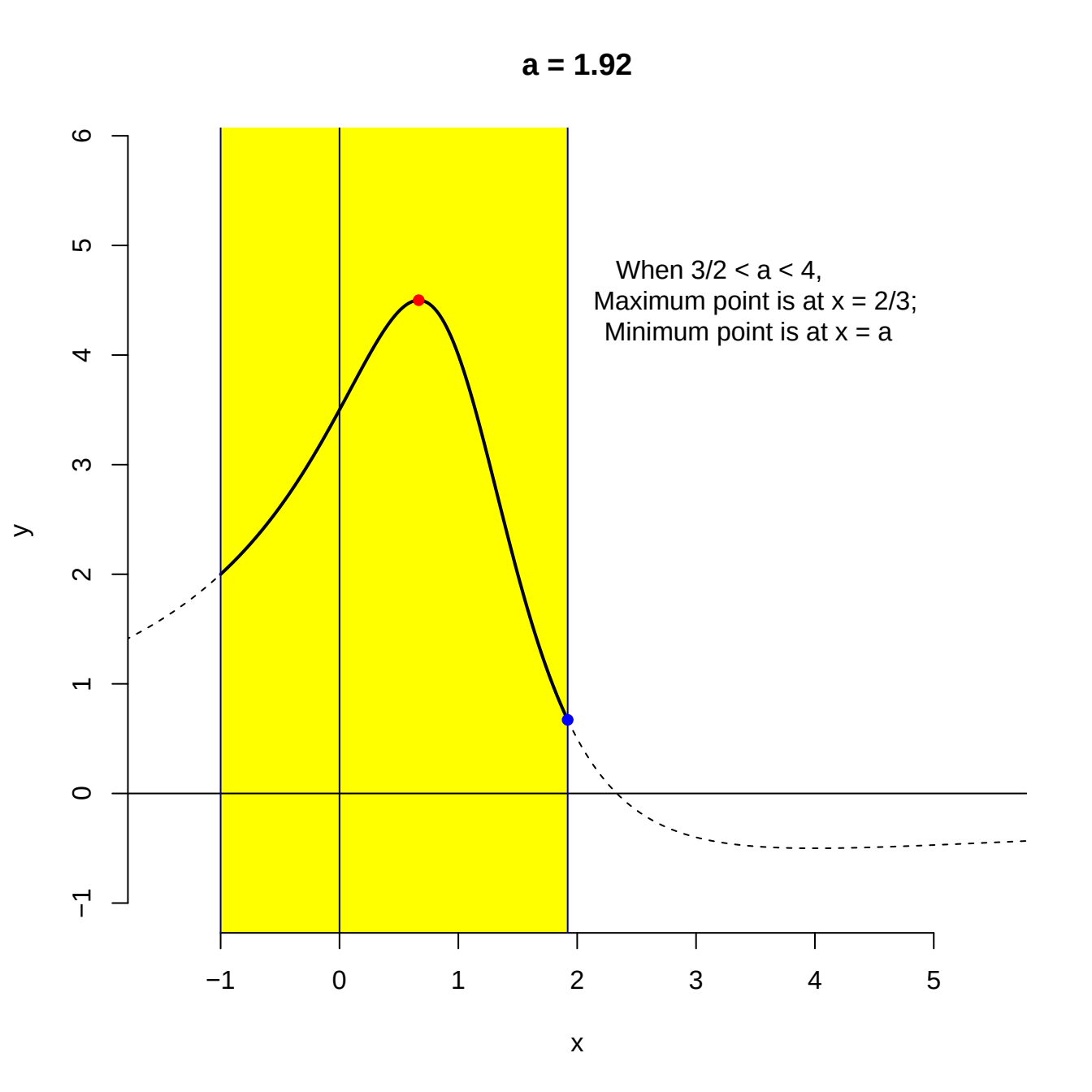

a = 1.82
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

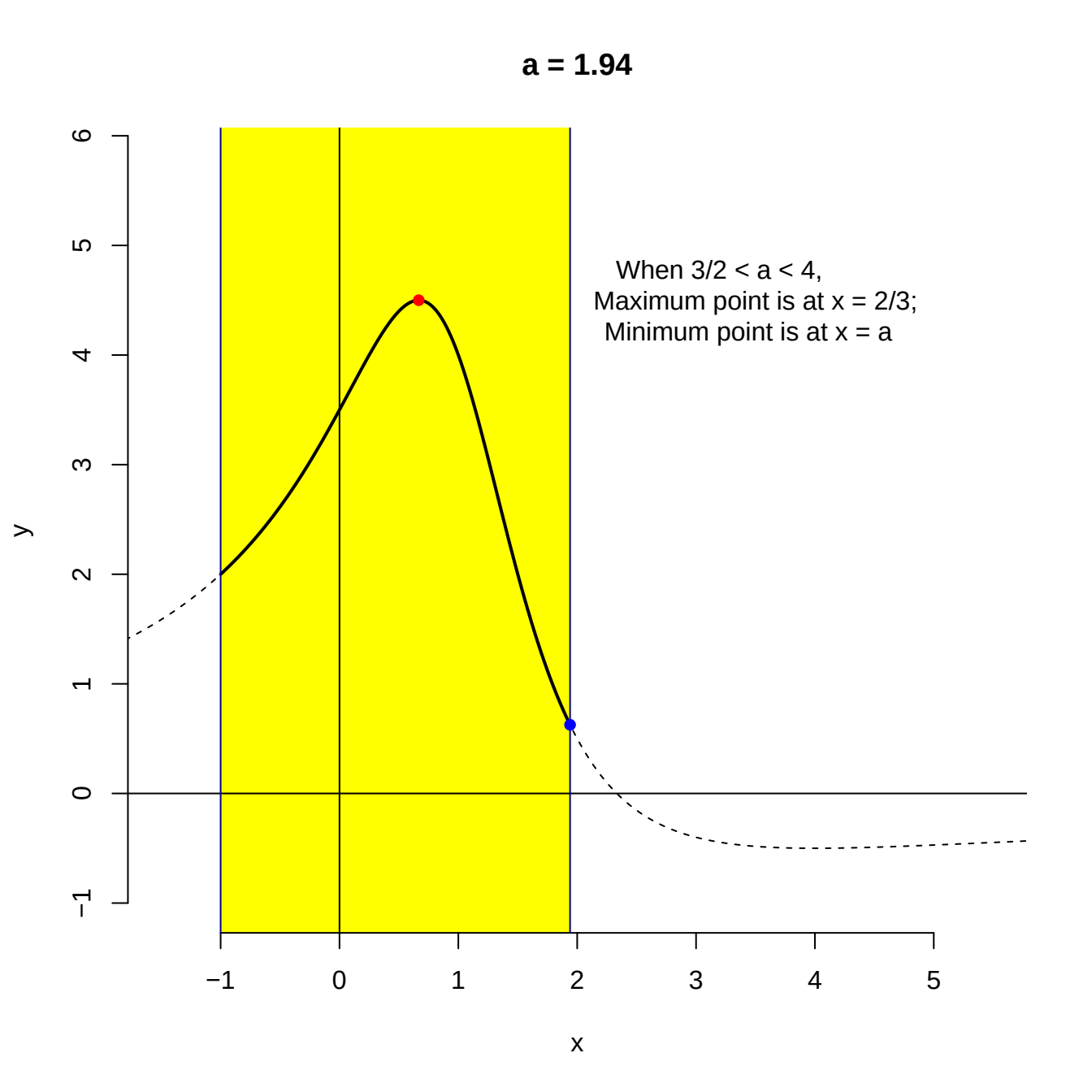

a = 1.84
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

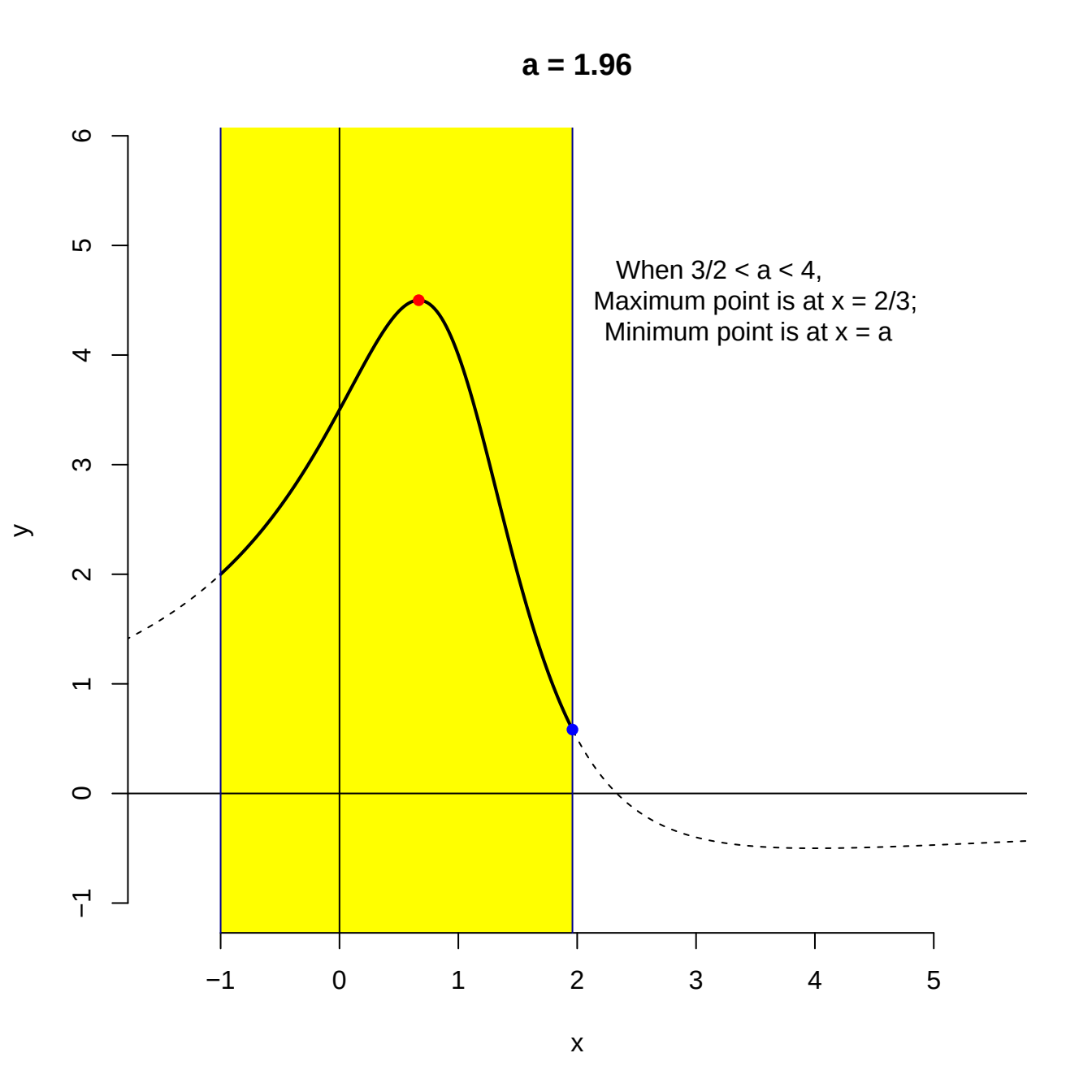

a = 1.86
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

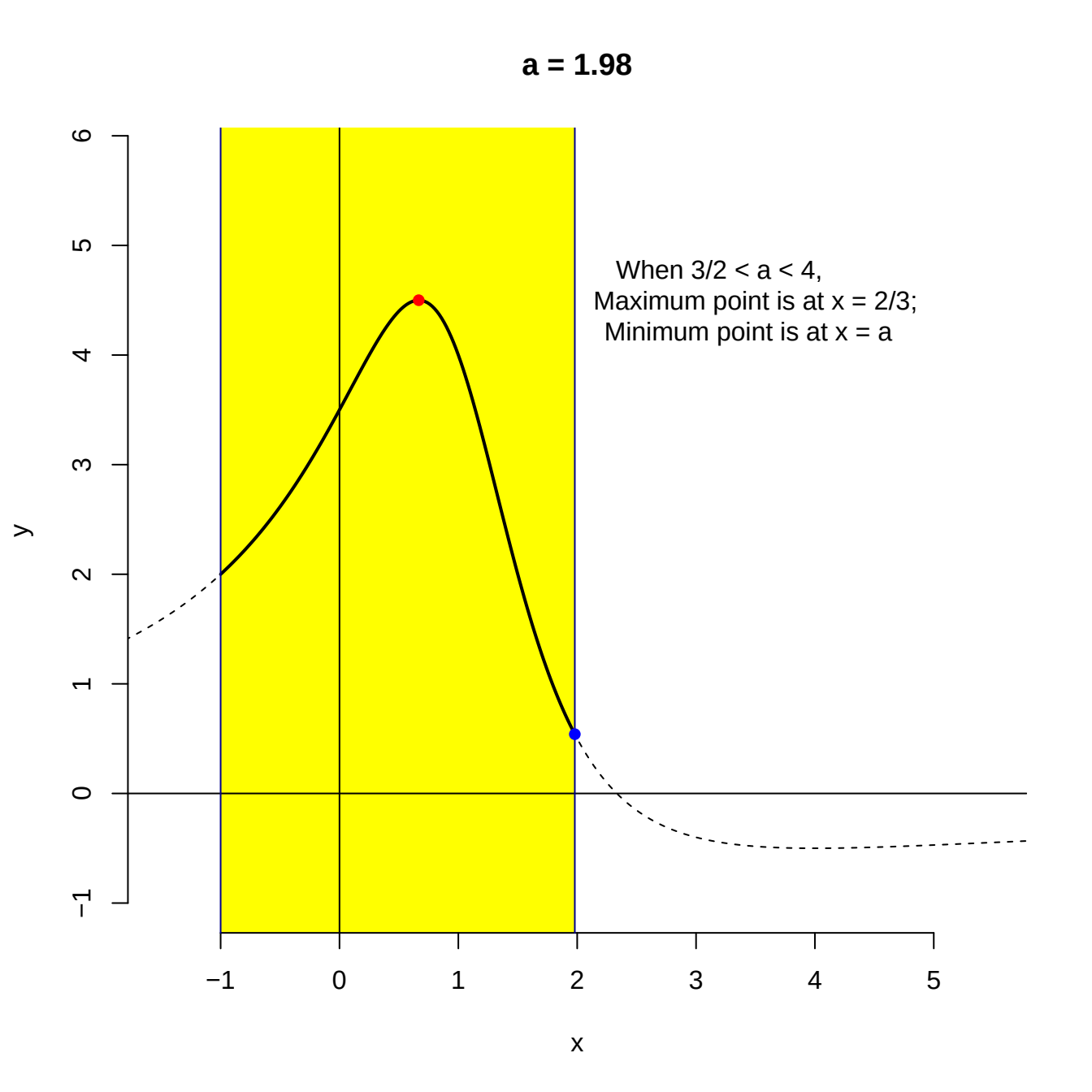

a = 1.88
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

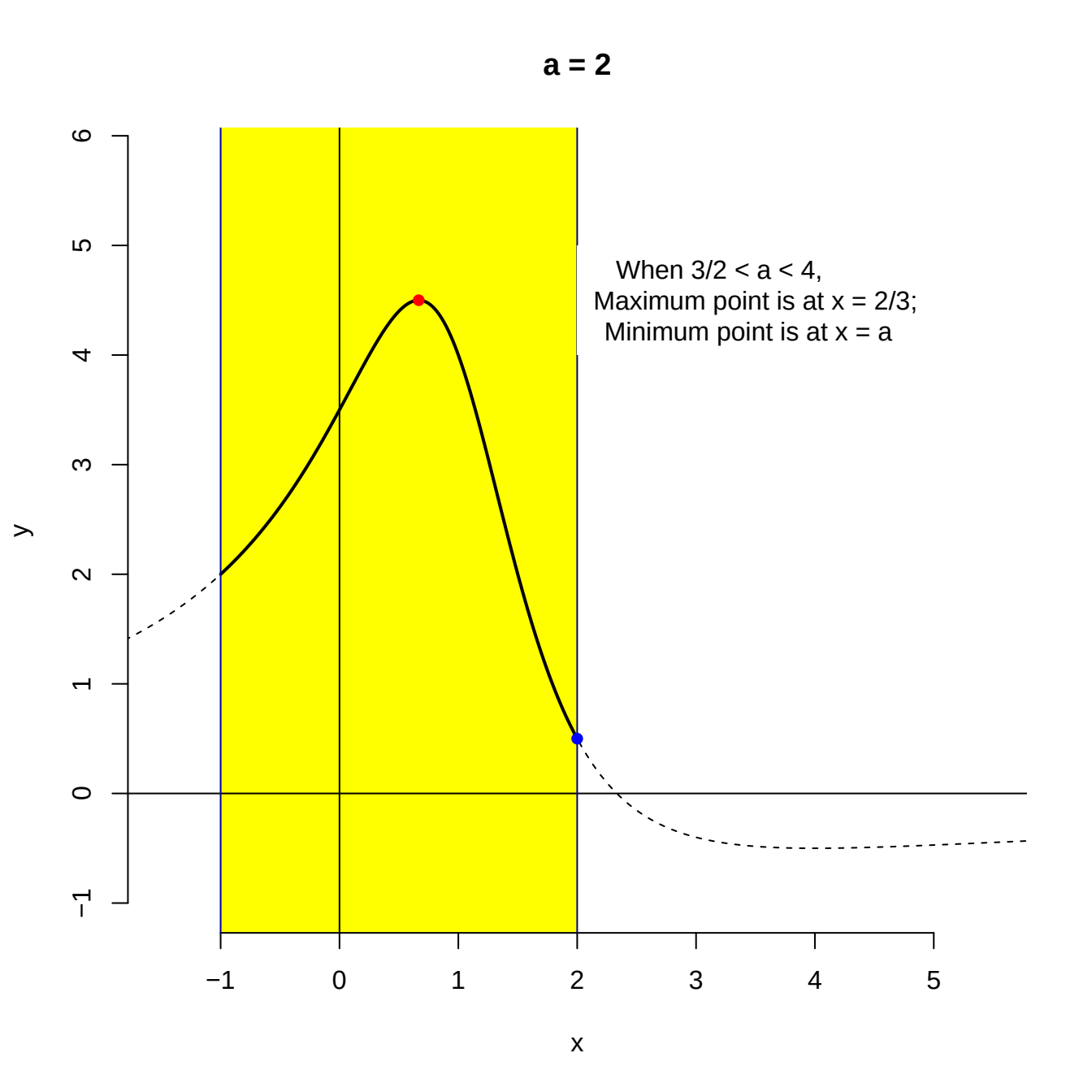

a = 1.9
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

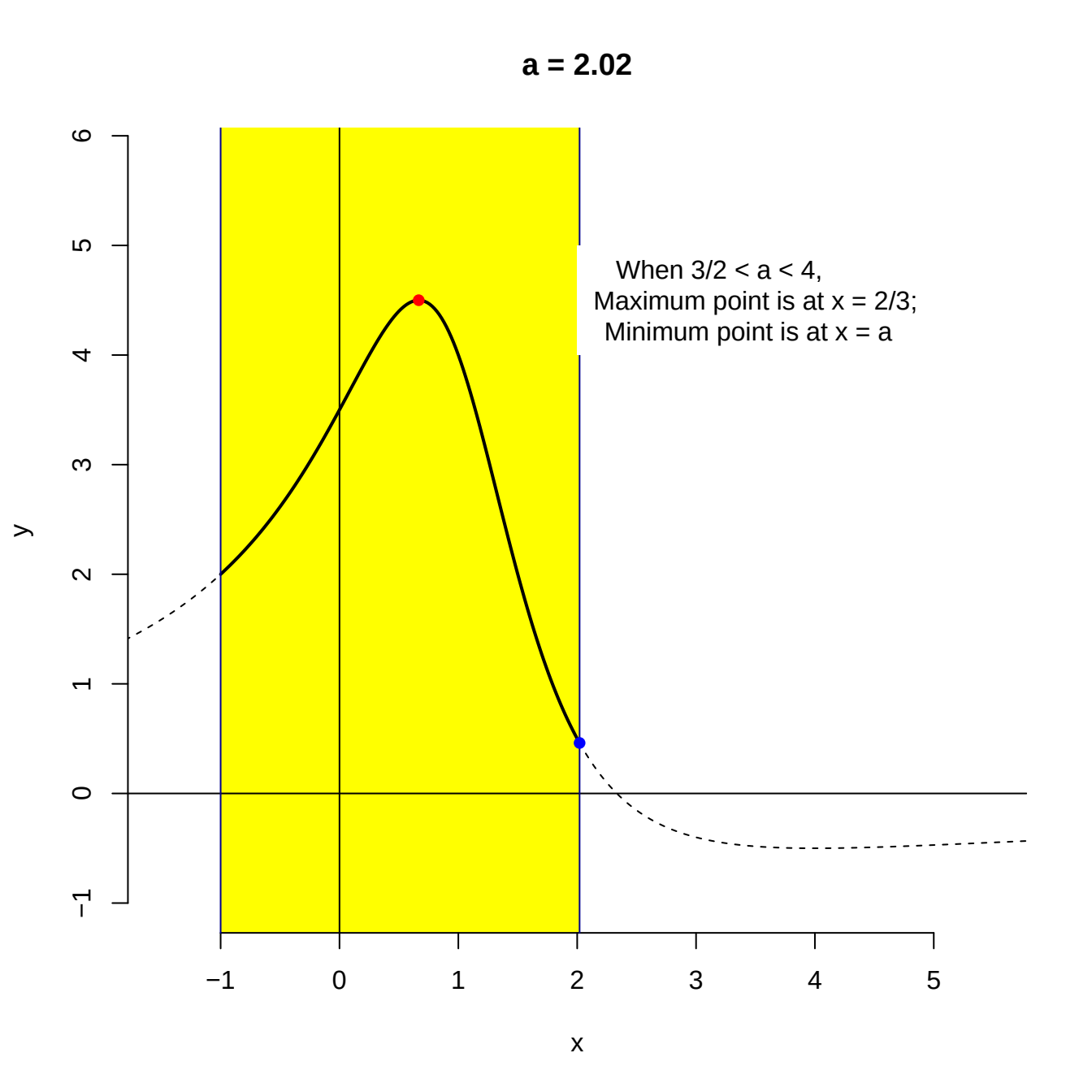

a = 1.92
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

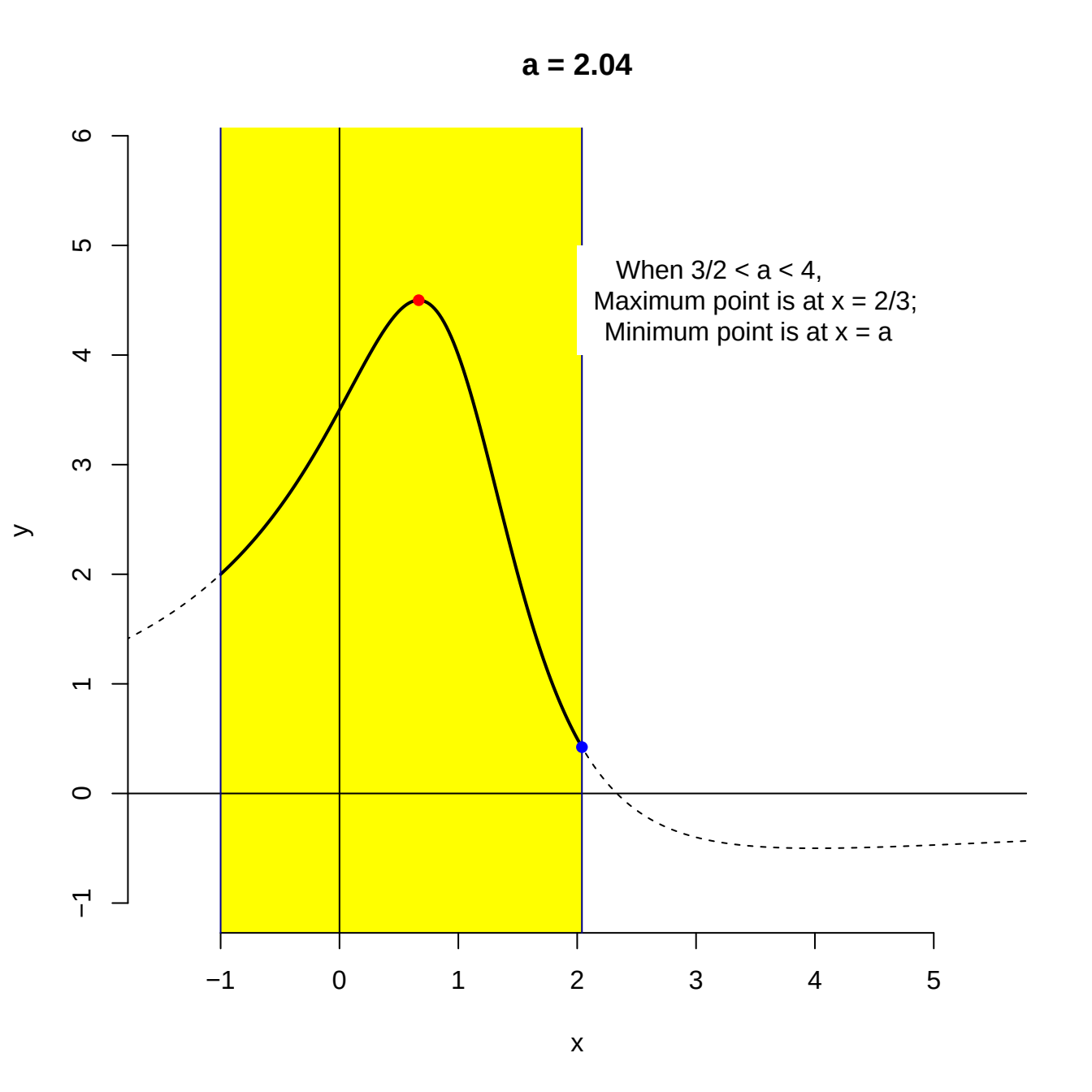

a = 1.94
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

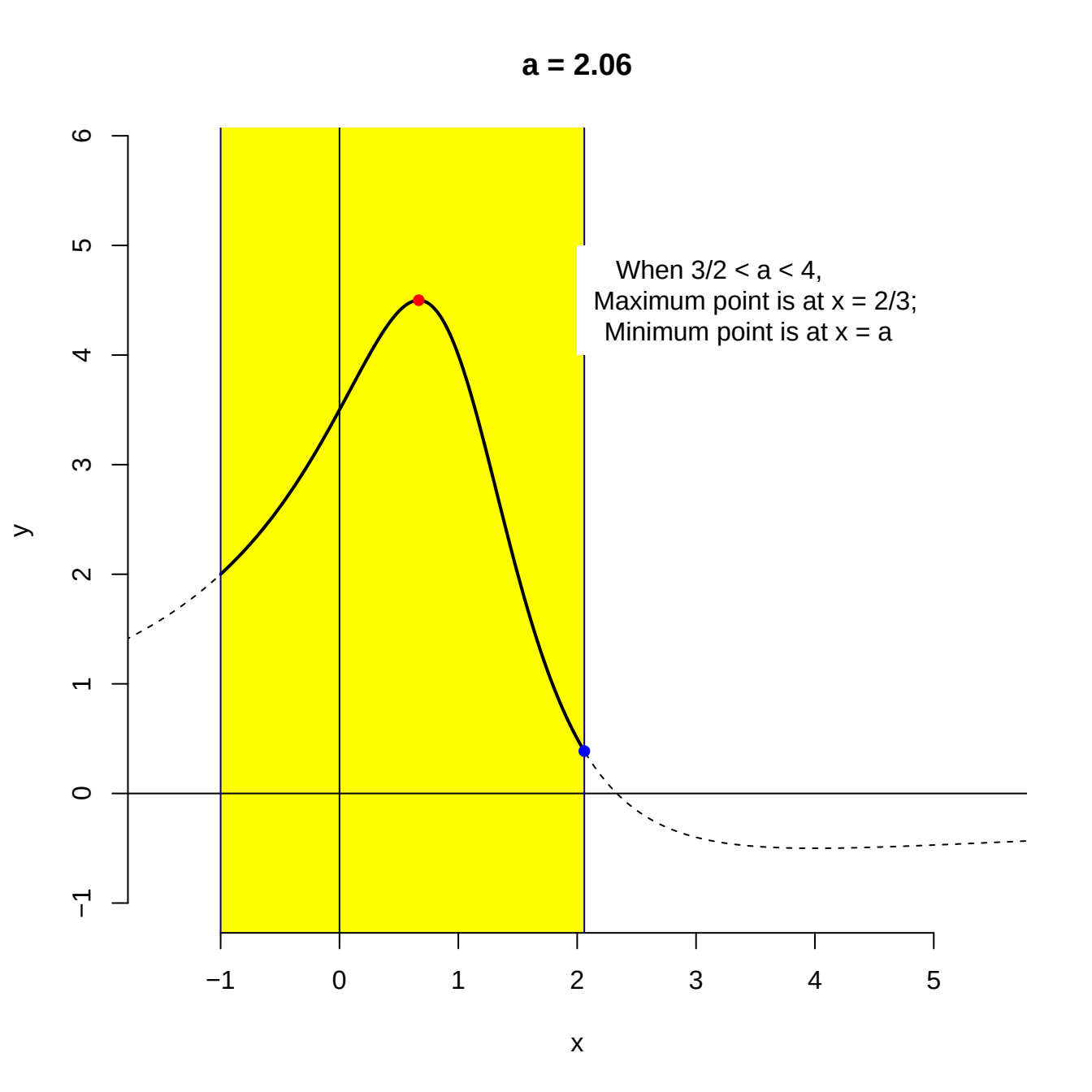

a = 1.96
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

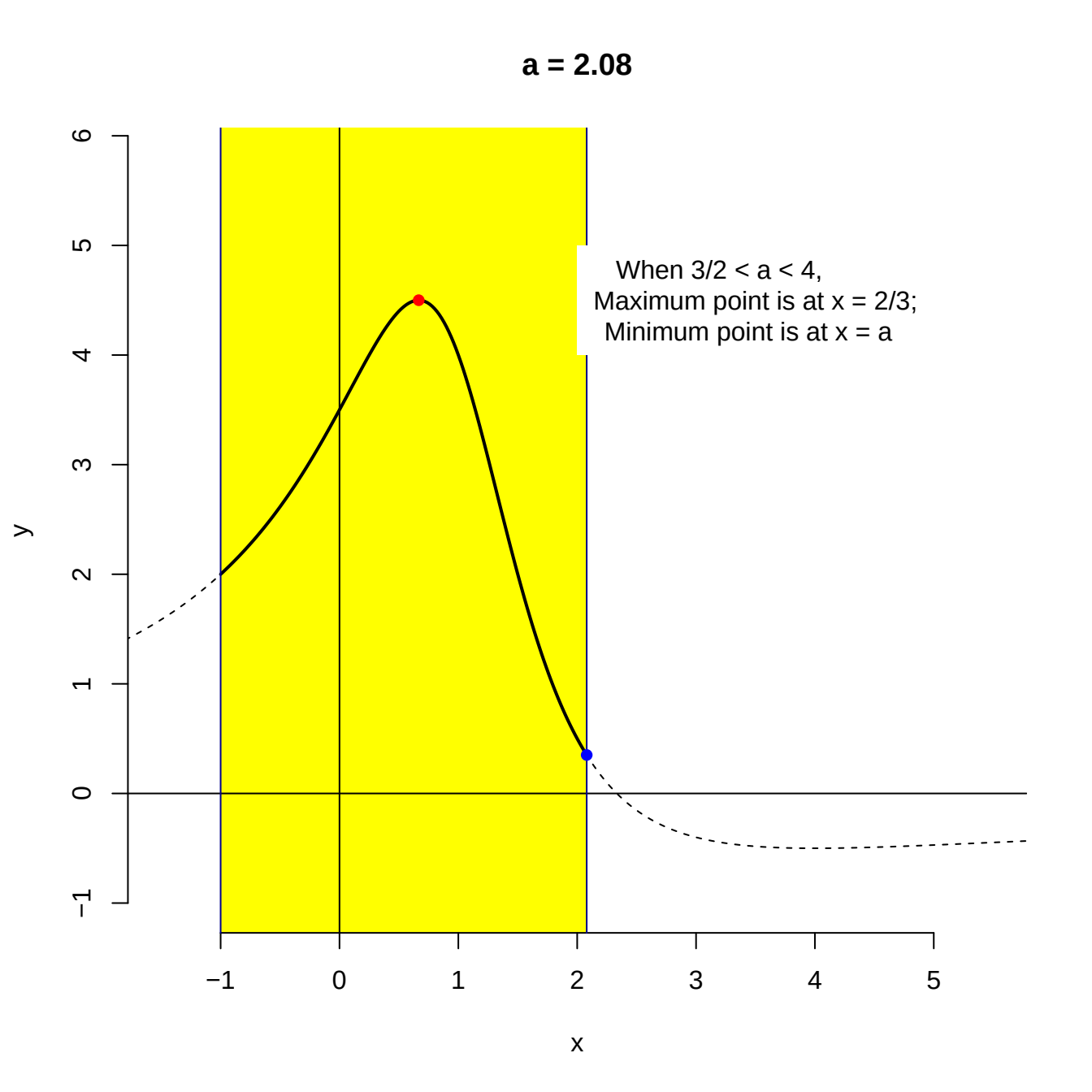

a = 1.98
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

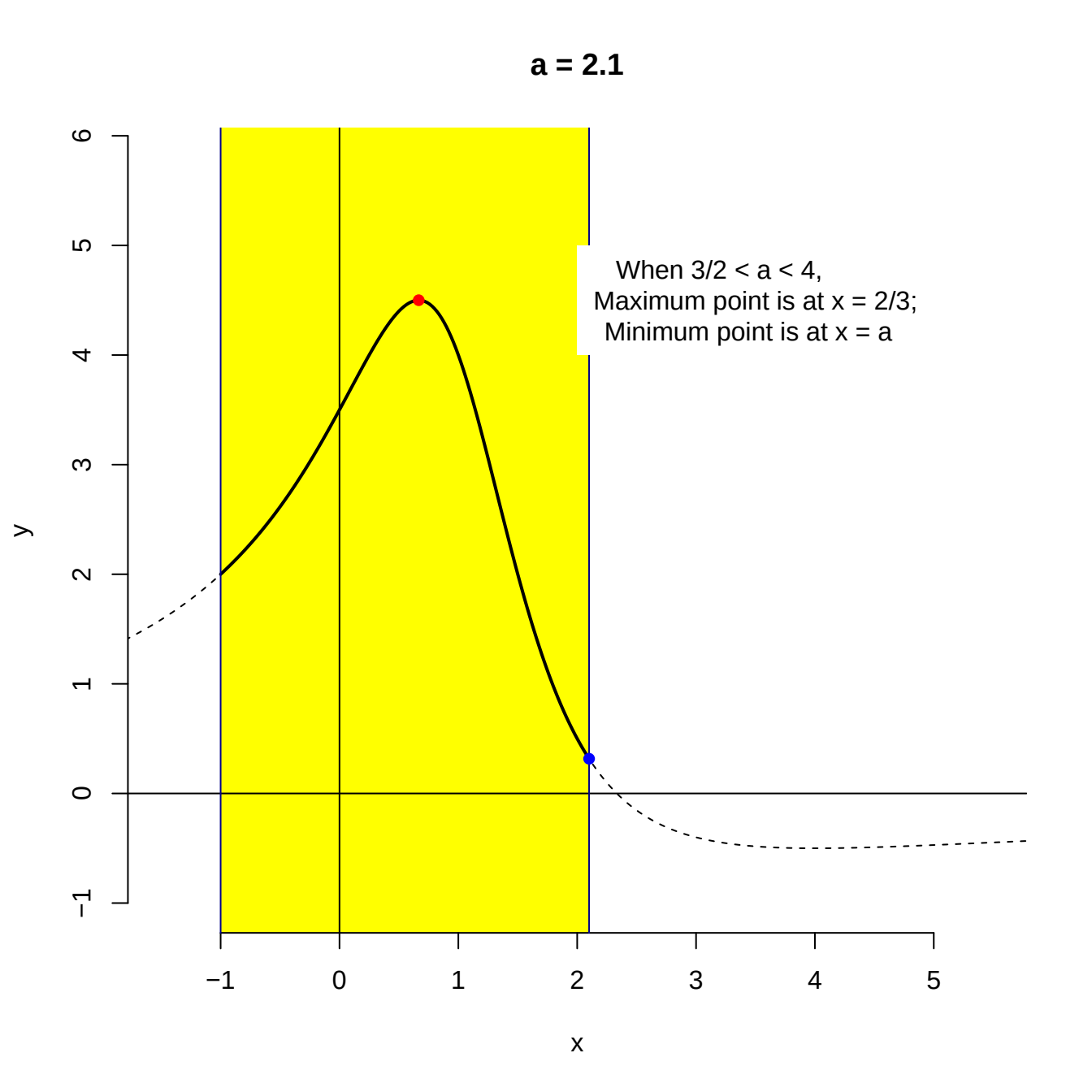

a = 2
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6

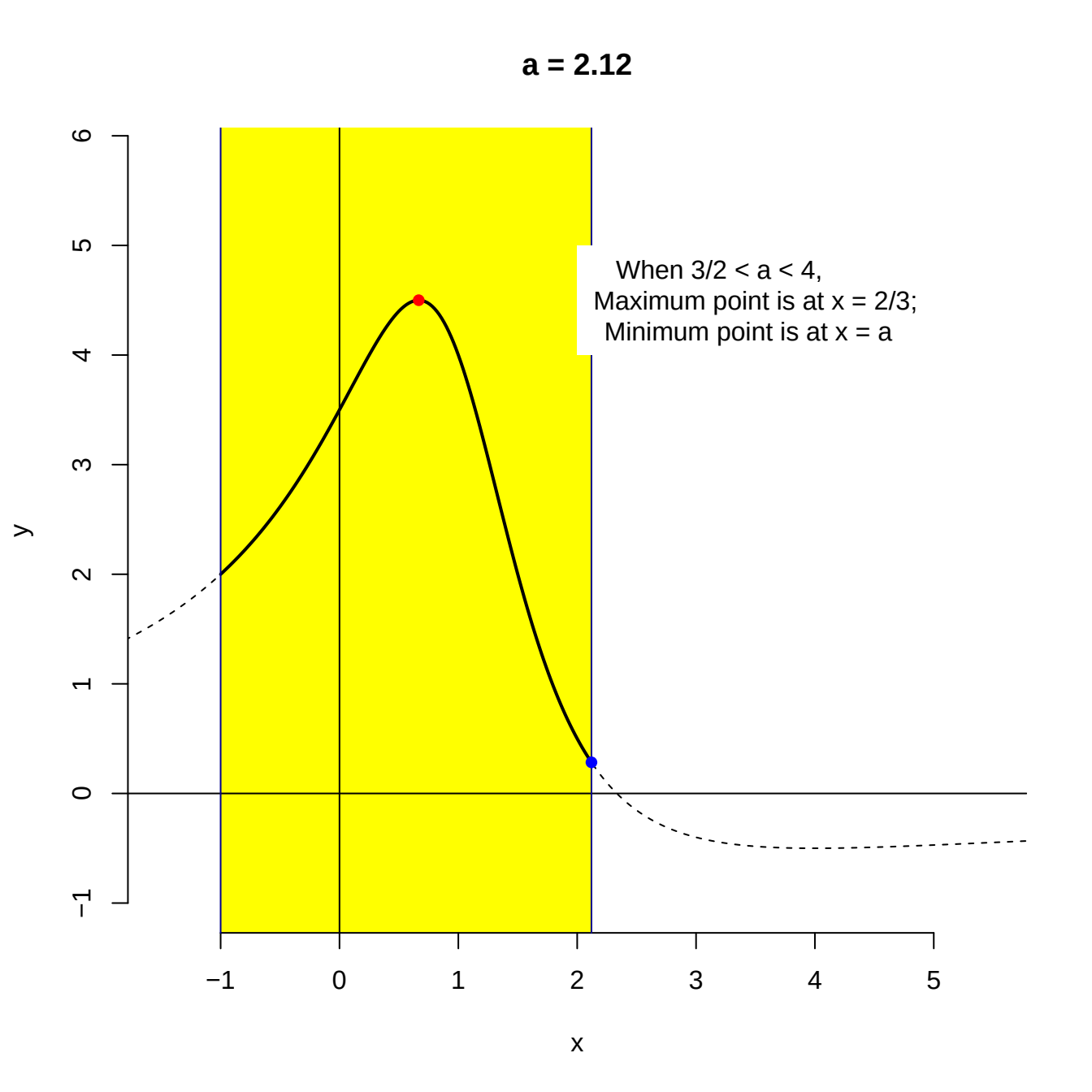

a = 2.02
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

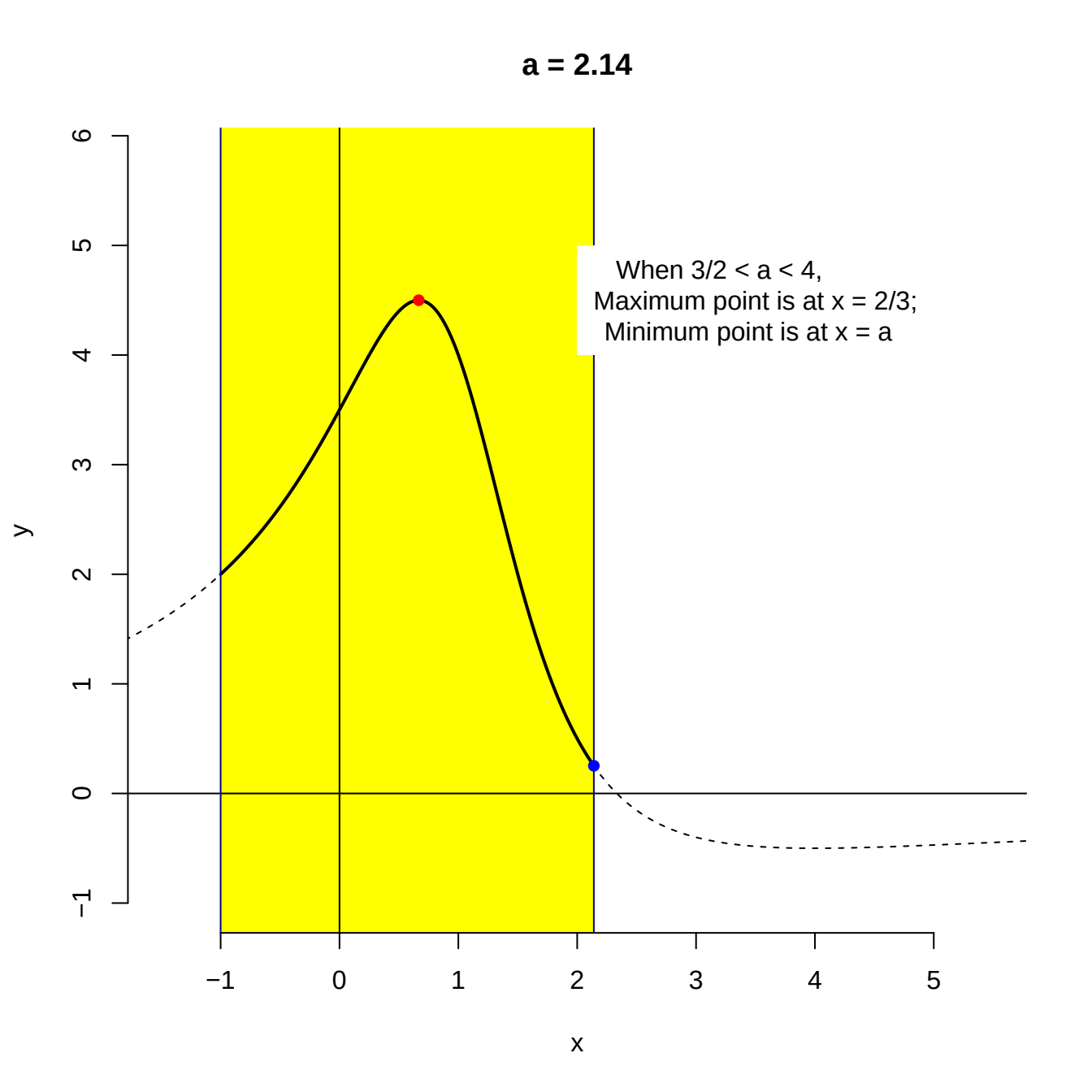

a = 2.04
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

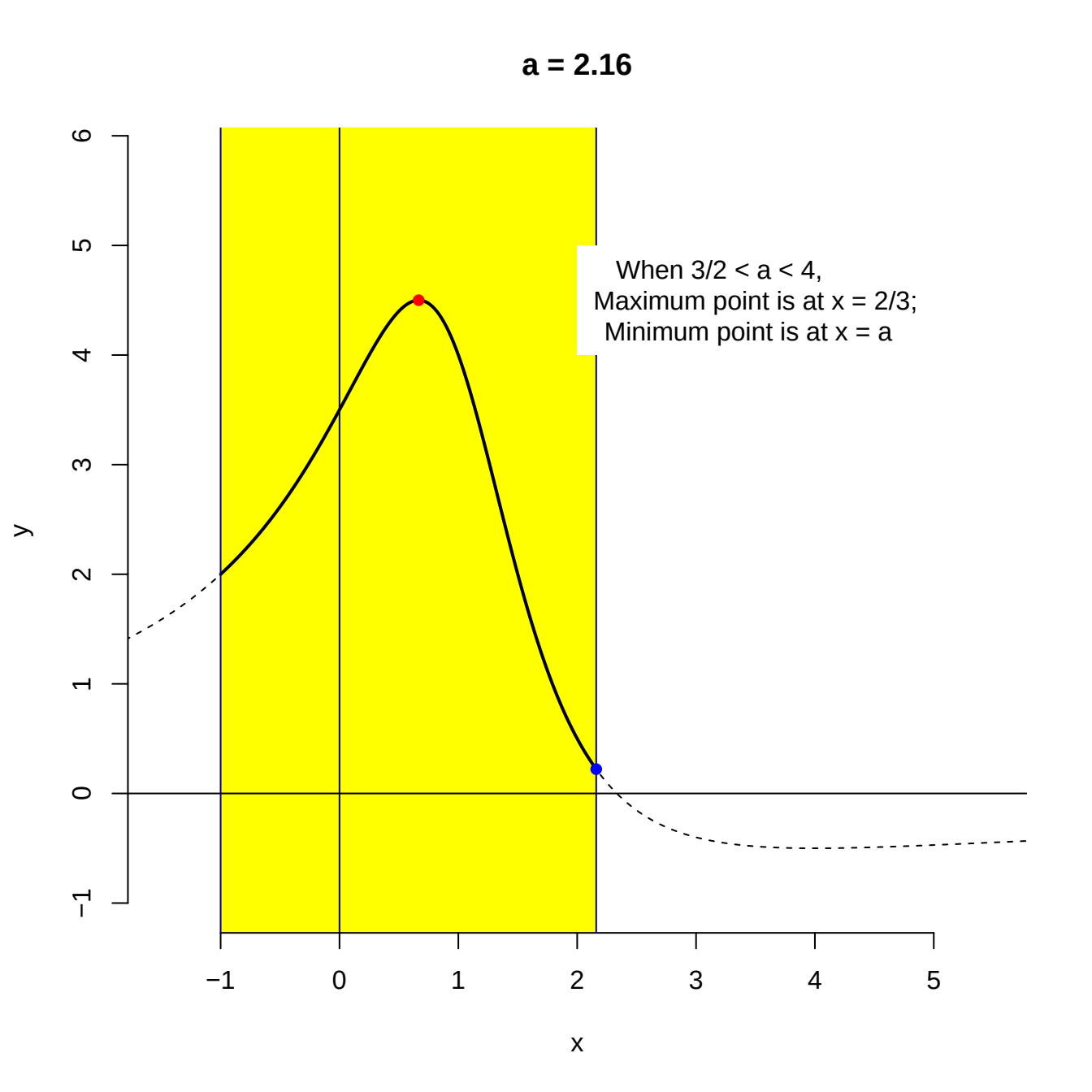

a = 2.06
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

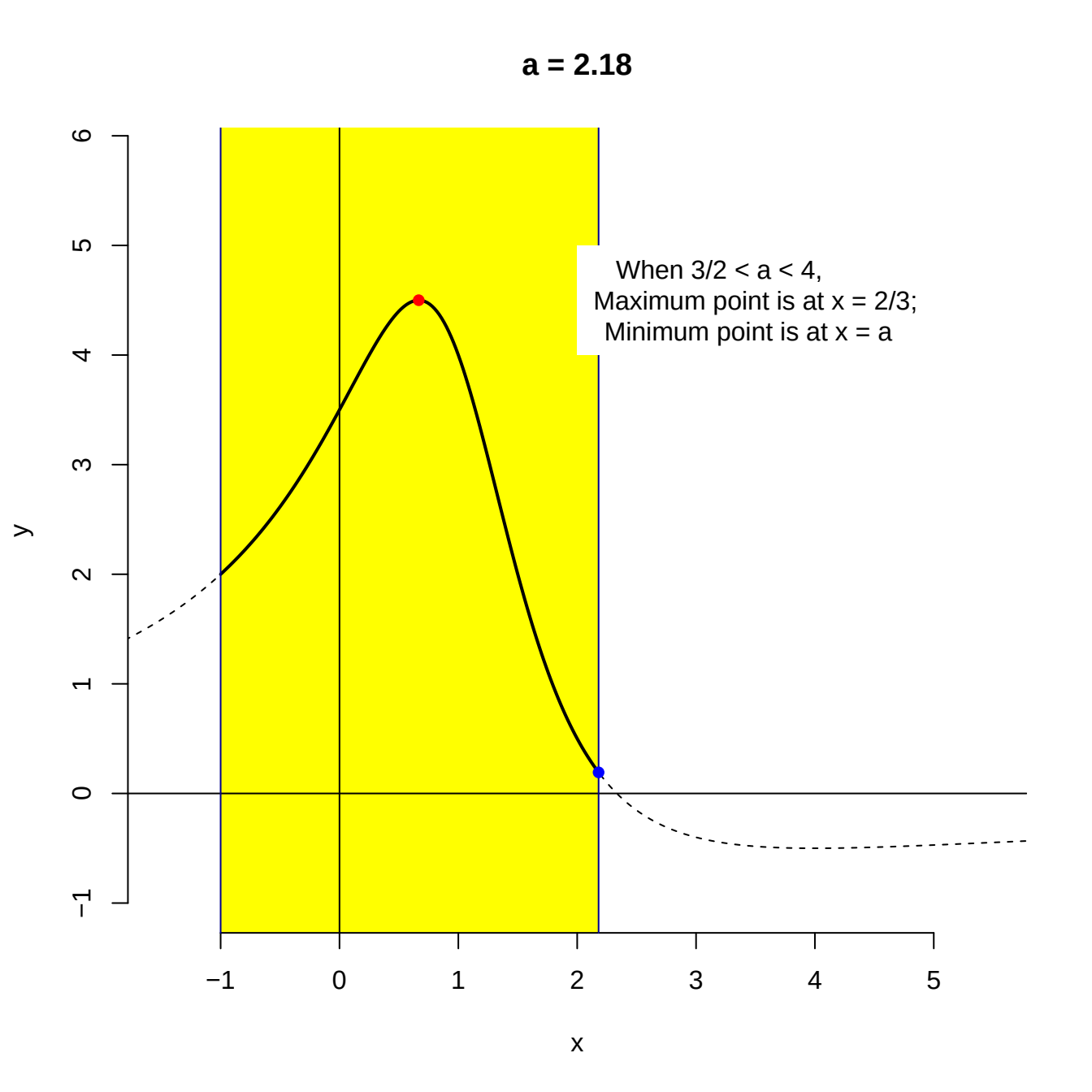

a = 2.08
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

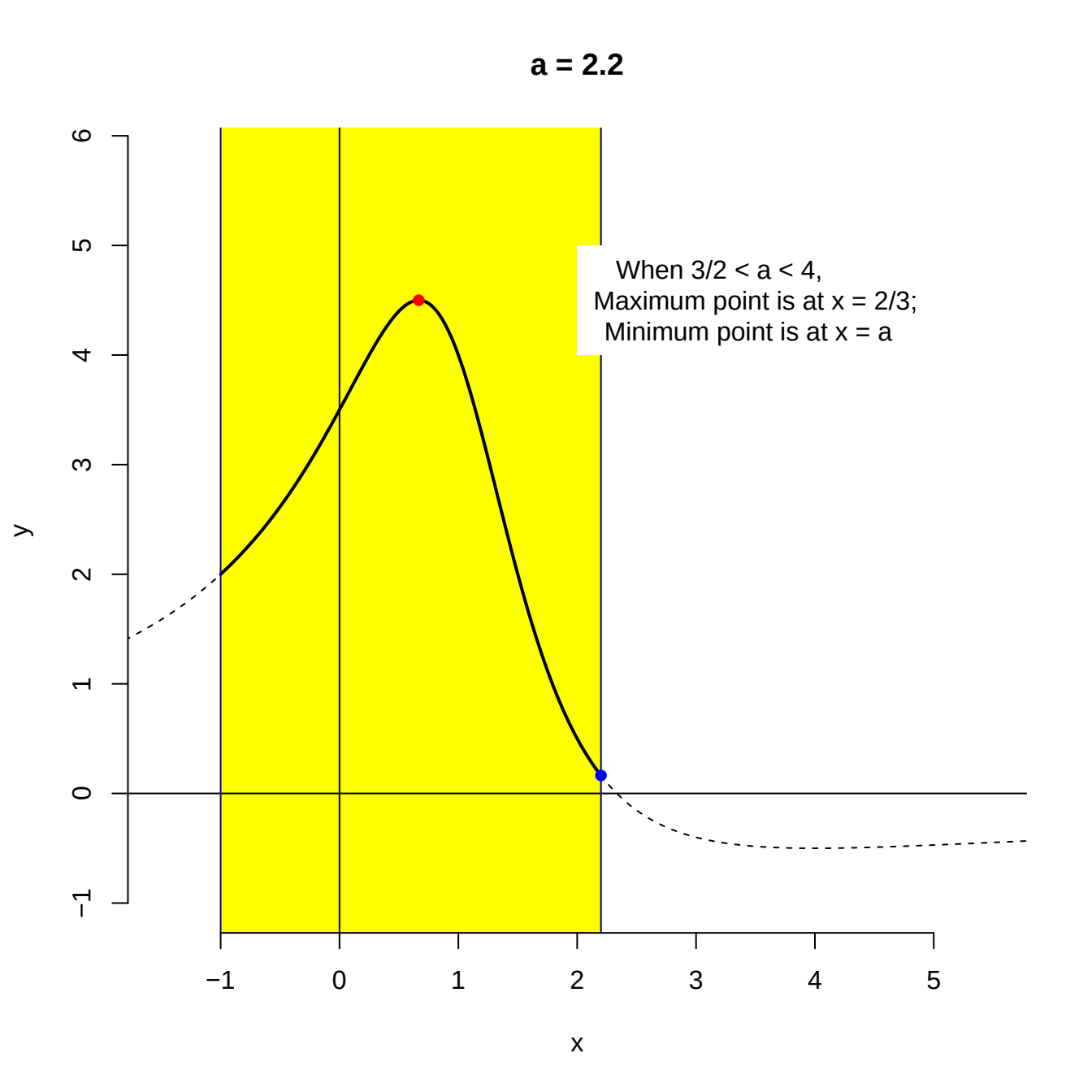

a = 2.1
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

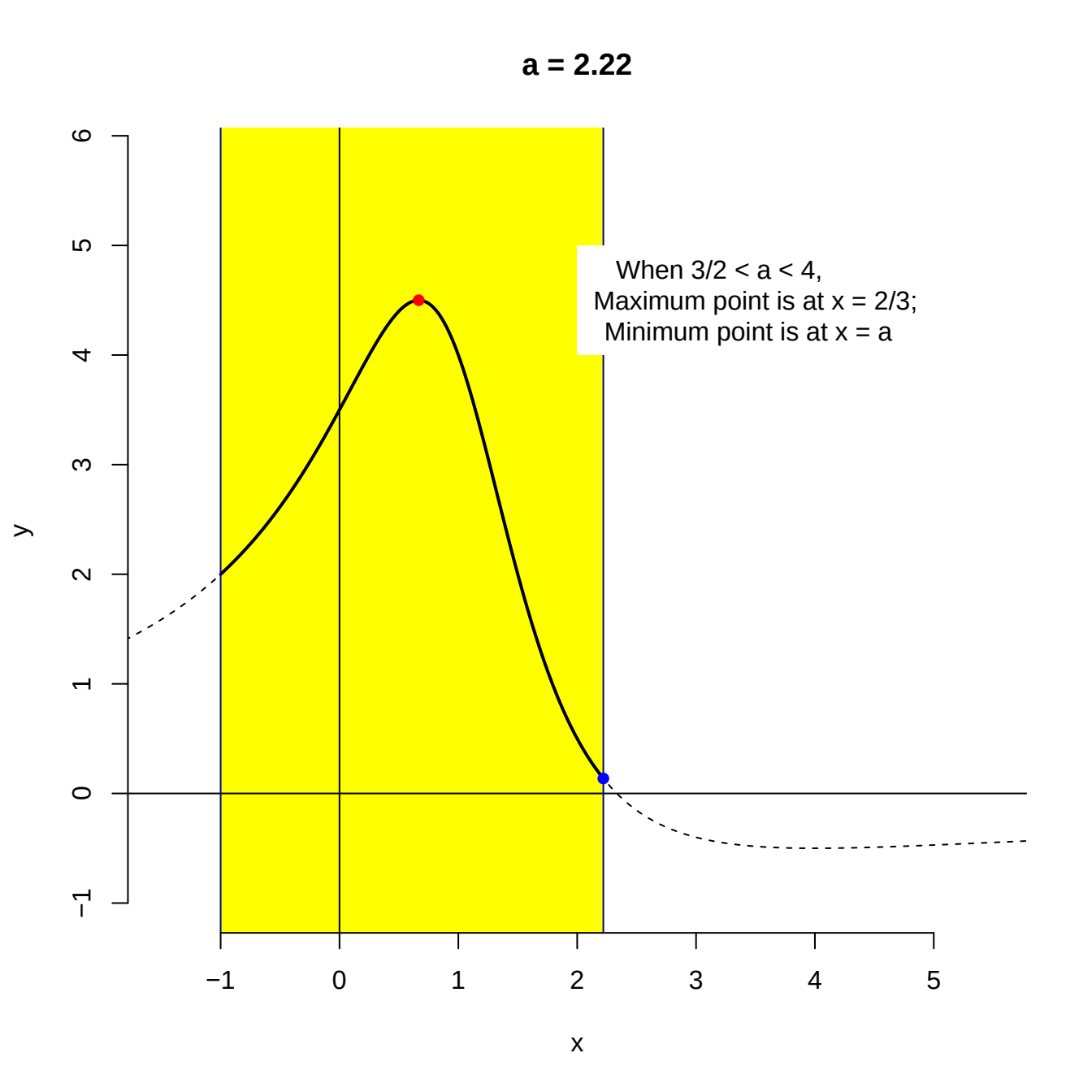

a = 2.12
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

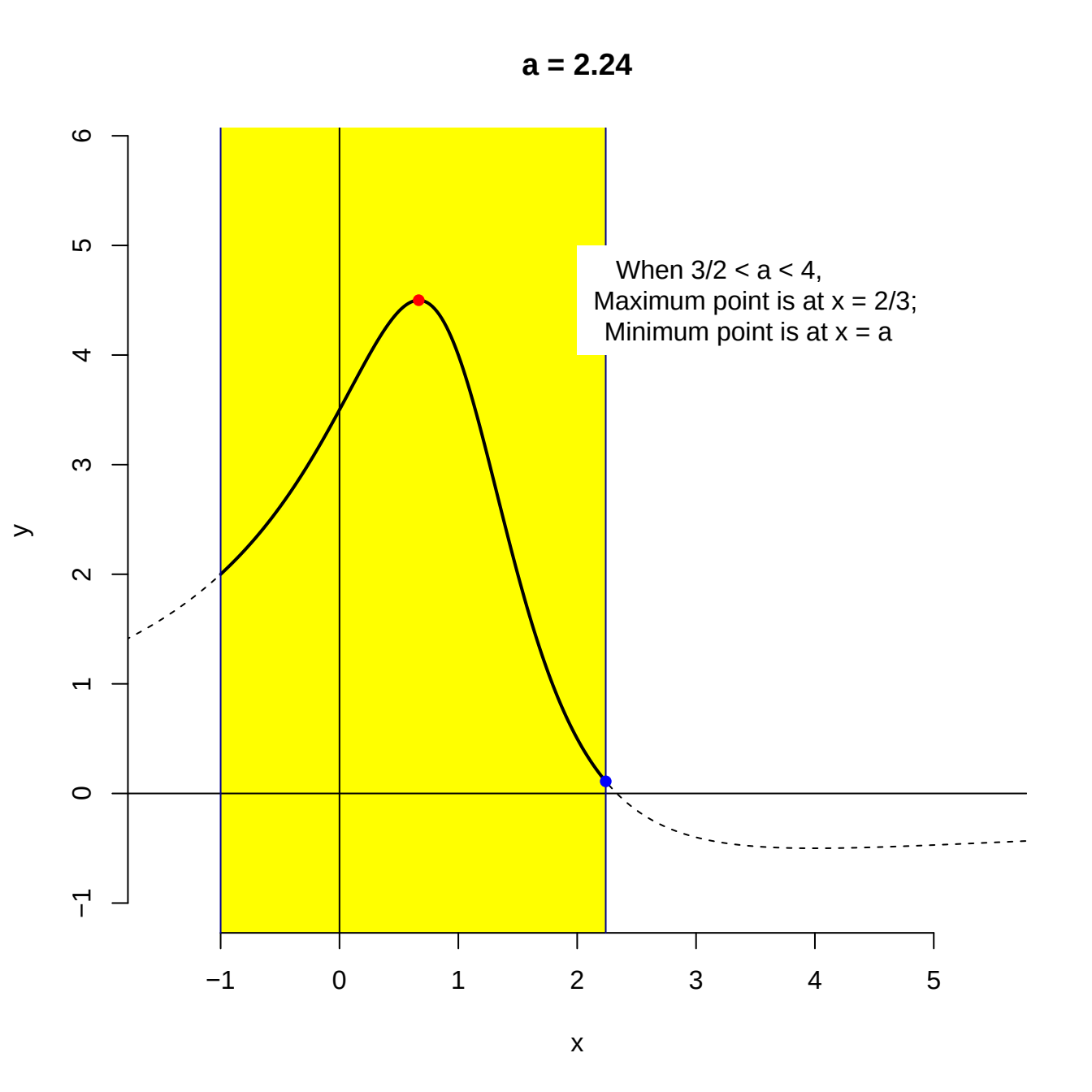

a = 2.14
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

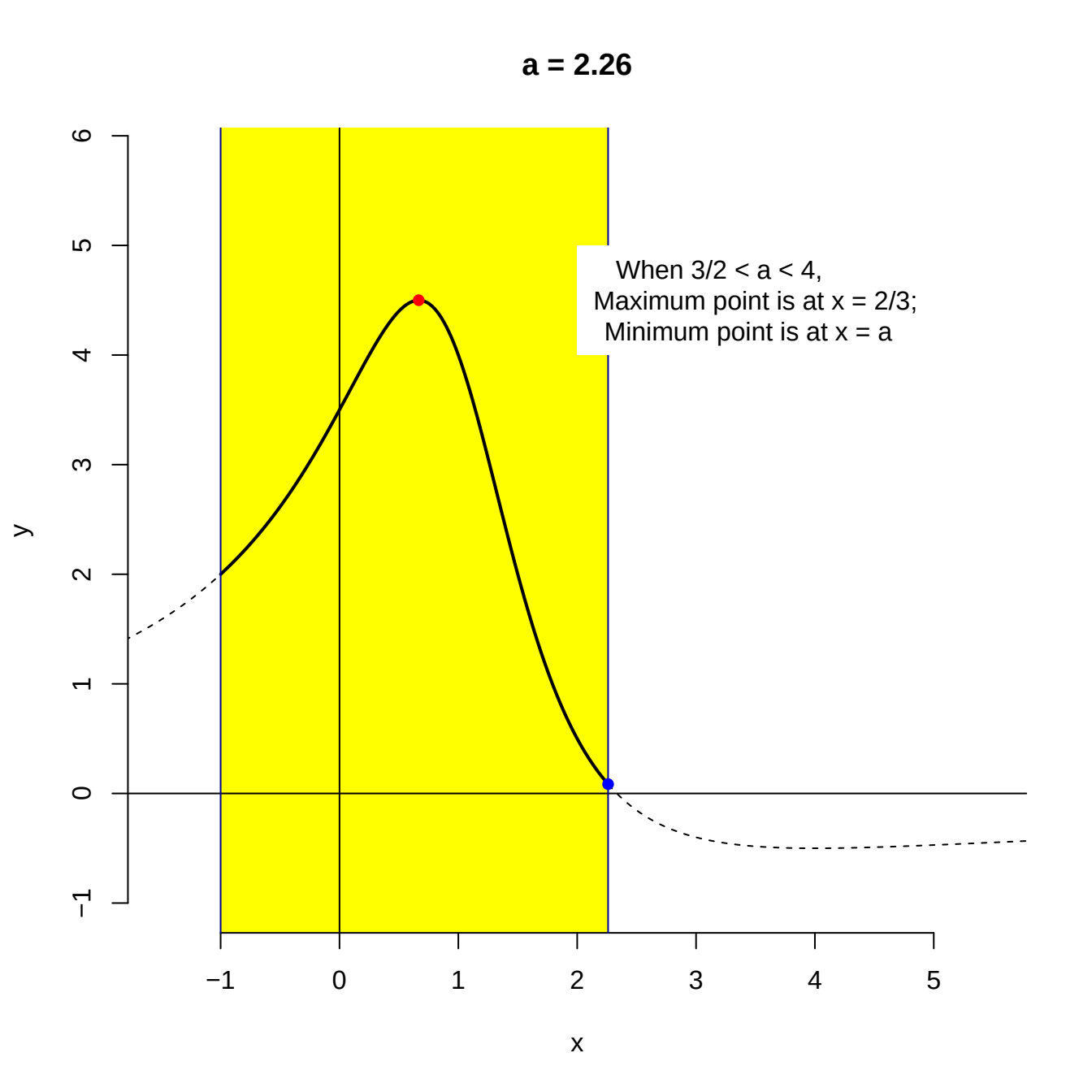

a = 2.16
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

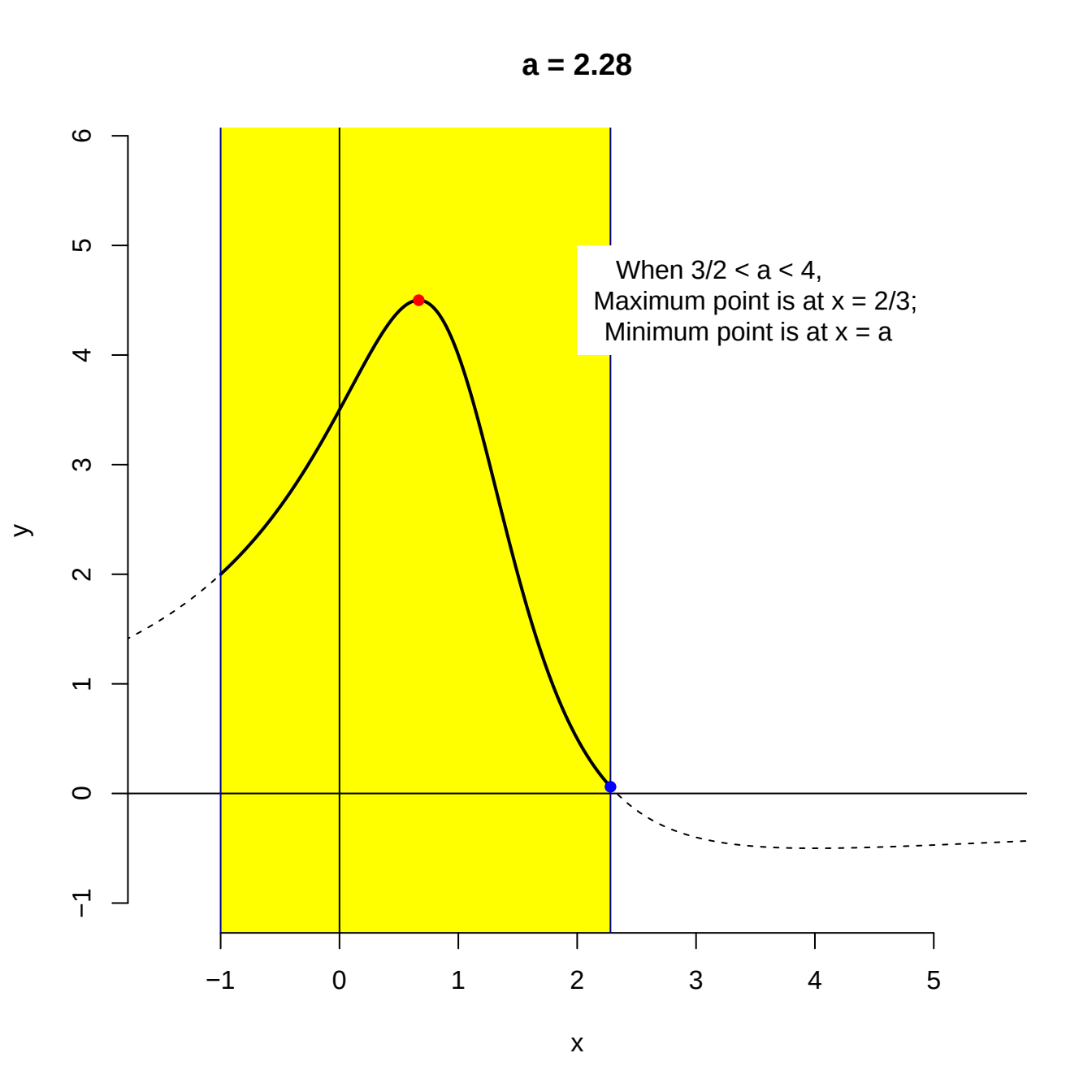

a = 2.18
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

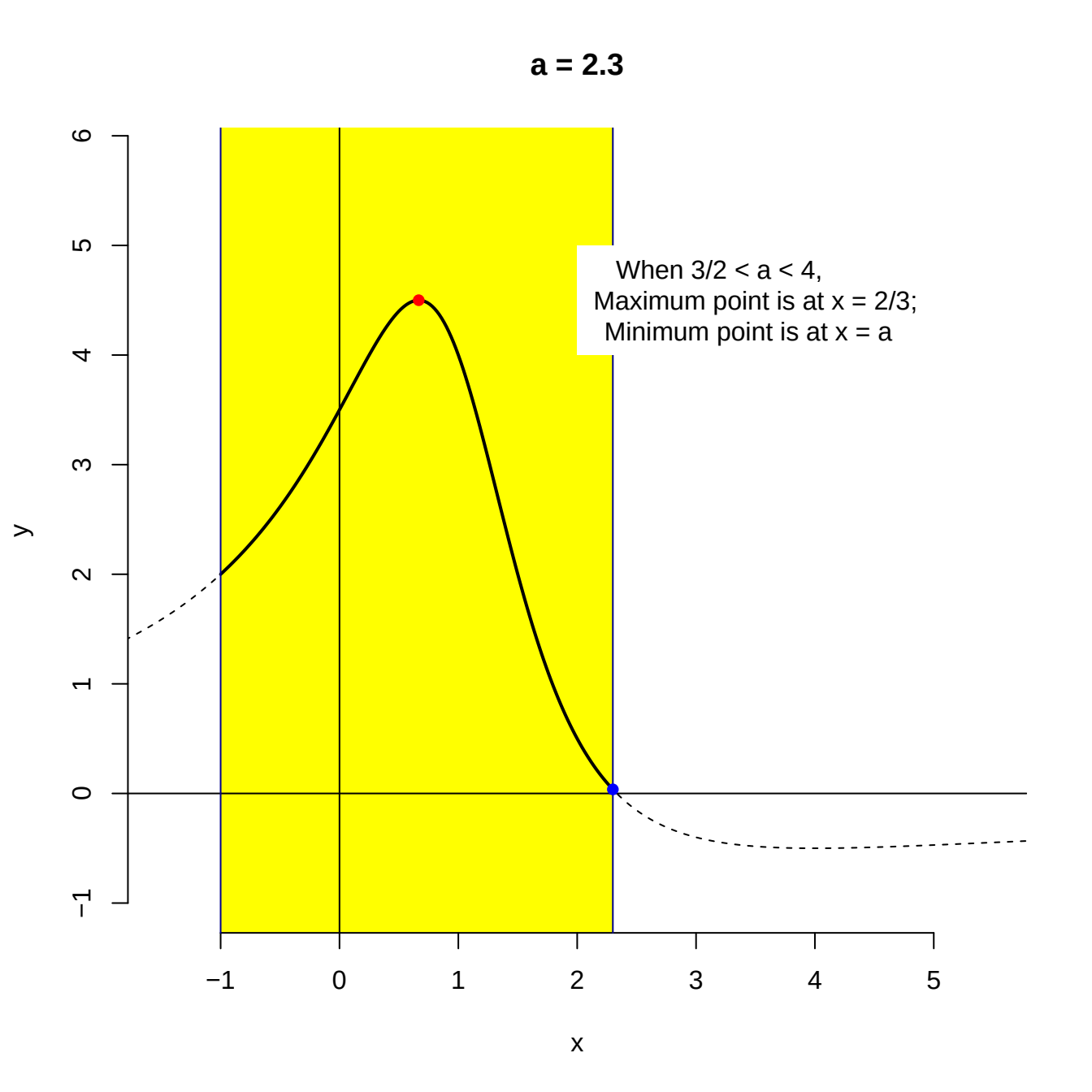

a = 2.2
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

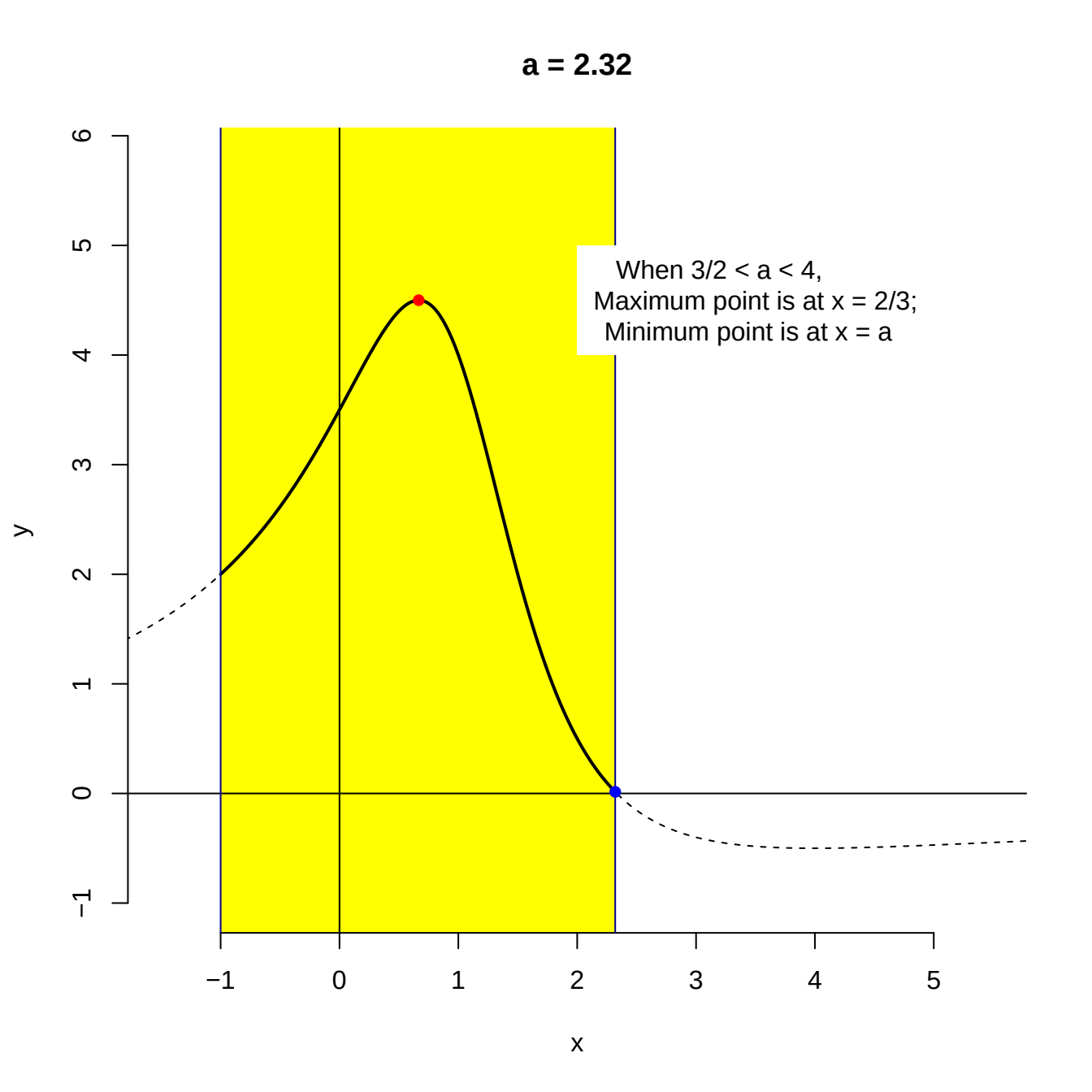

a = 2.22
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

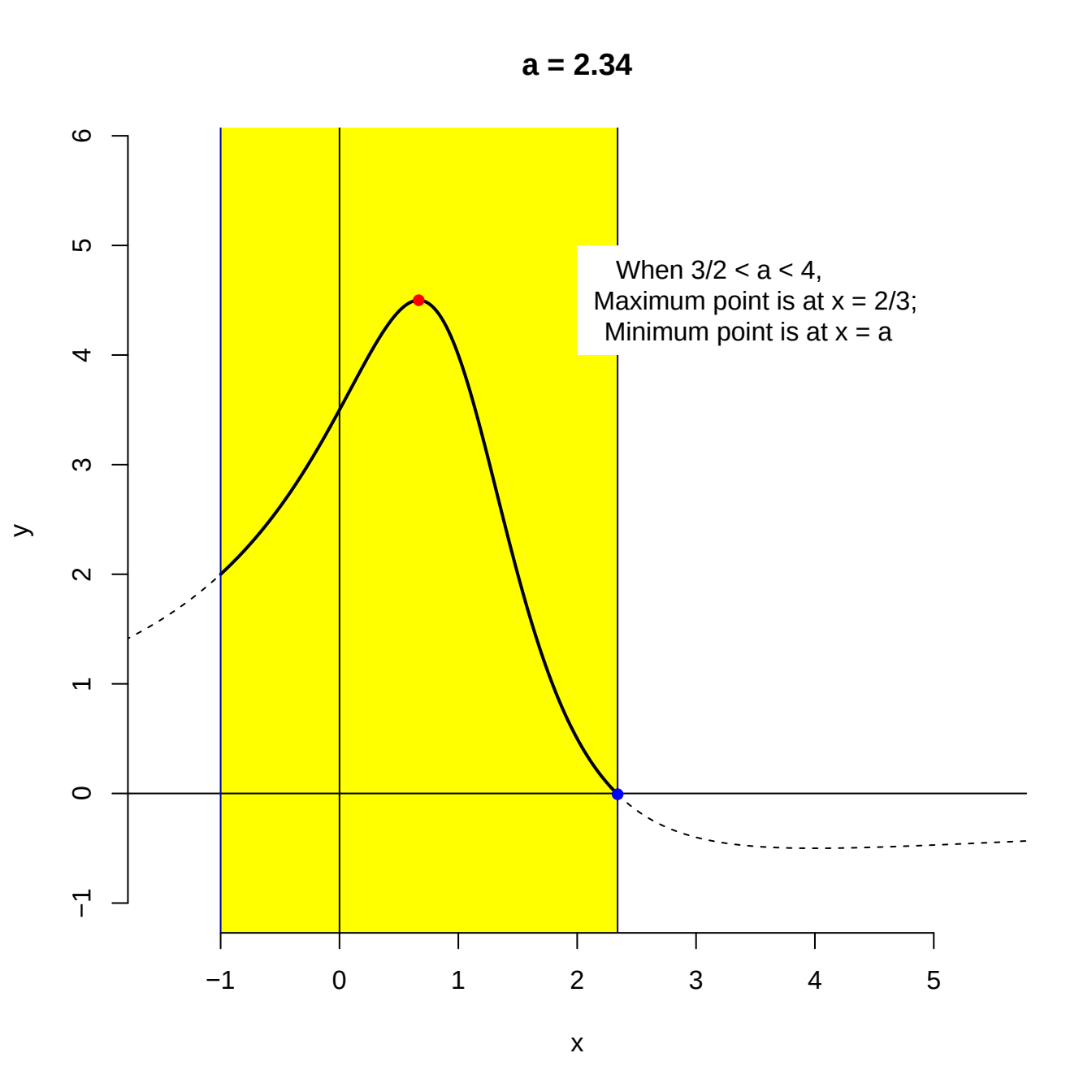

a = 2.24
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

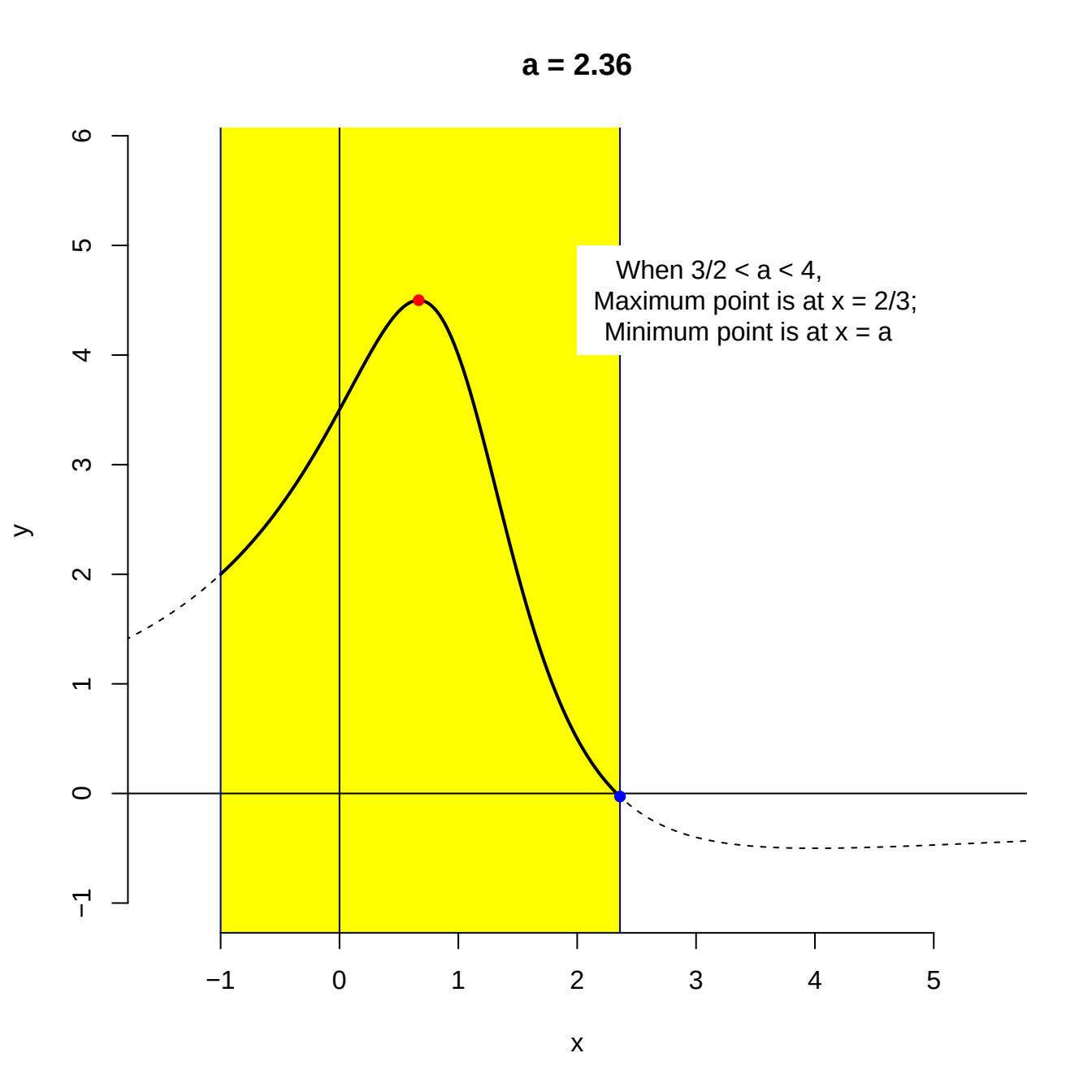

a = 2.26
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

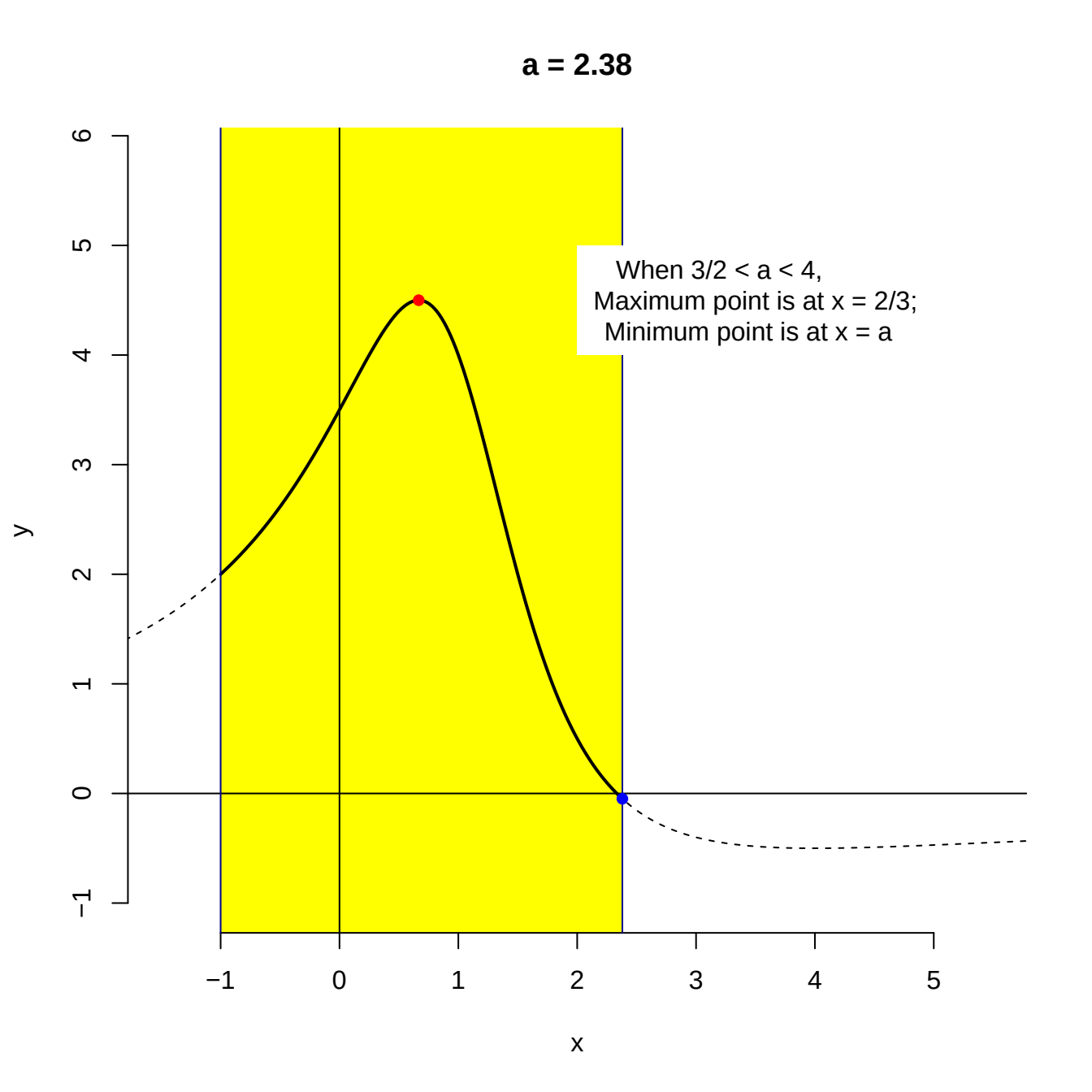

a = 2.28
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

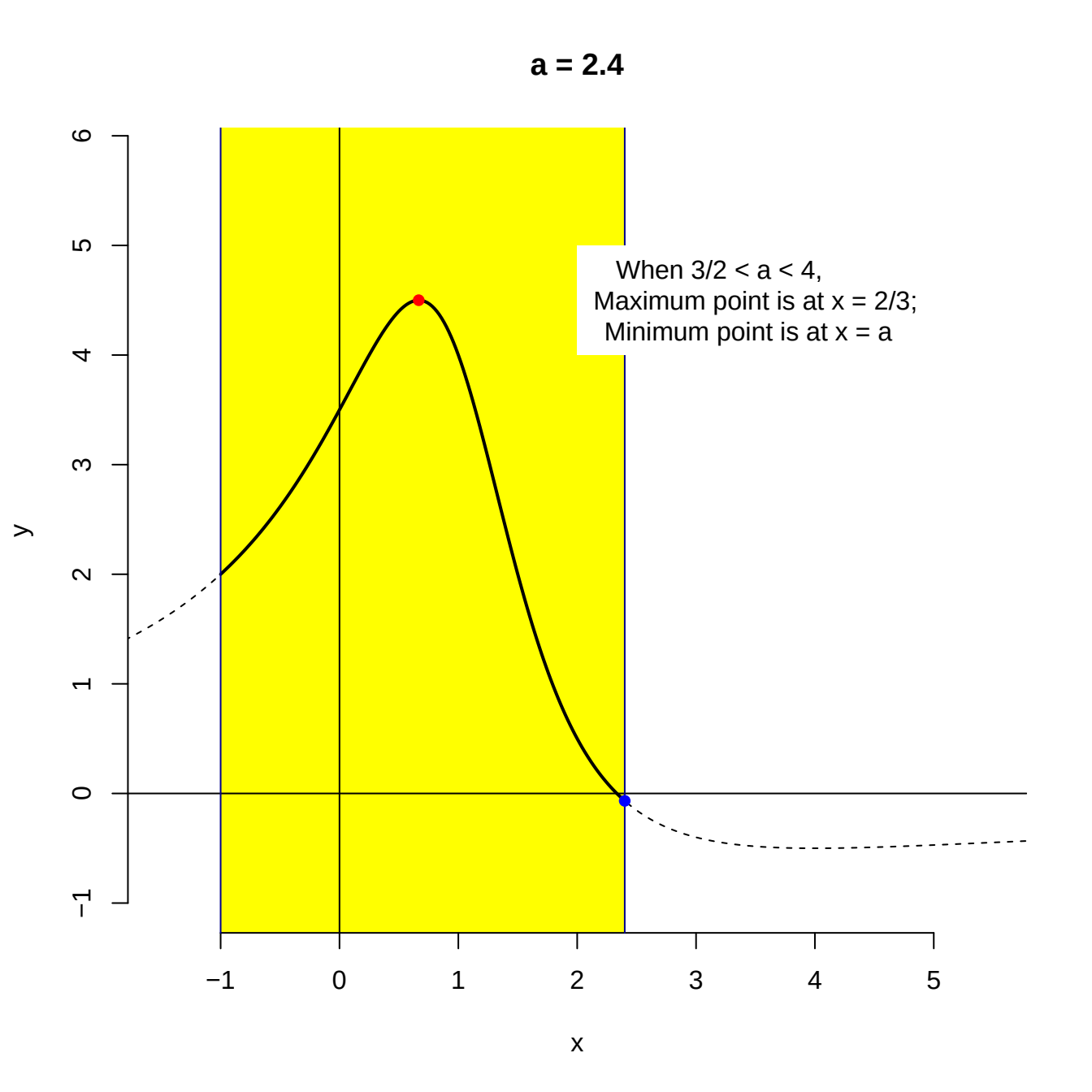

a = 2.3
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6

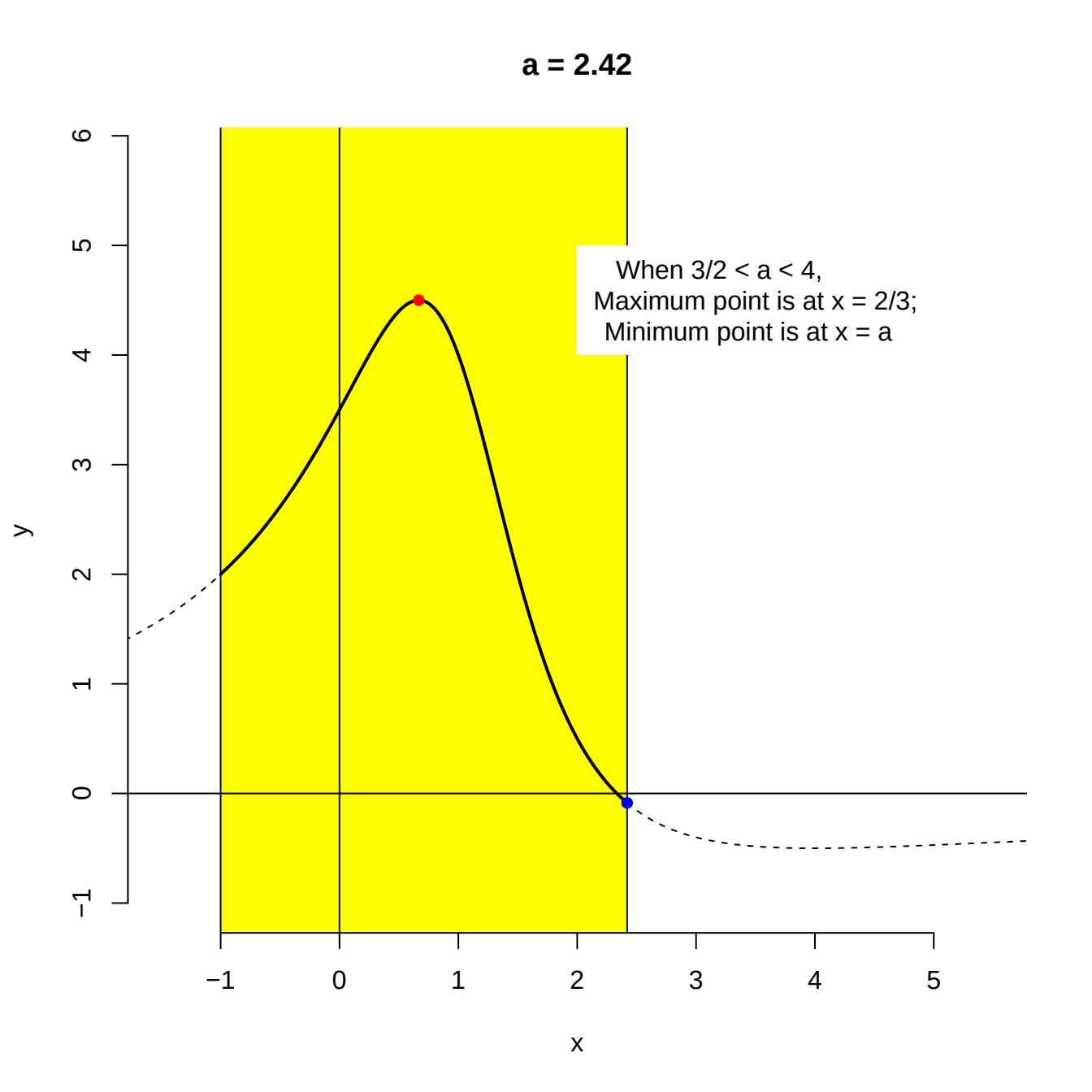

a = 2.32
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

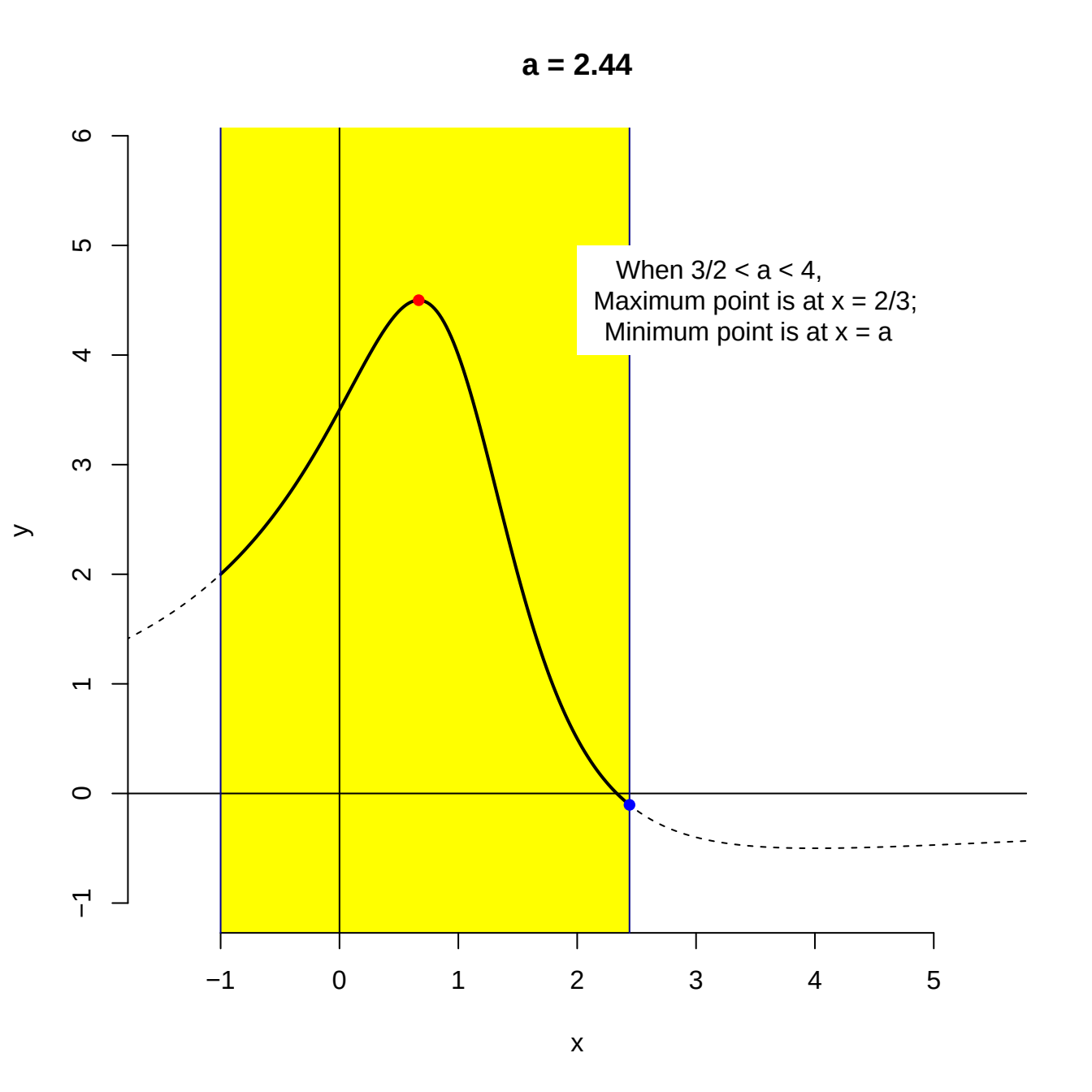

a = 2.34
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

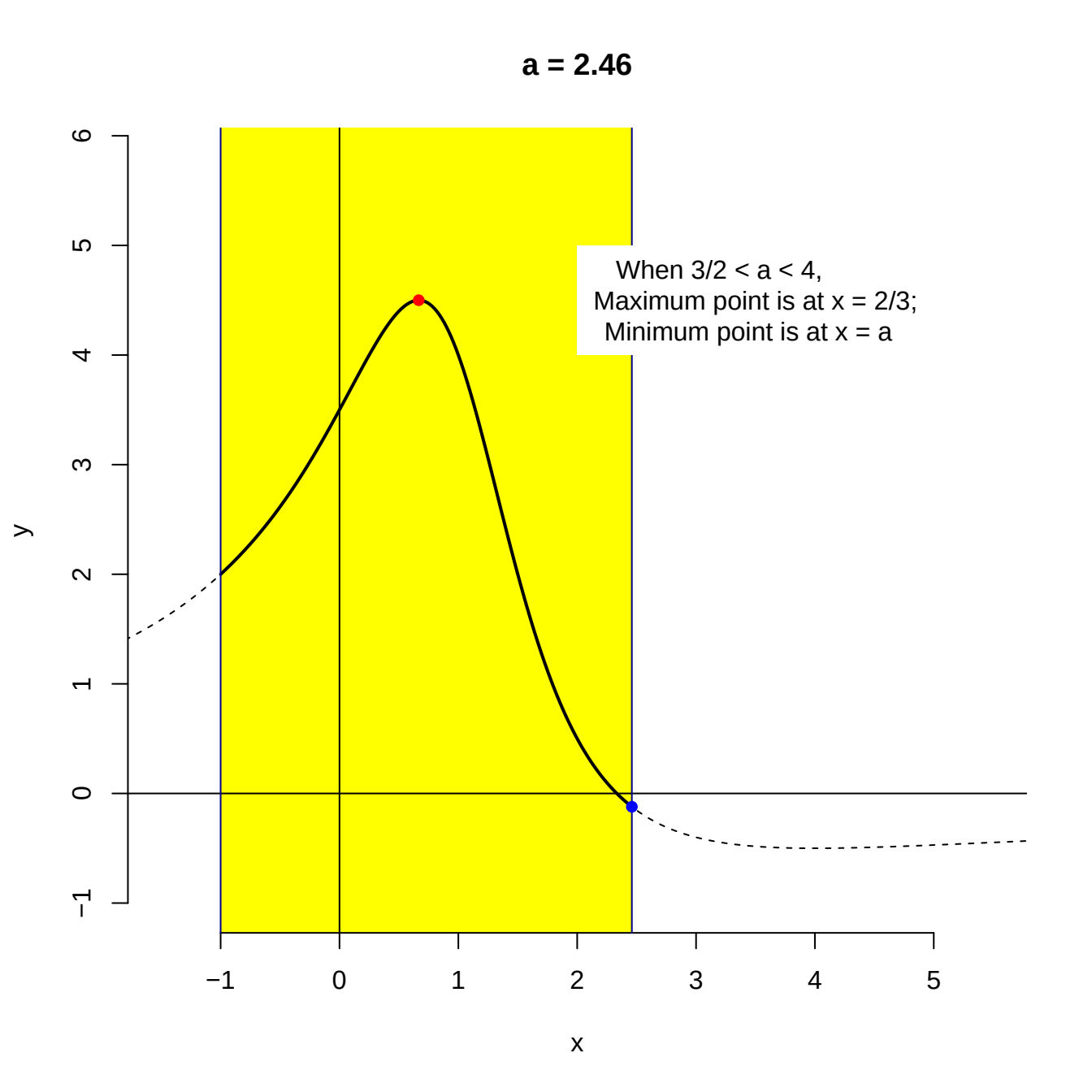

a = 2.36
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

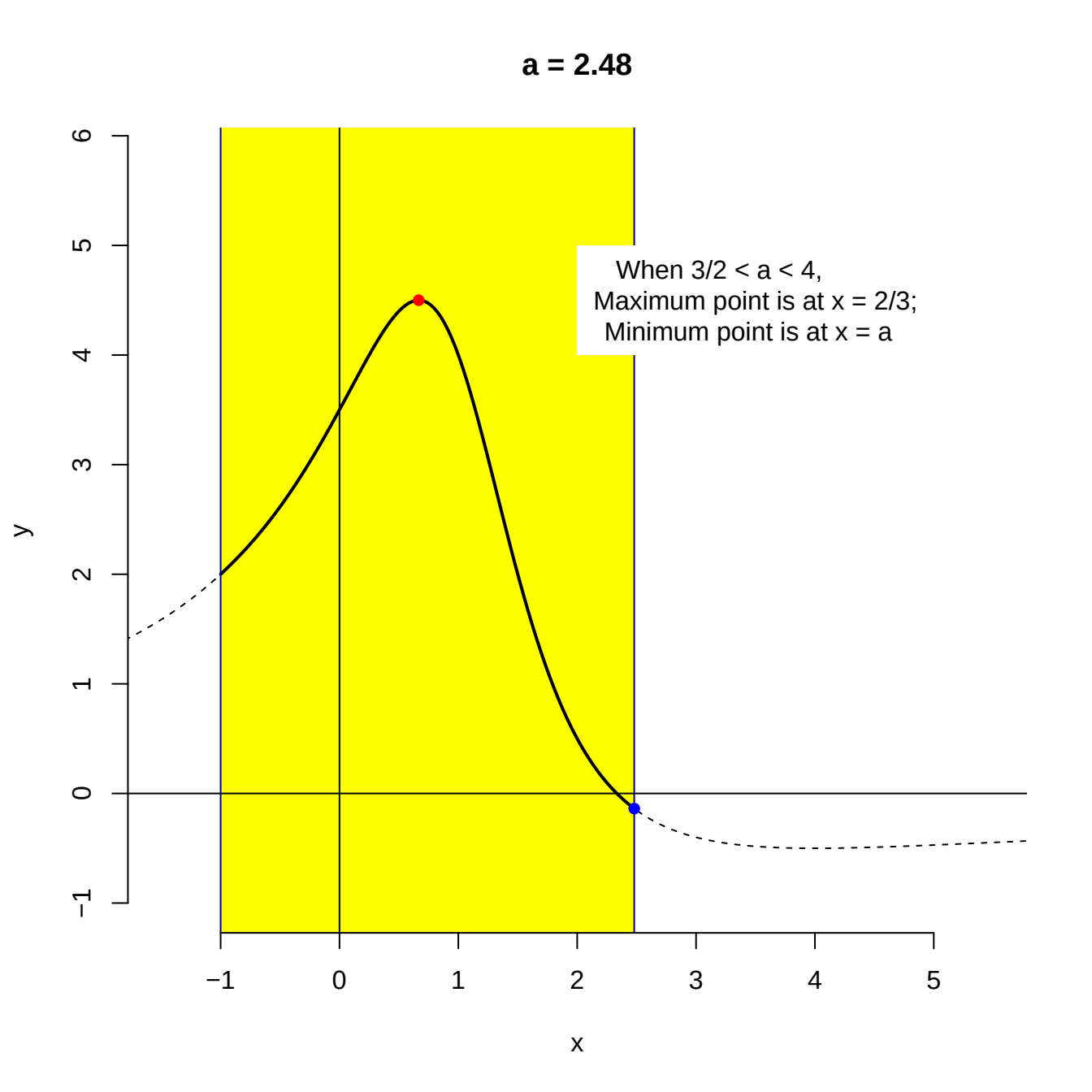

a = 2.38
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

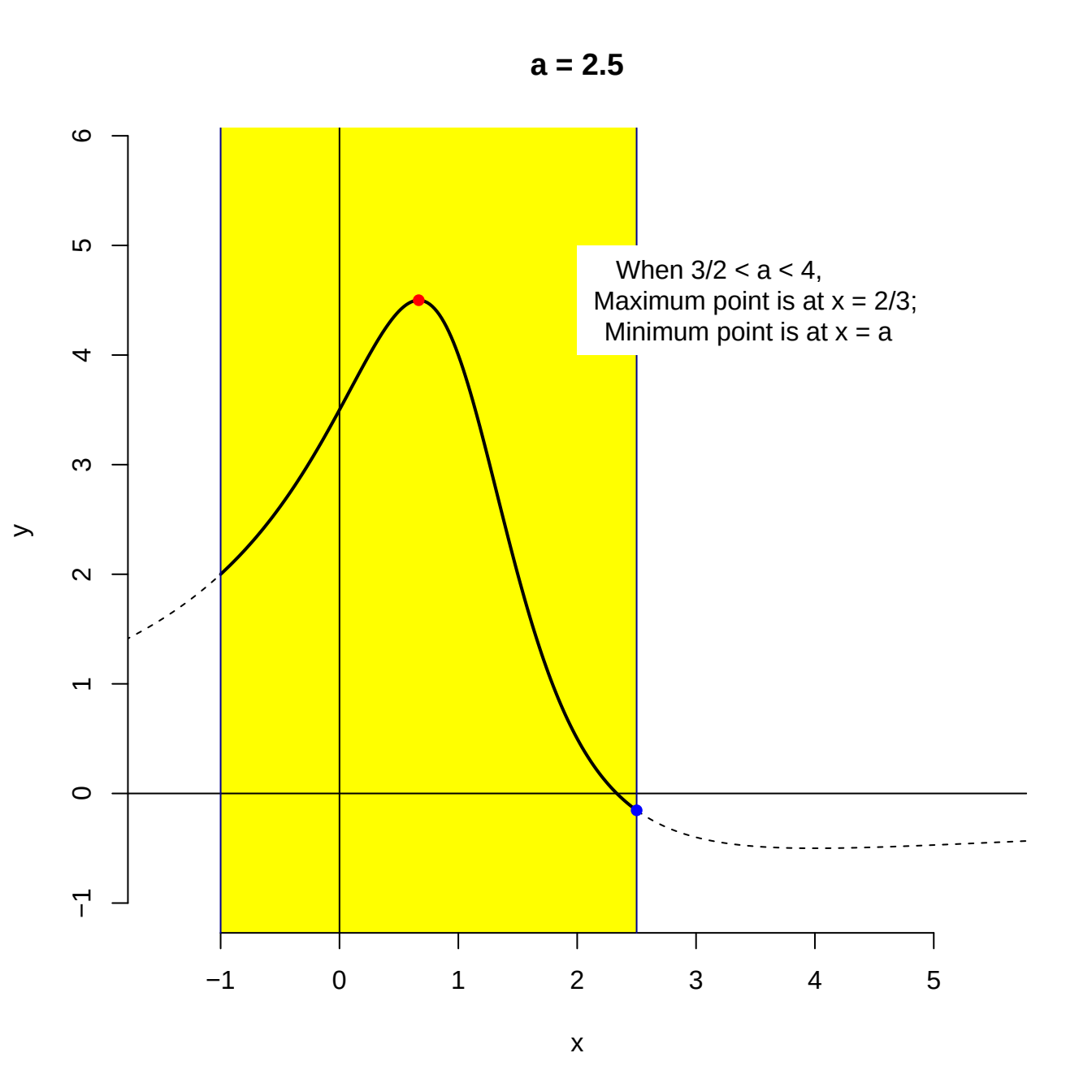

a = 2.4
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

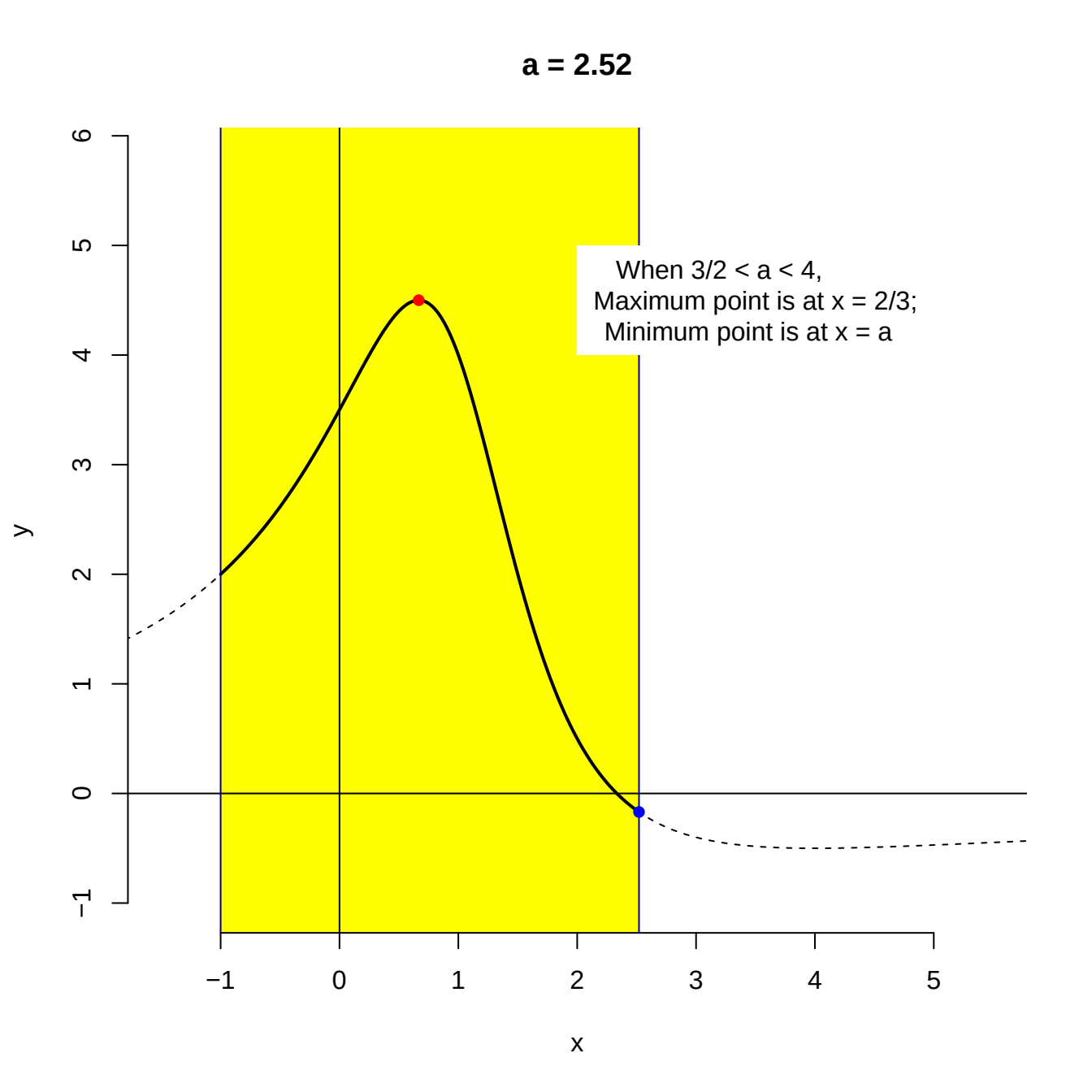

a = 2.42
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

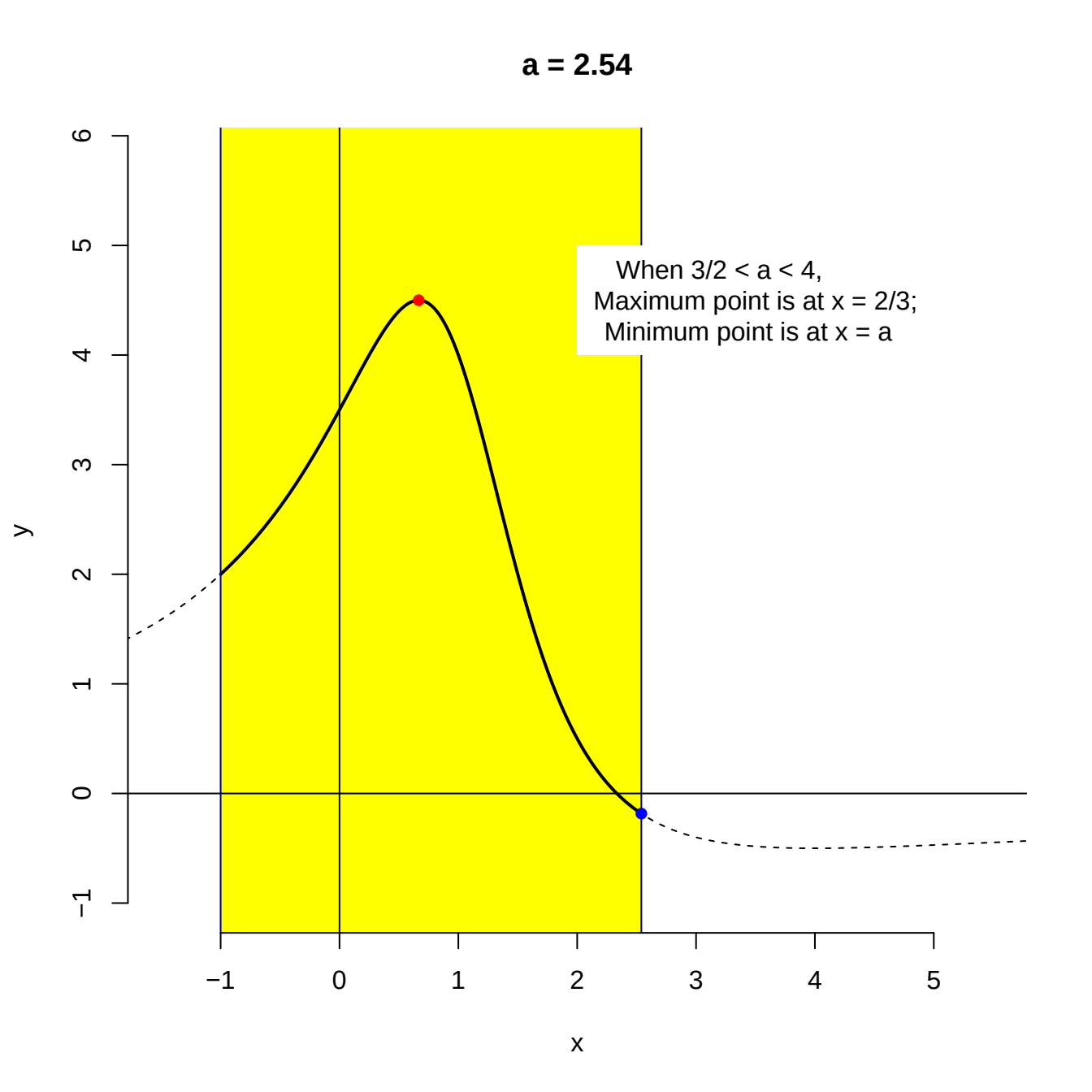

a = 2.44
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

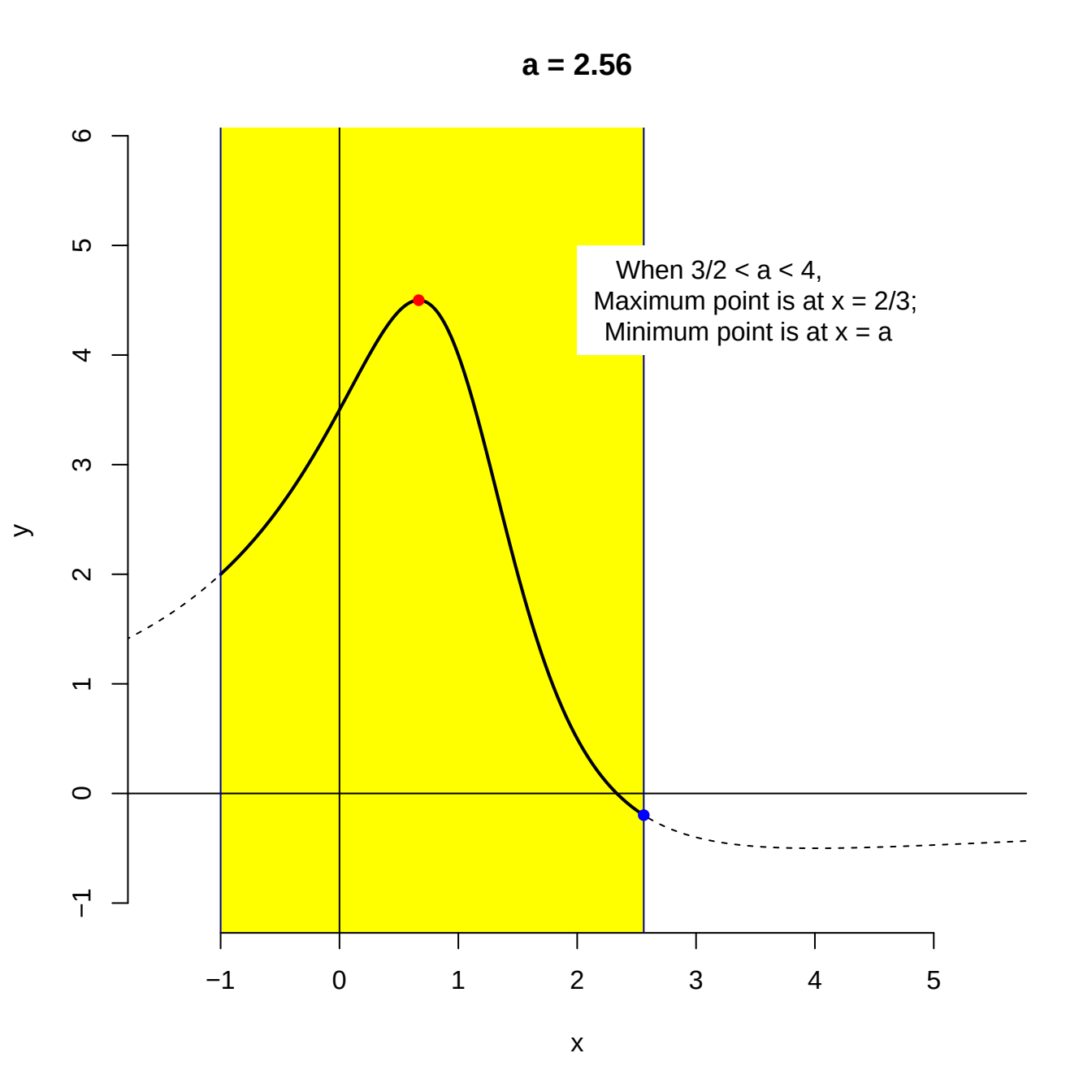

a = 2.46
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

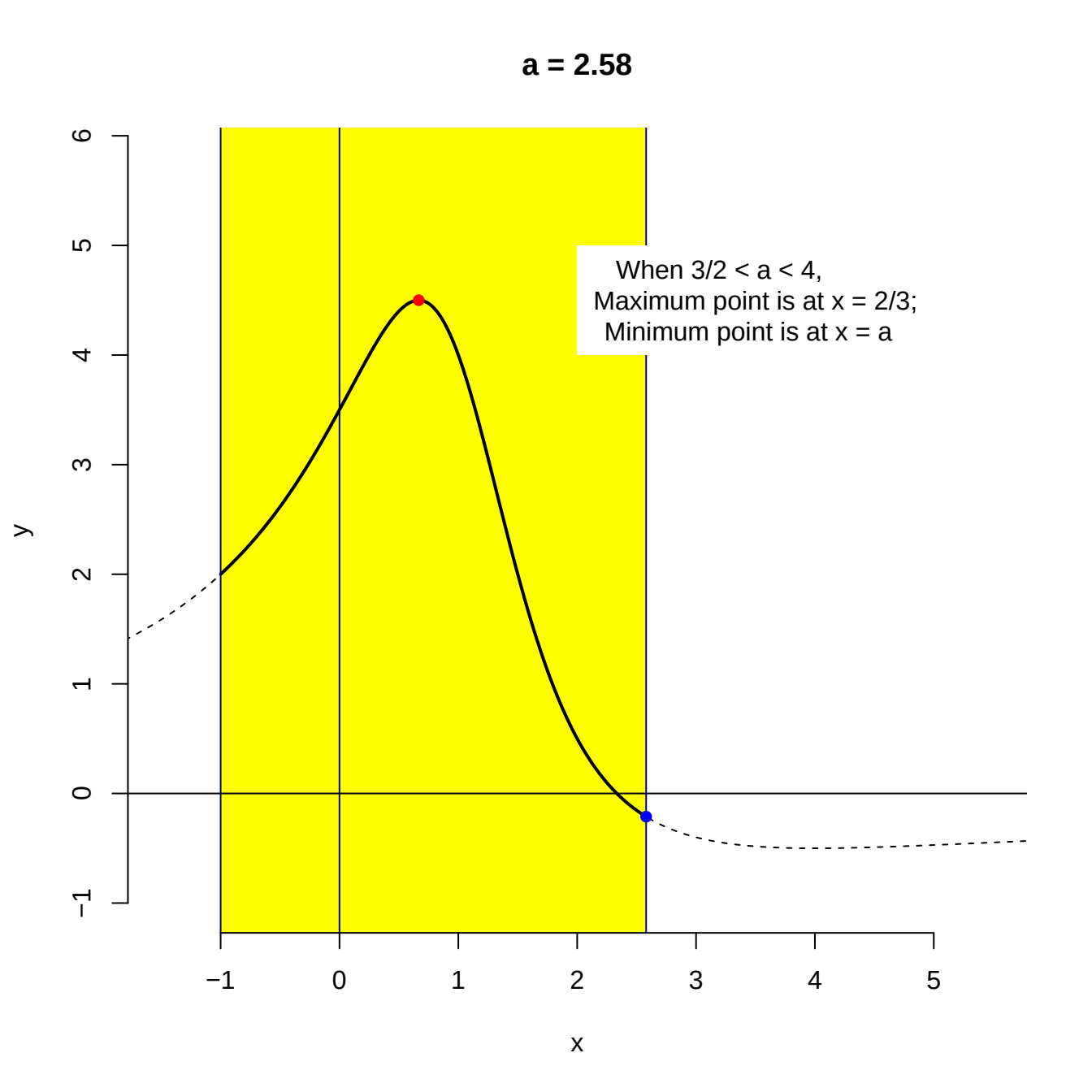

a = 2.48
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

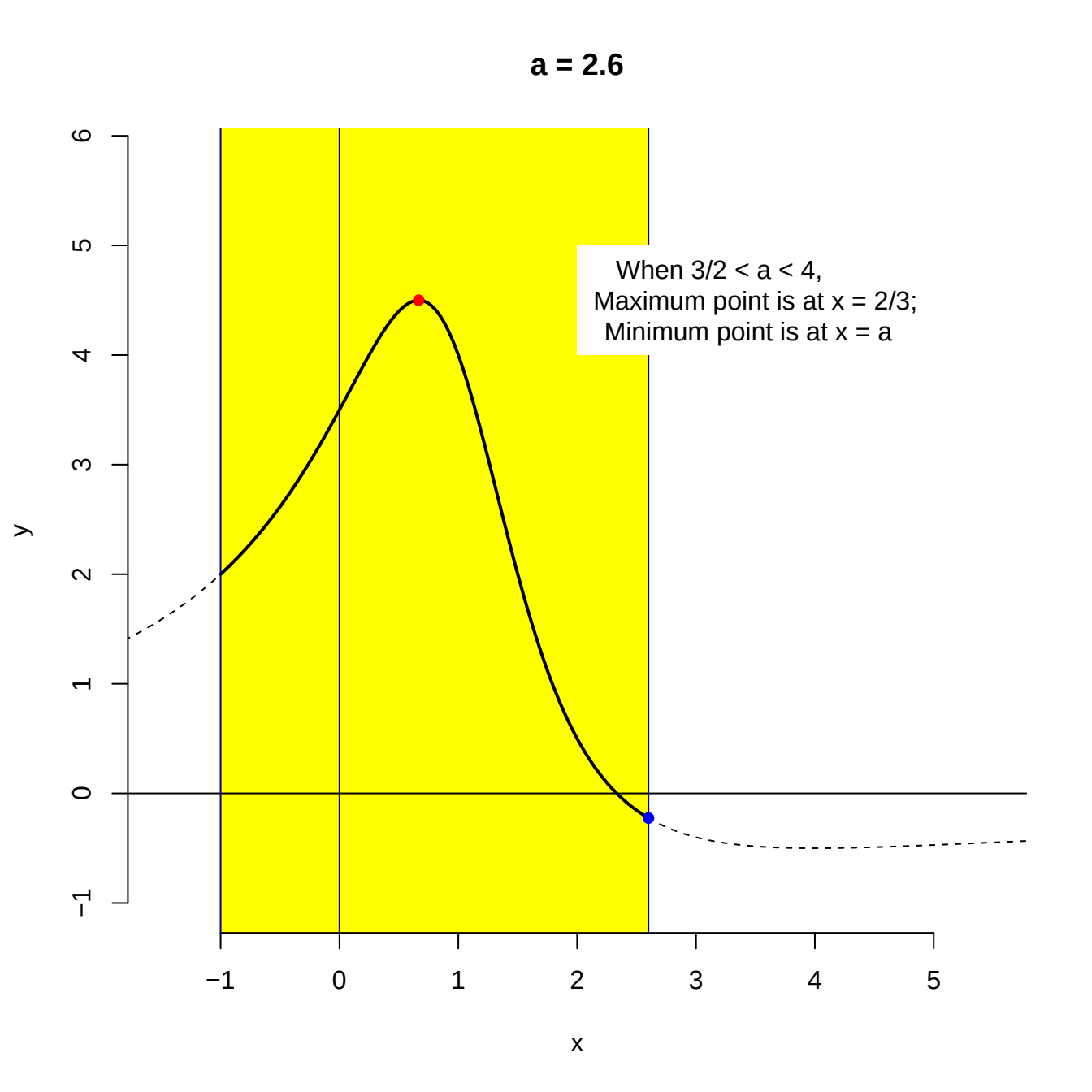

a = 2.5
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

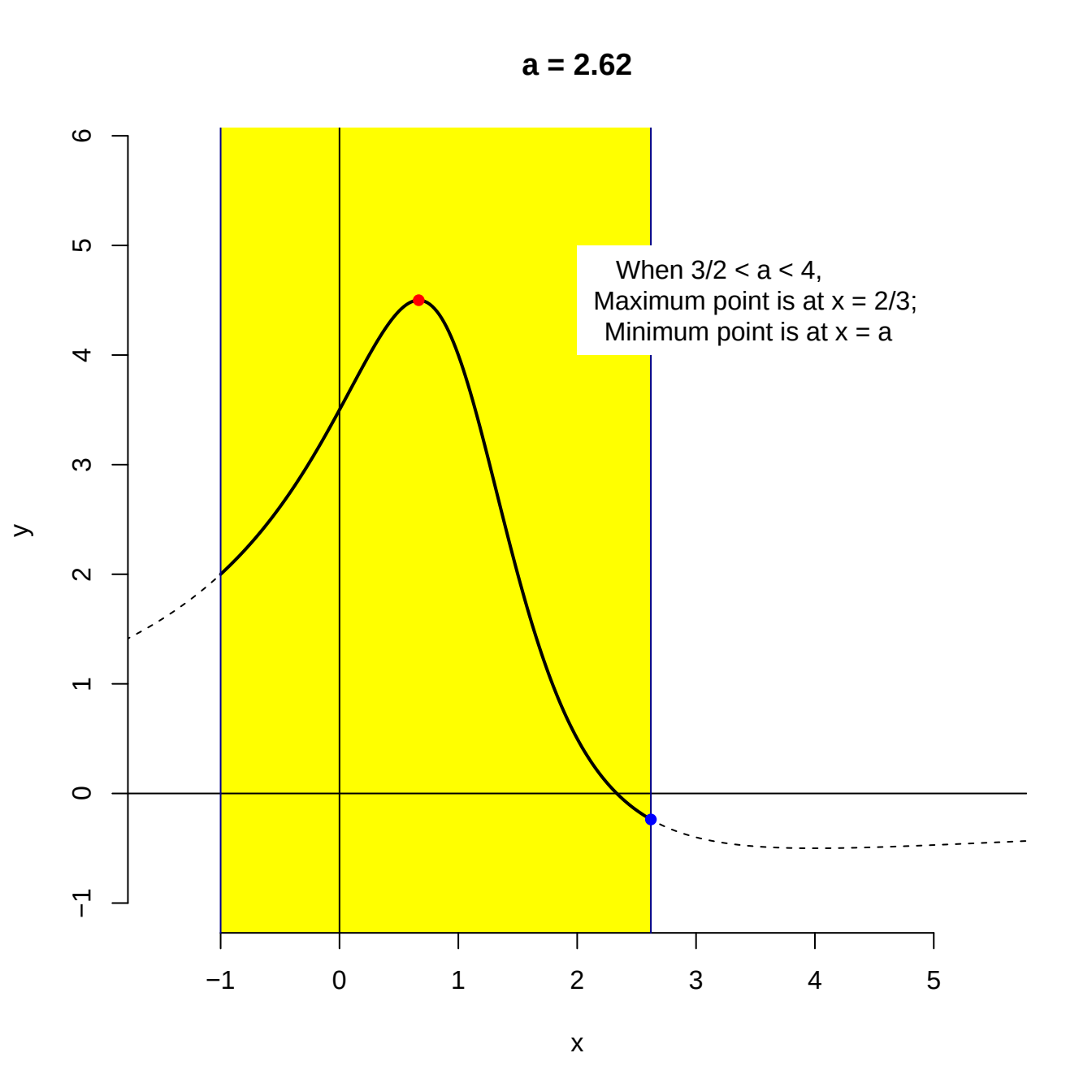

a = 2.52
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

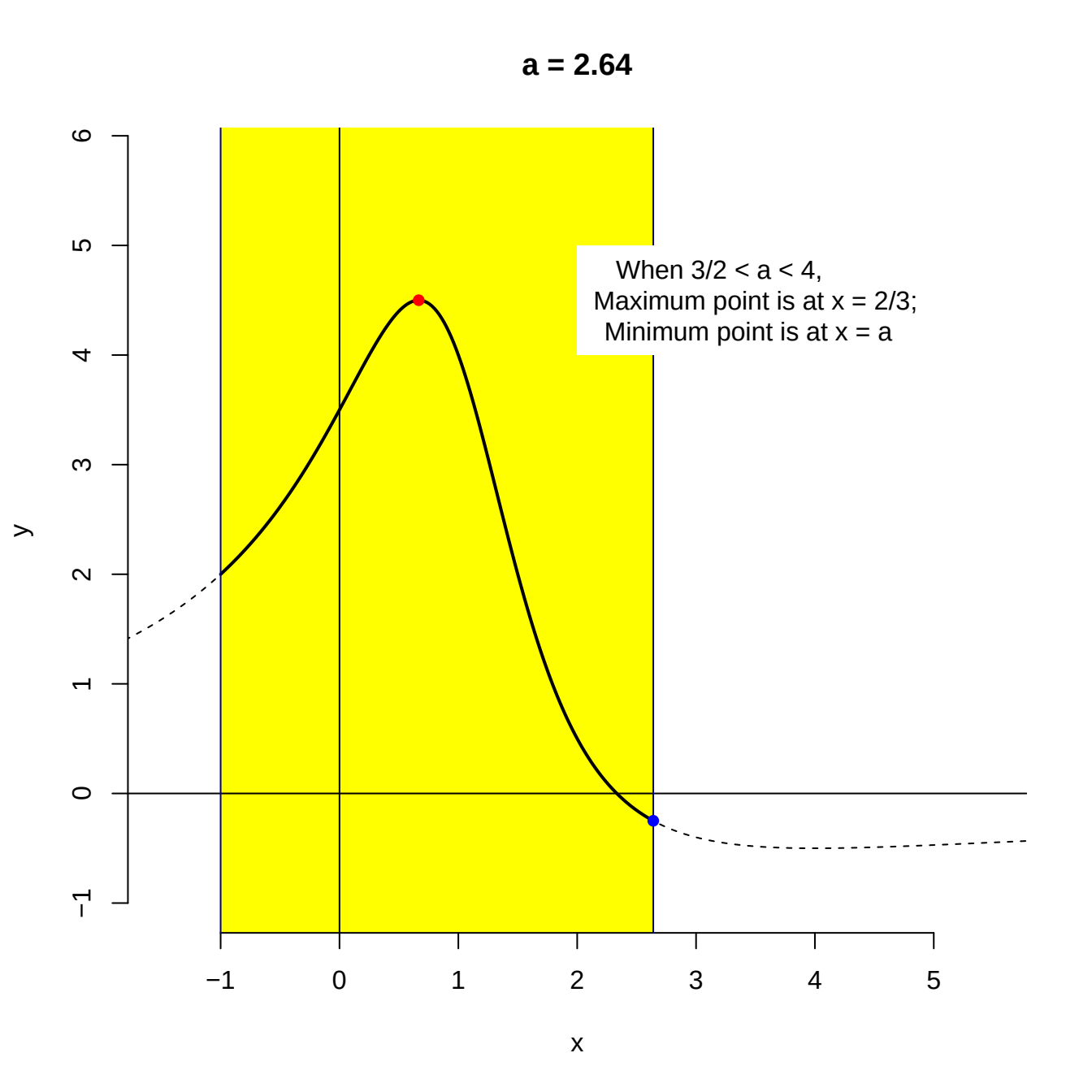

a = 2.54
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6

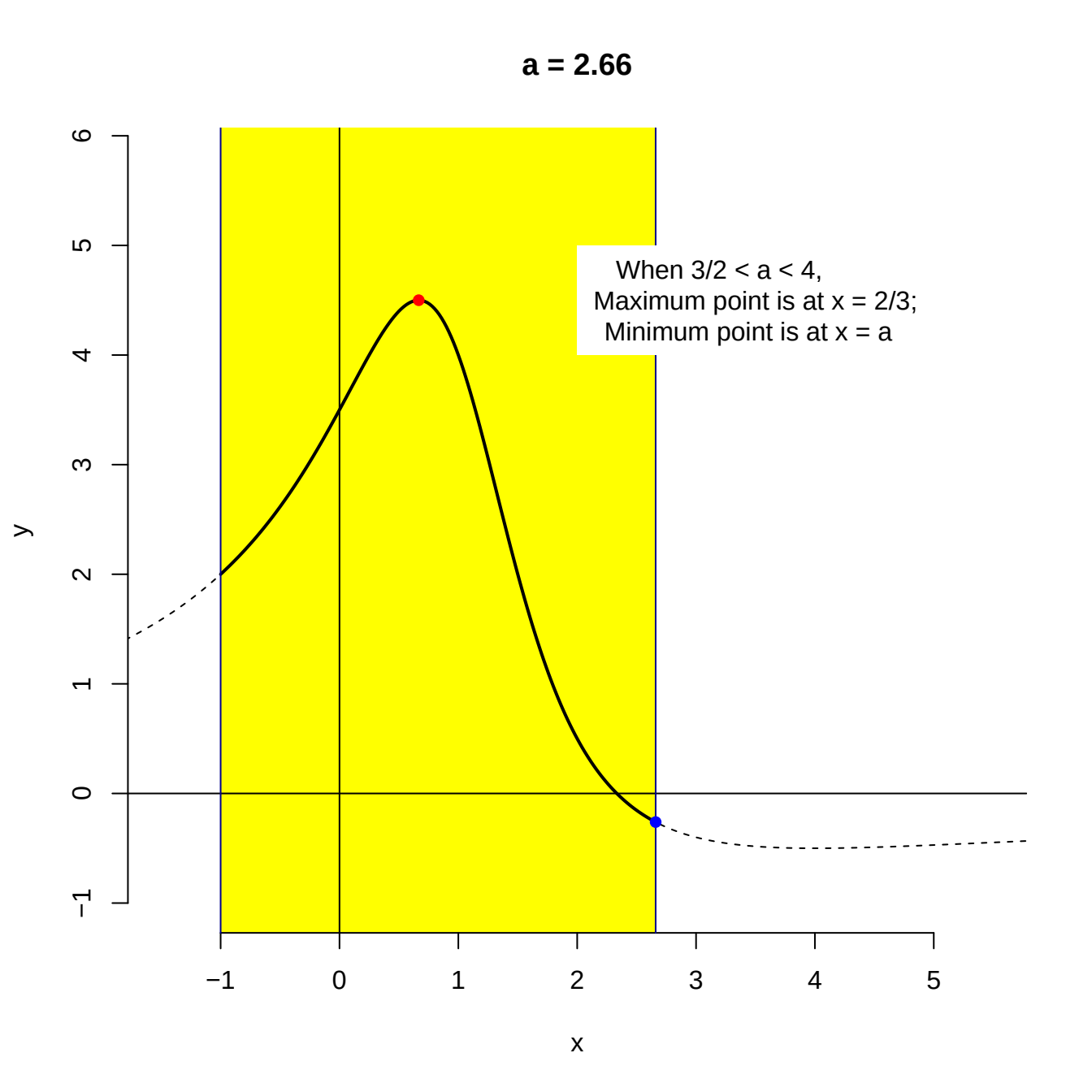

a = 2.56
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

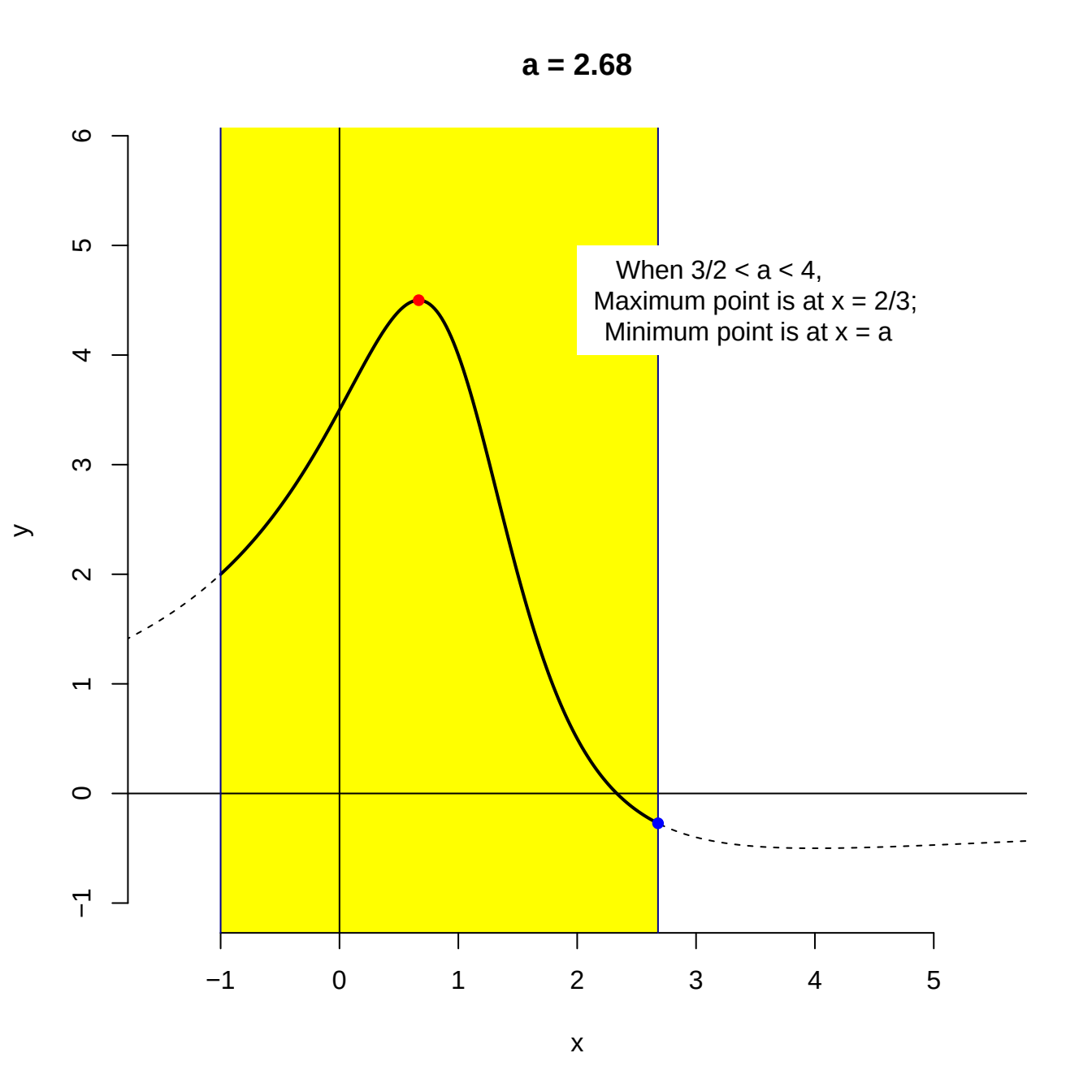

a = 2.58
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

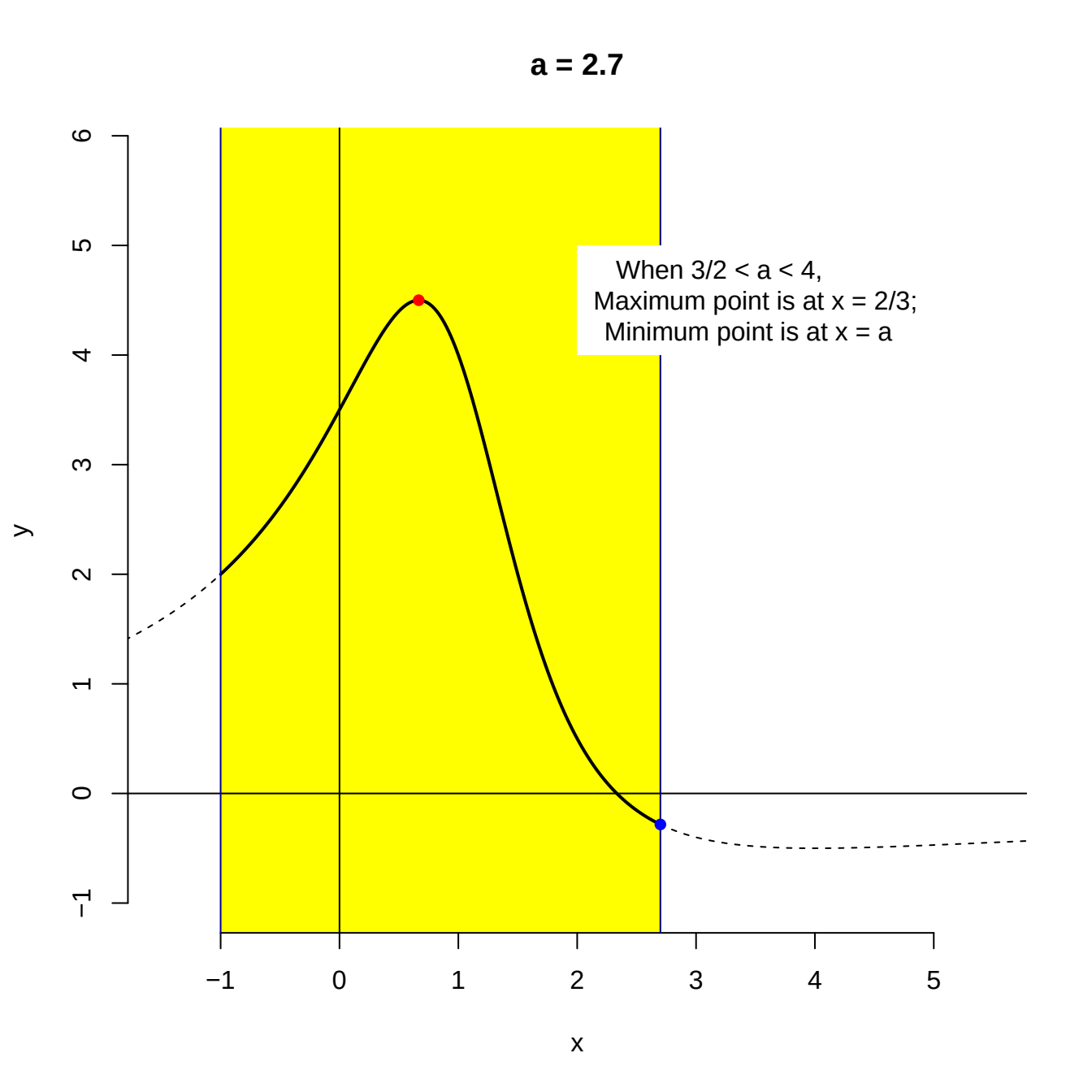

a = 2.6
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

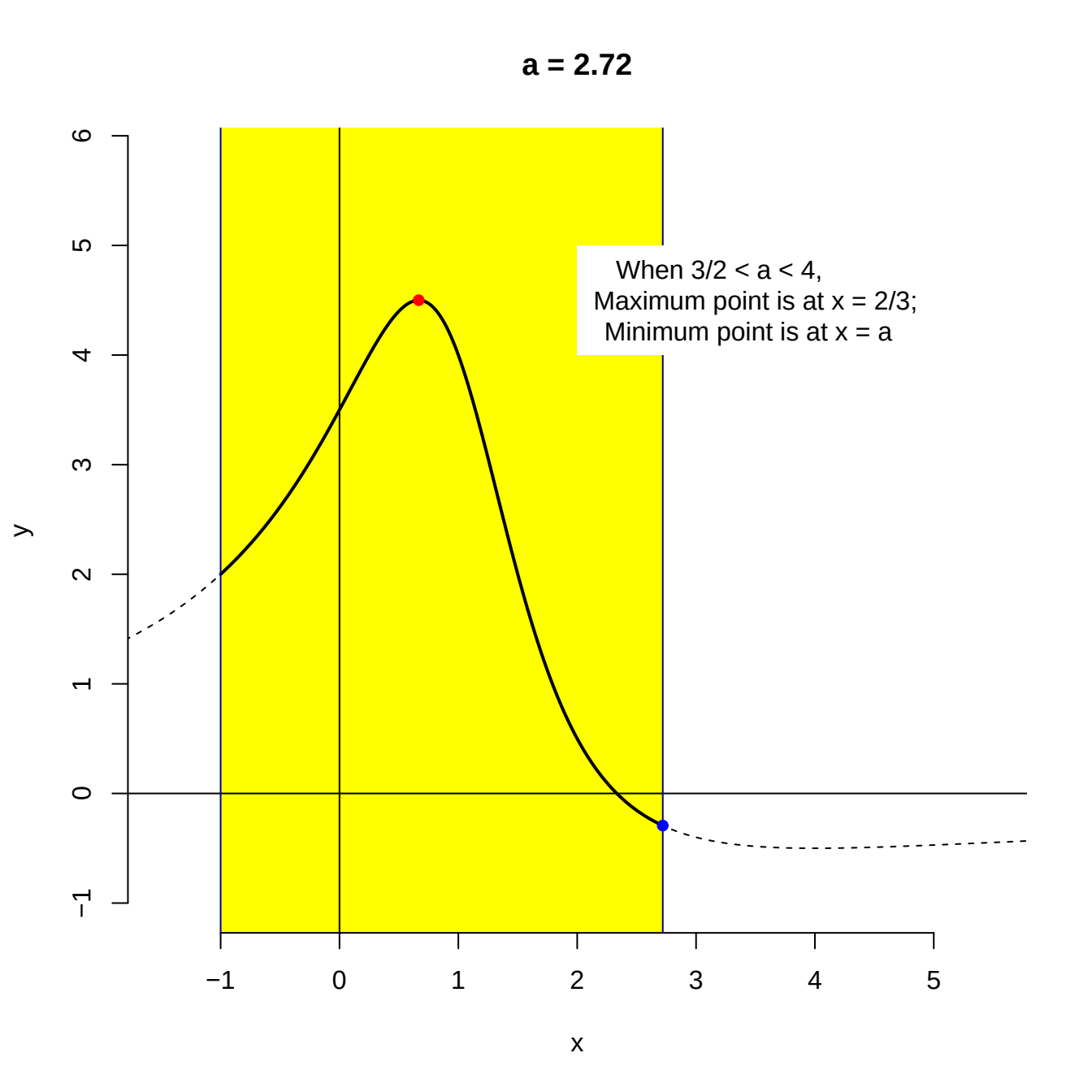

a = 2.62
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

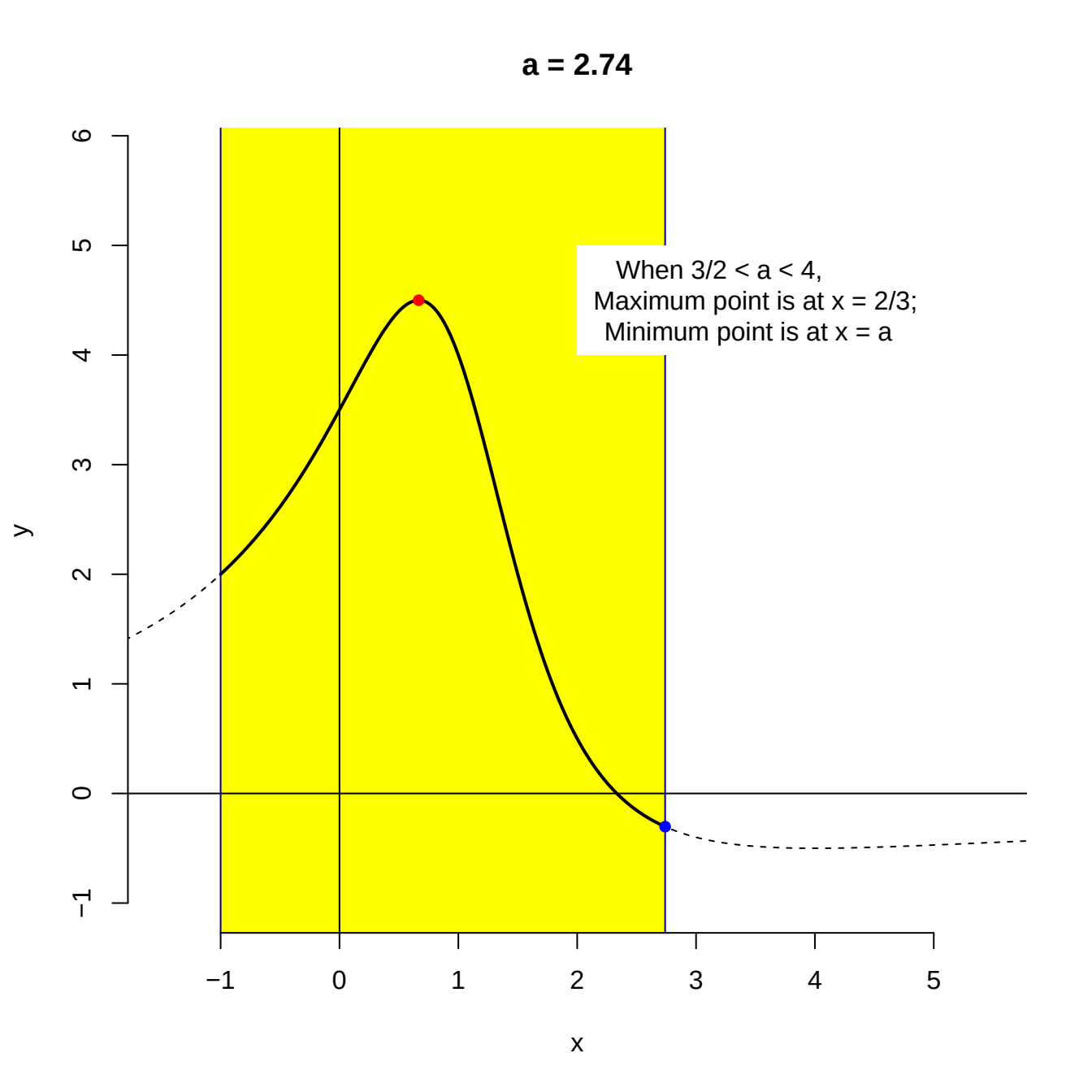

a = 2.64
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

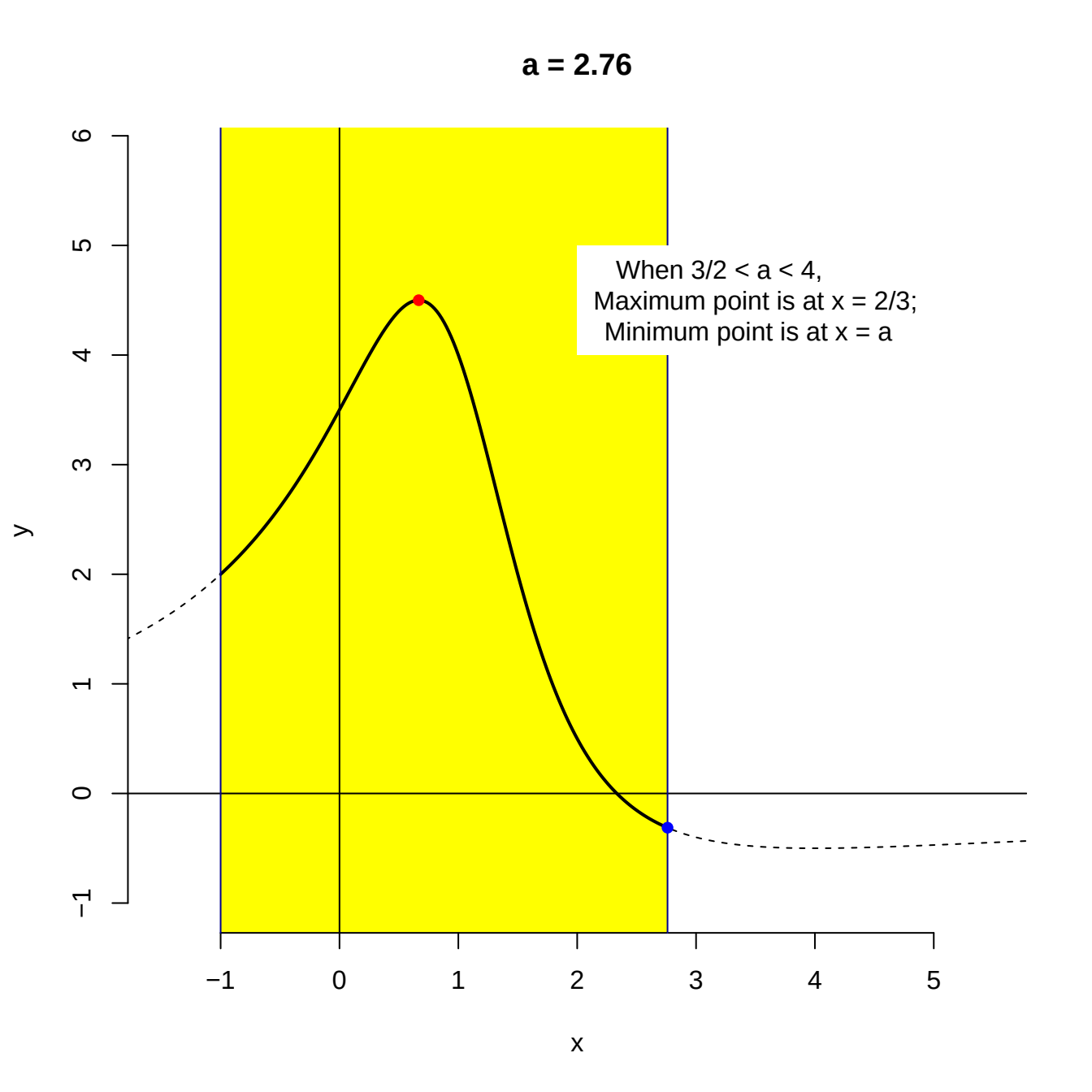

a = 2.66
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

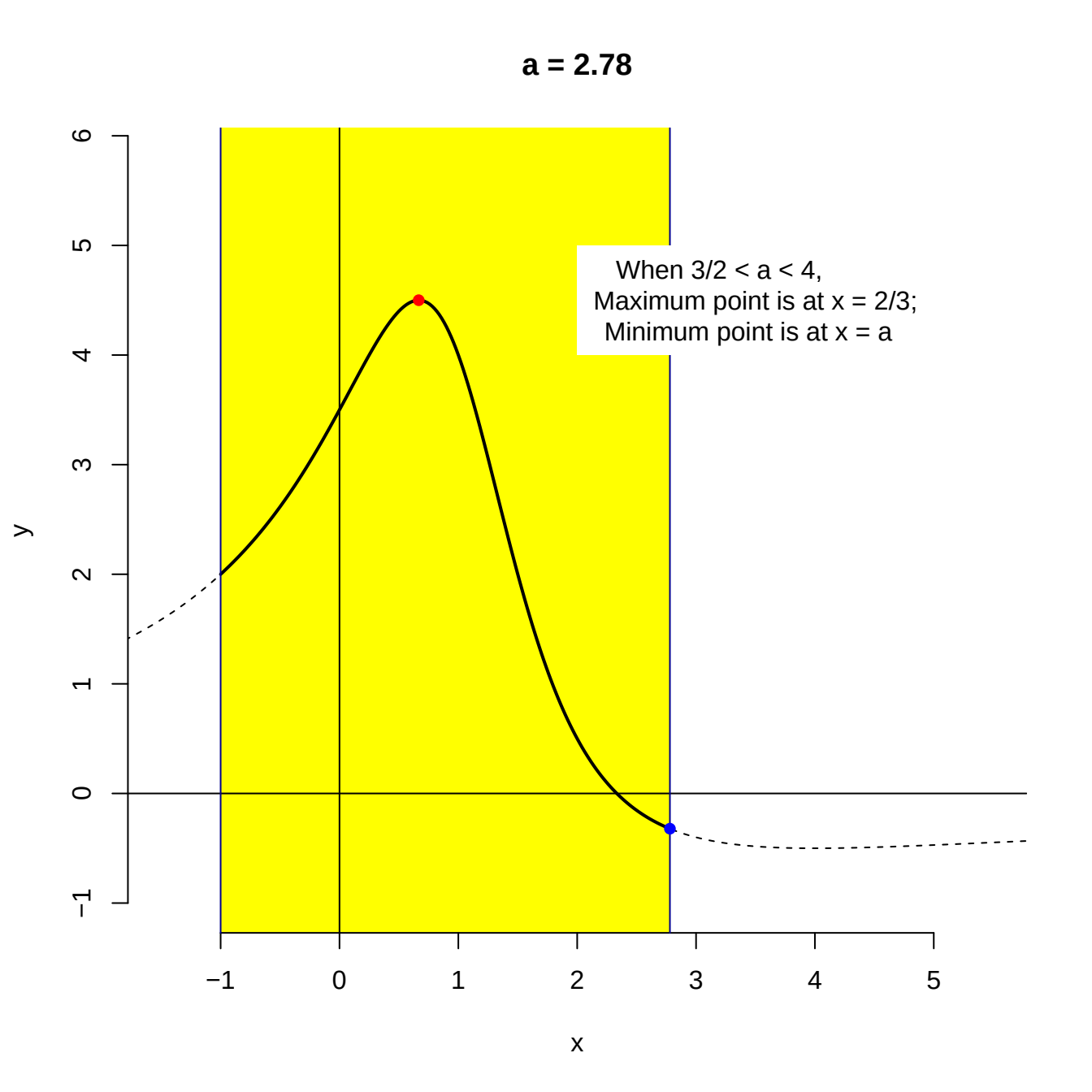

a = 2.68
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

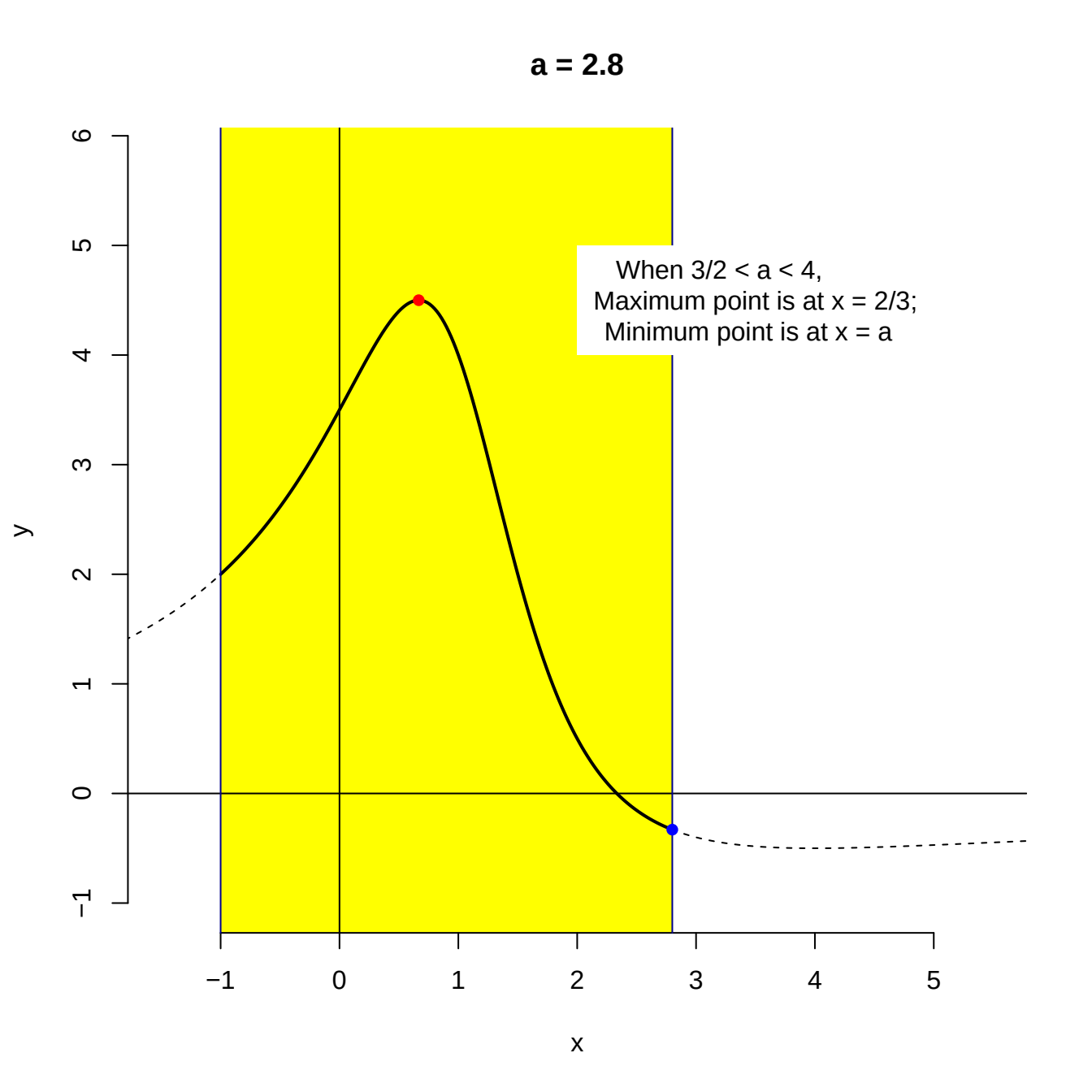

a = 2.7
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

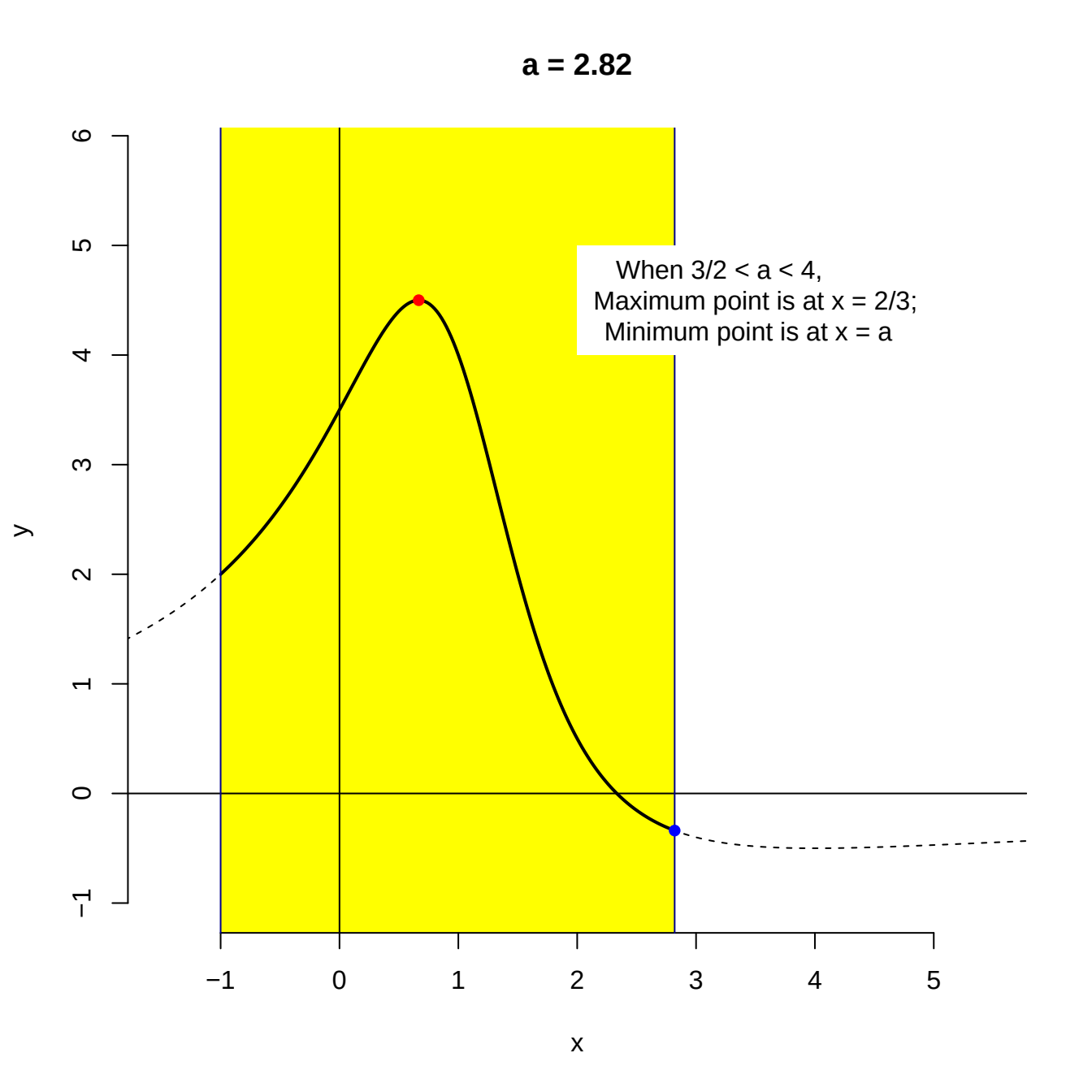

a = 2.72
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

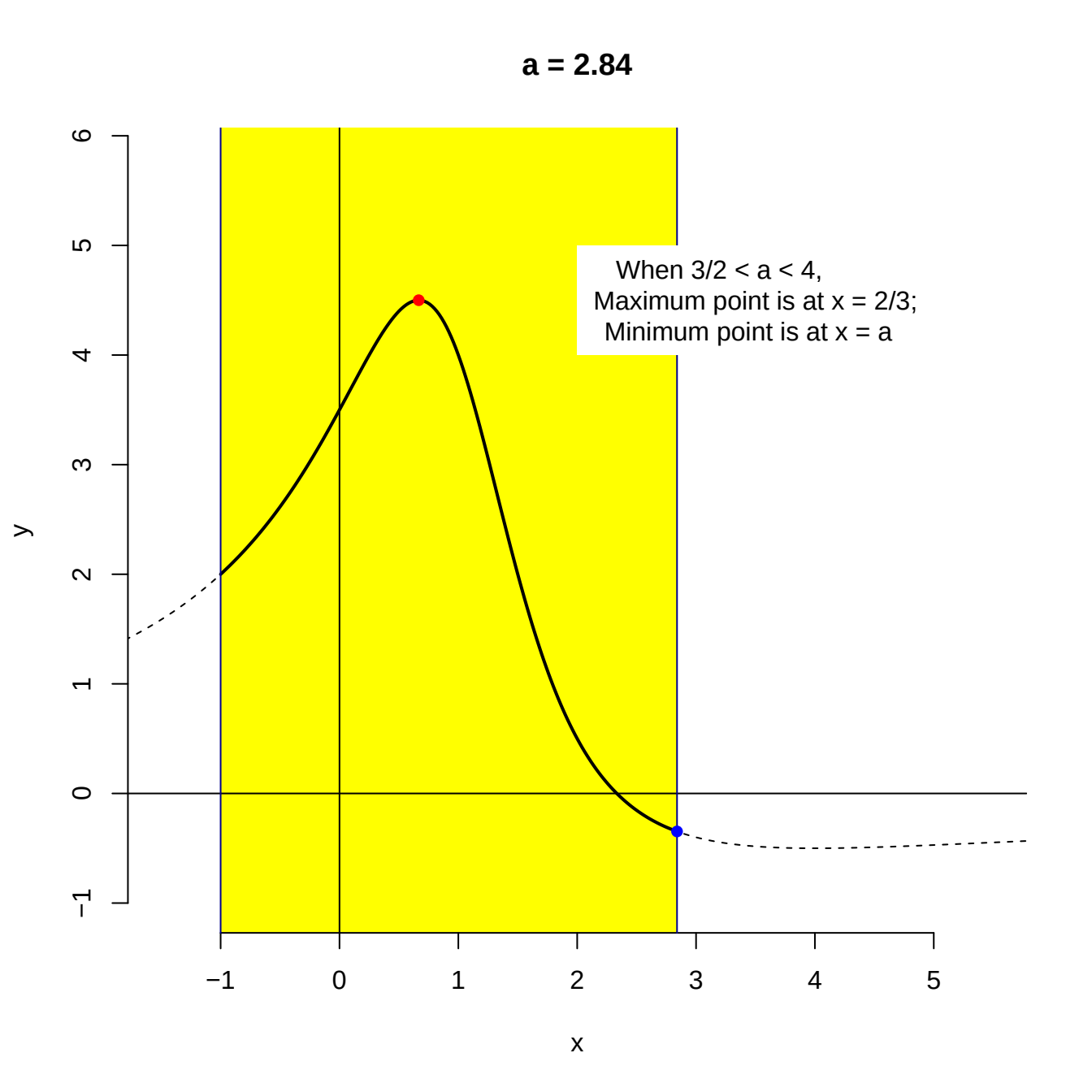

a = 2.74
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

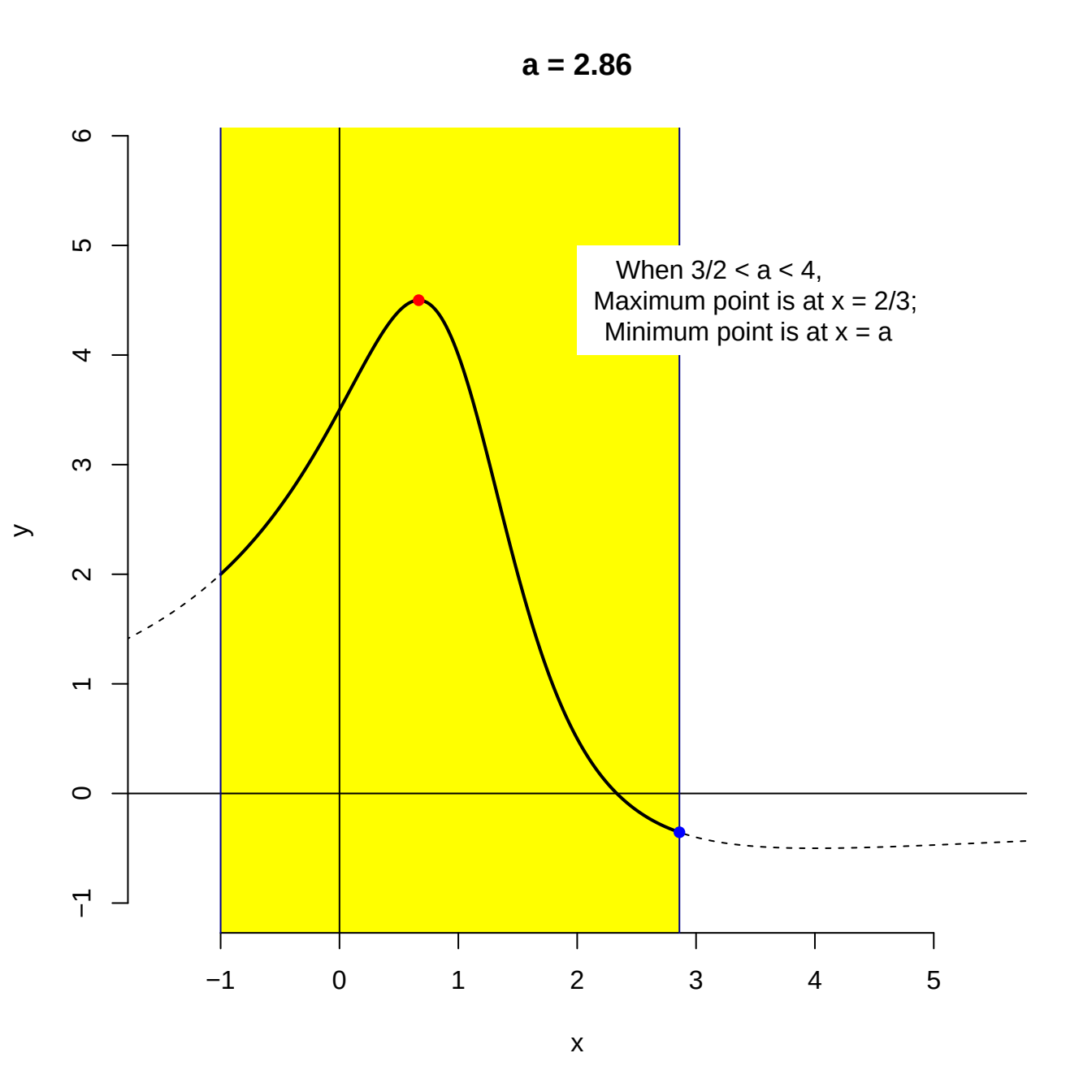

a = 2.76
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

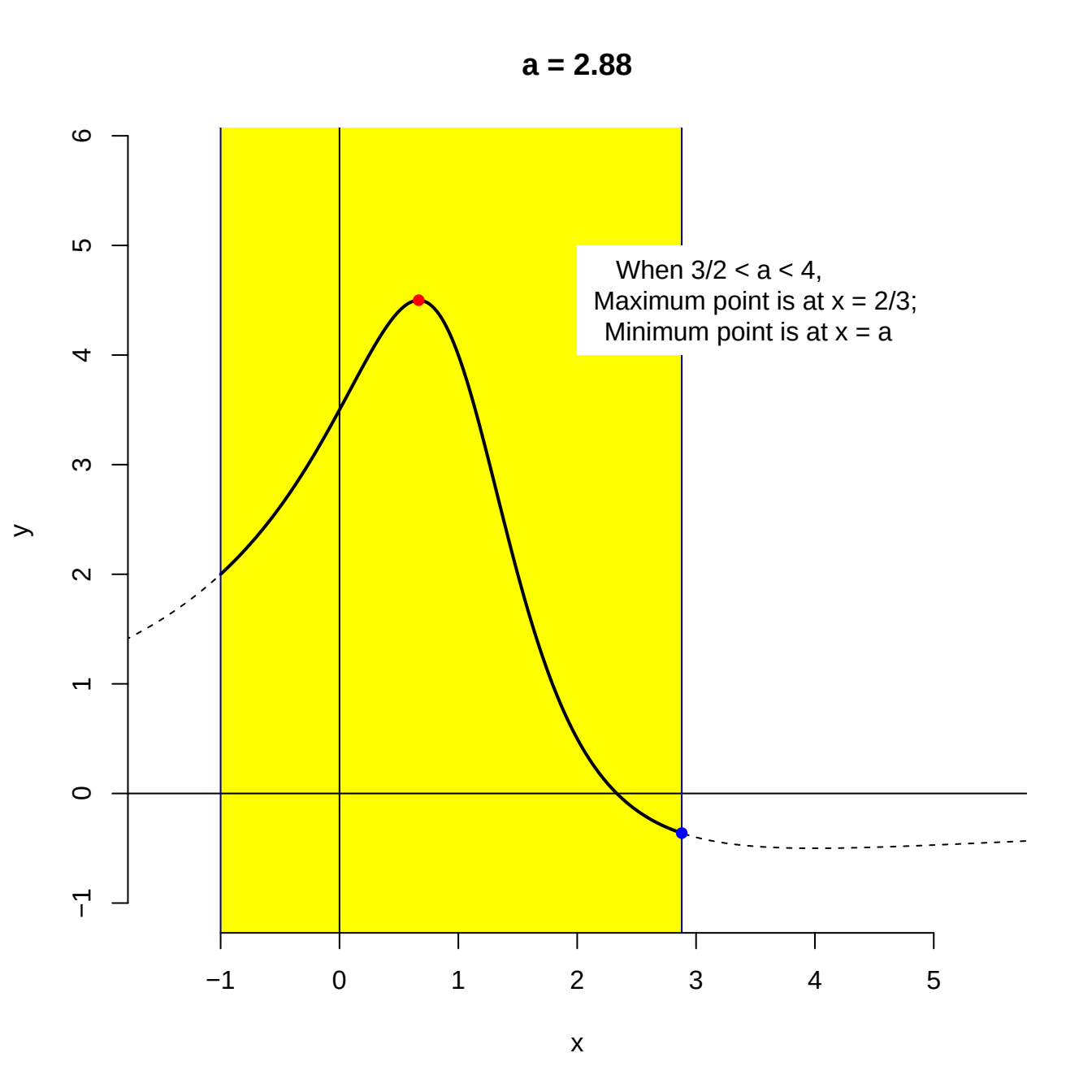

a = 2.78
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

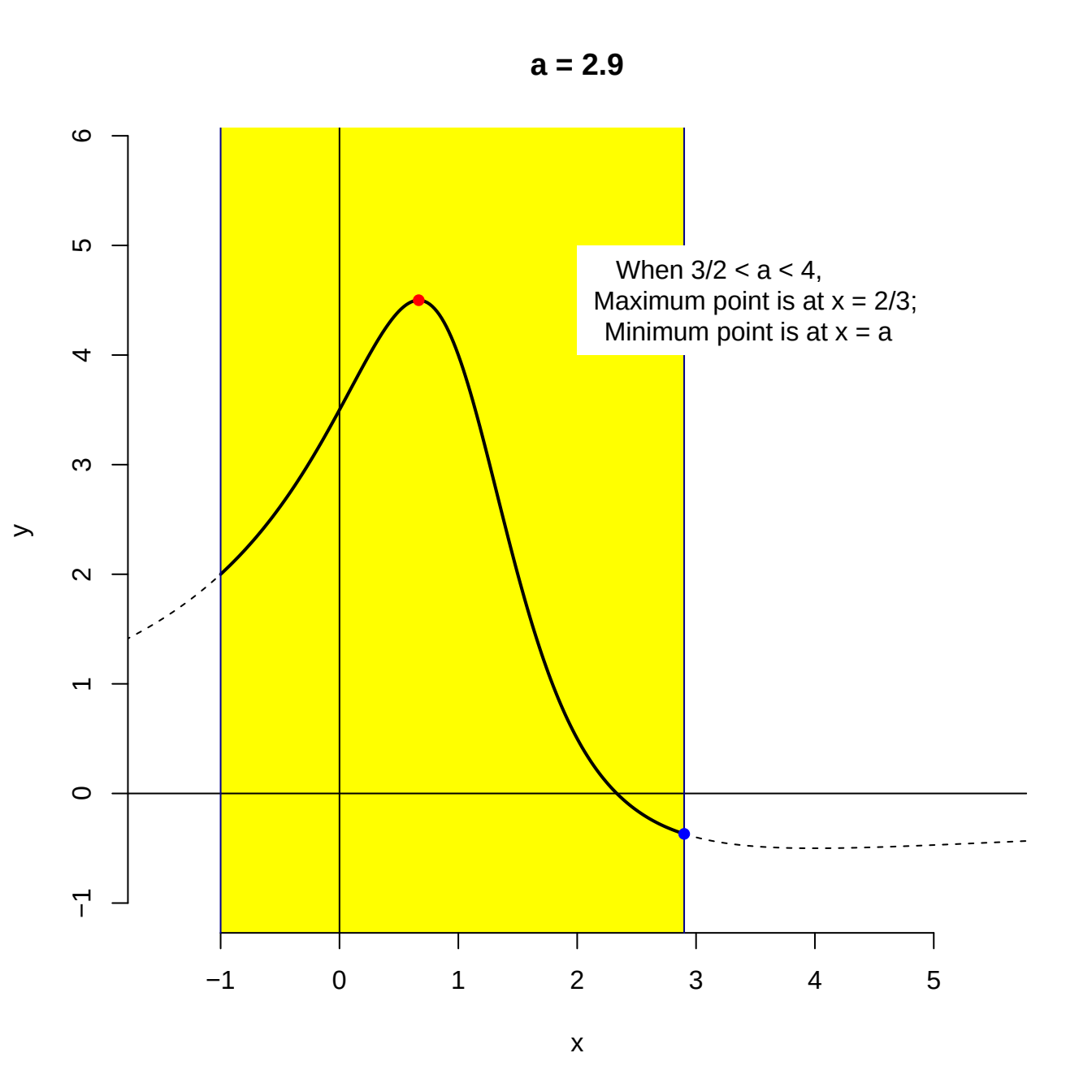

a = 2.8
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

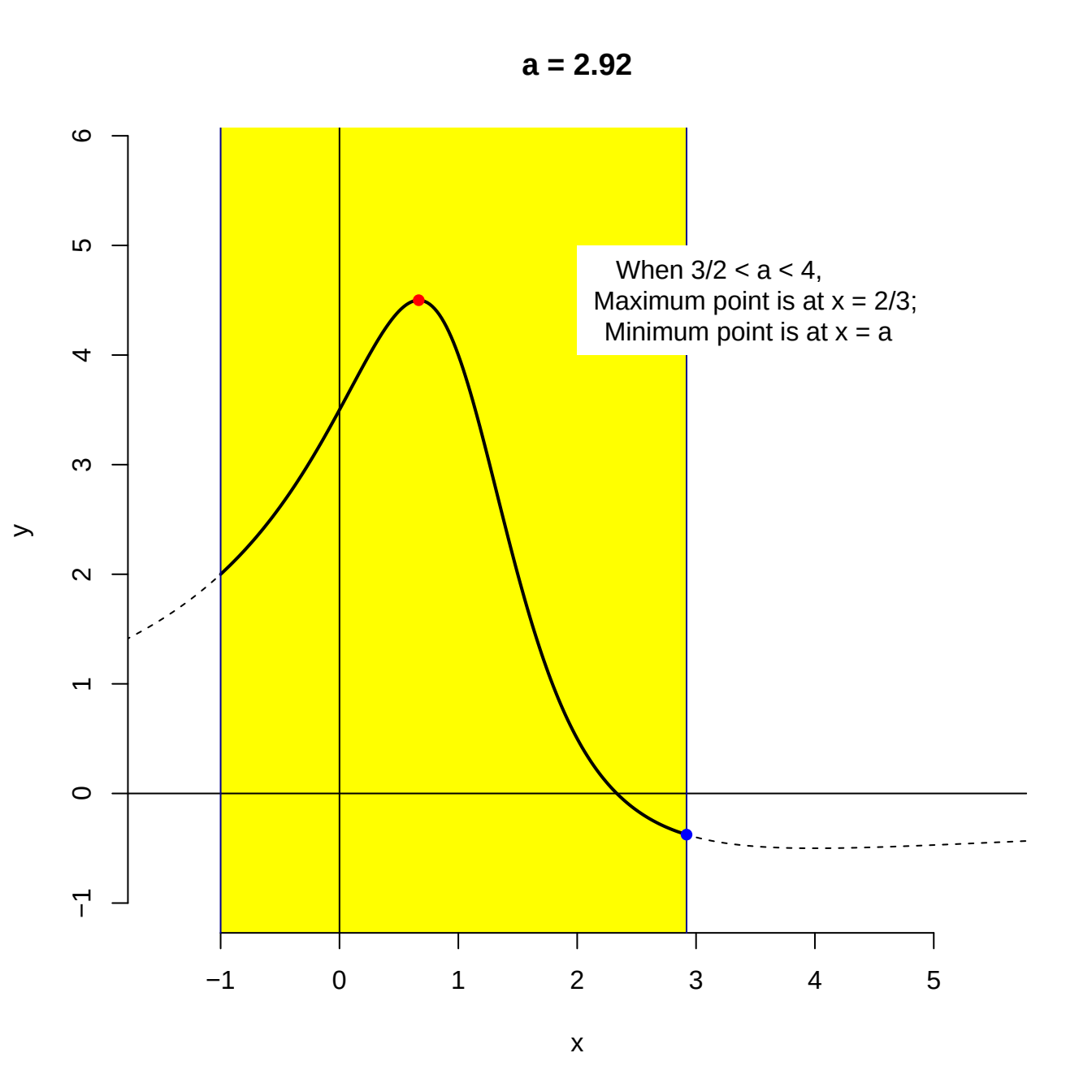

a = 2.82
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

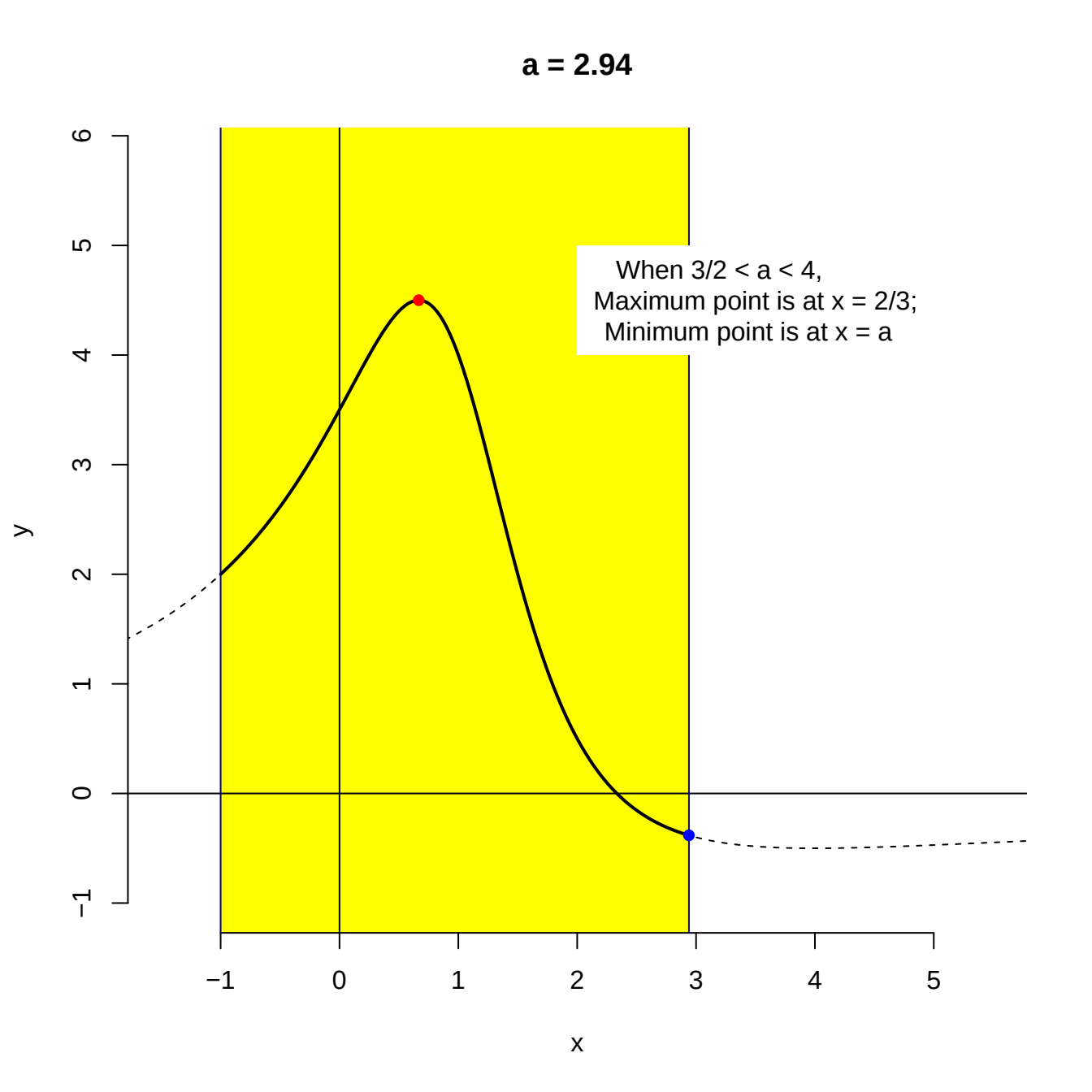

a = 2.84
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6

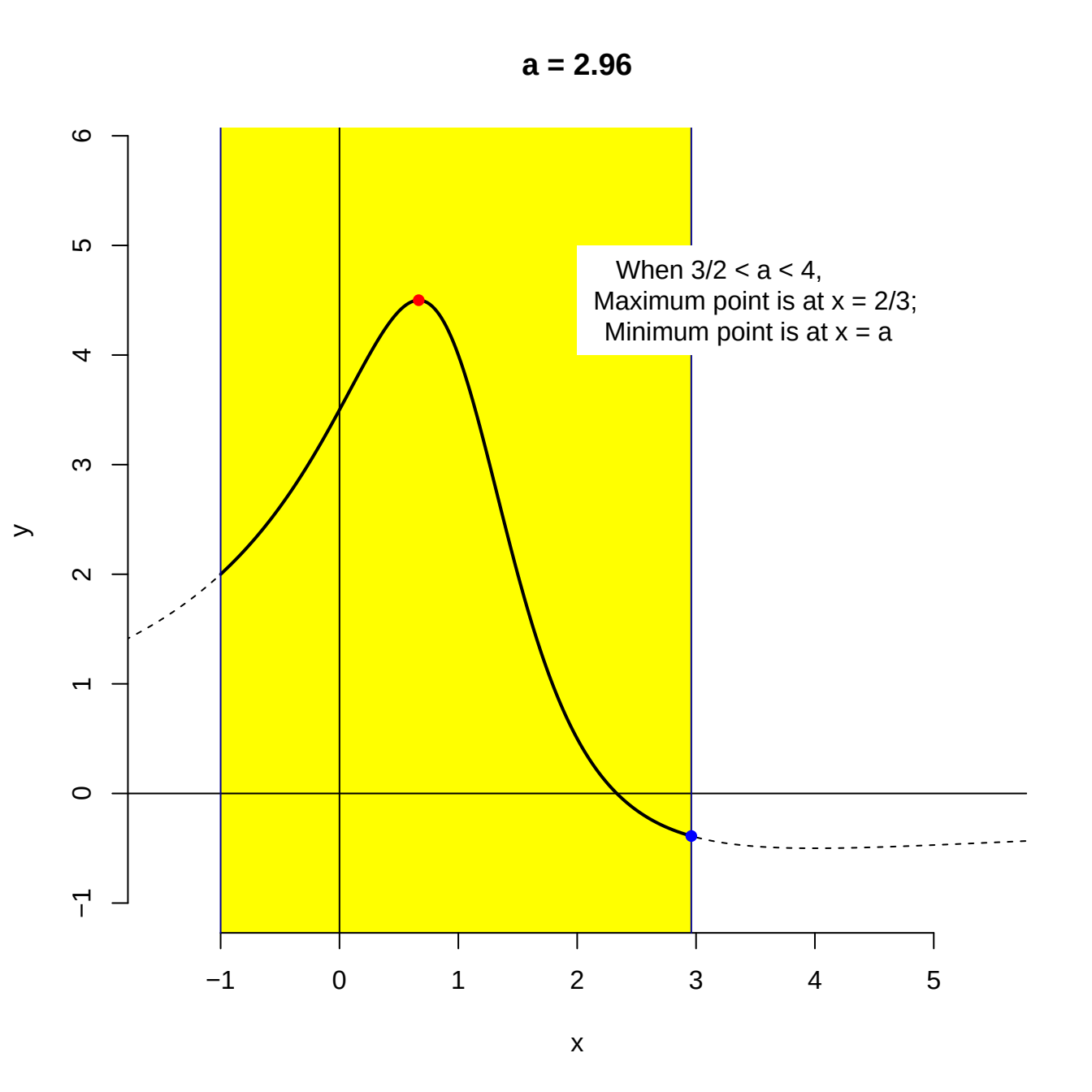

a = 2.86
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

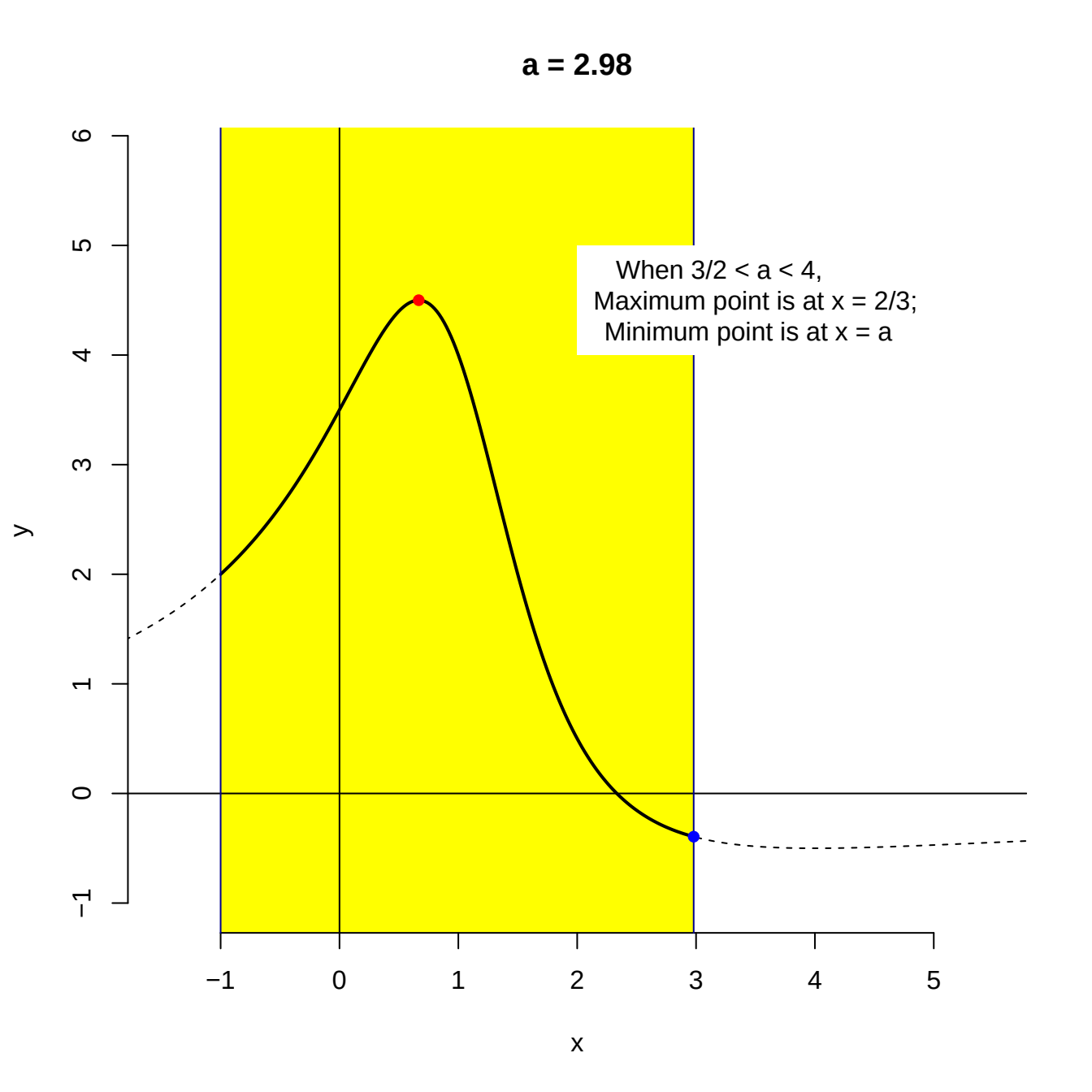

a = 2.88
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

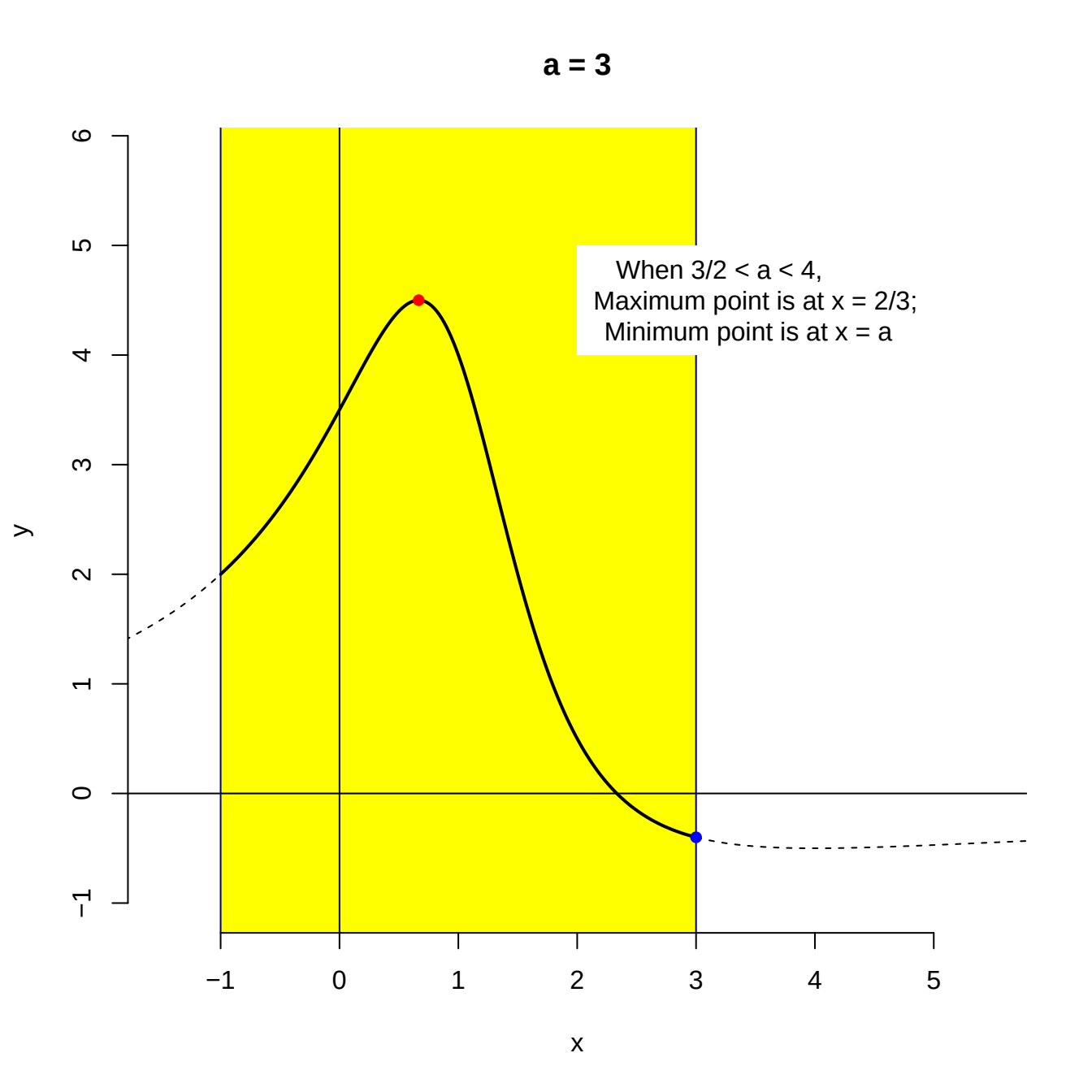

a = 2.9
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

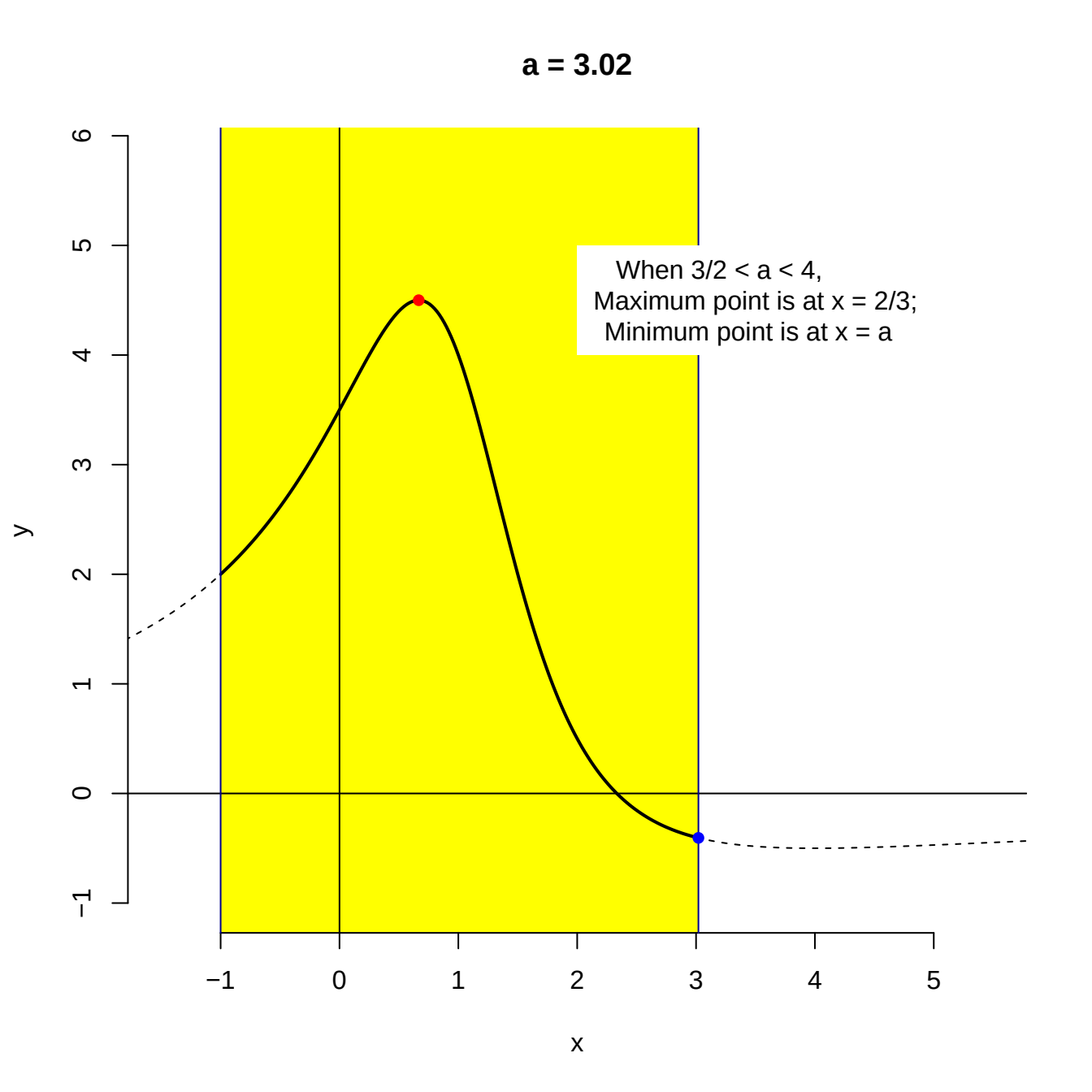

a = 2.92
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6
−1
0
1
2
3
4
5

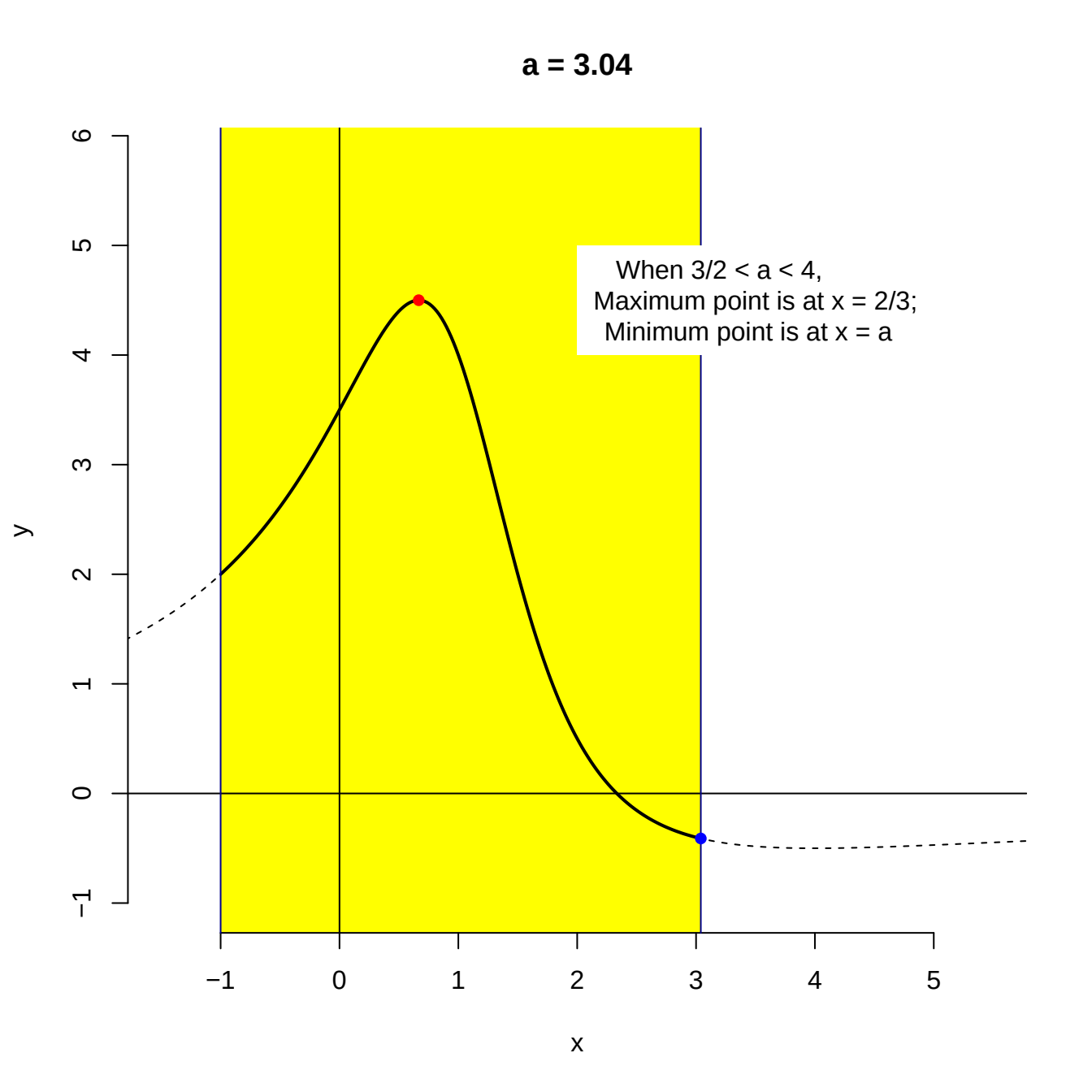

a = 2.94
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

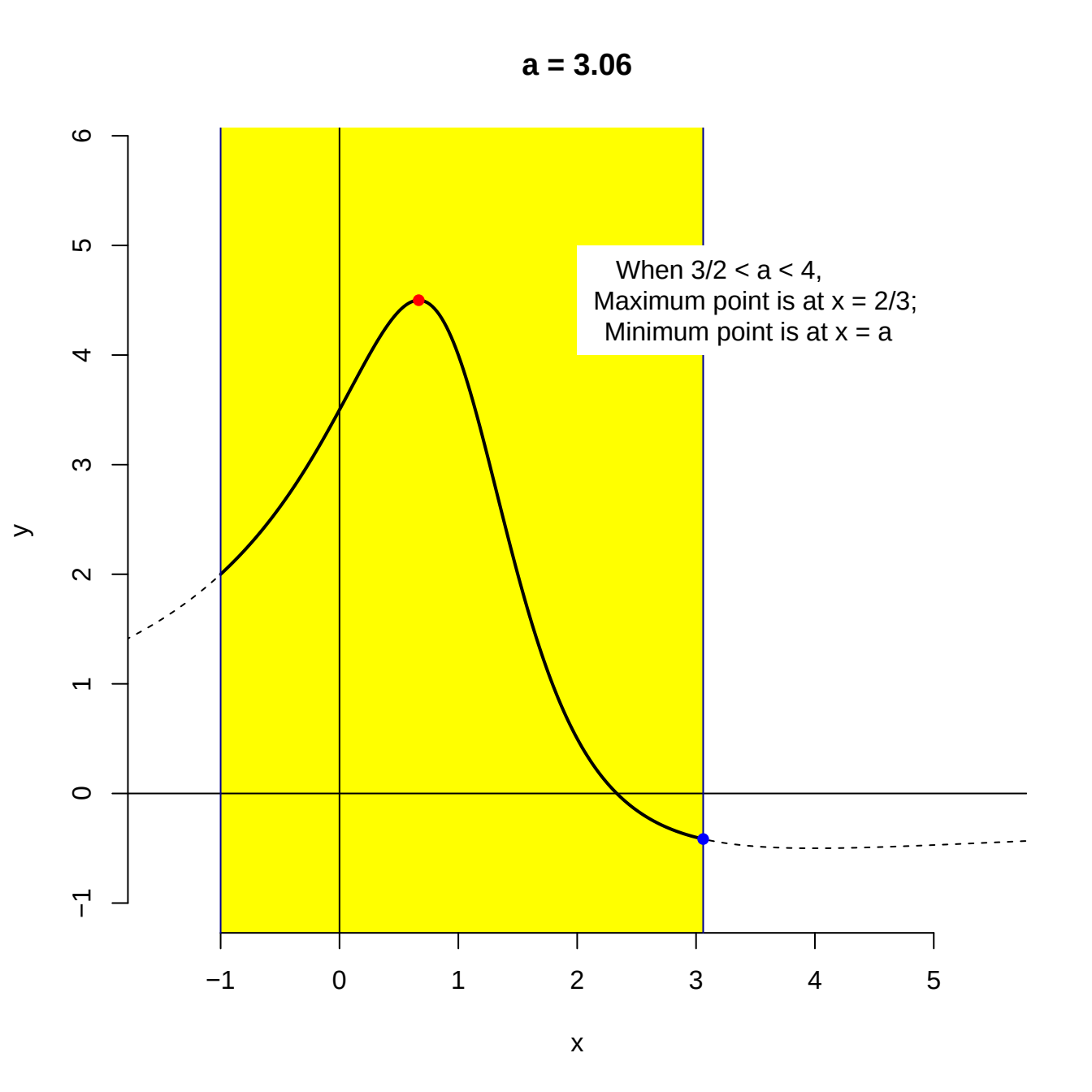

a = 2.96
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6
−1
0
1
2
3
4
5

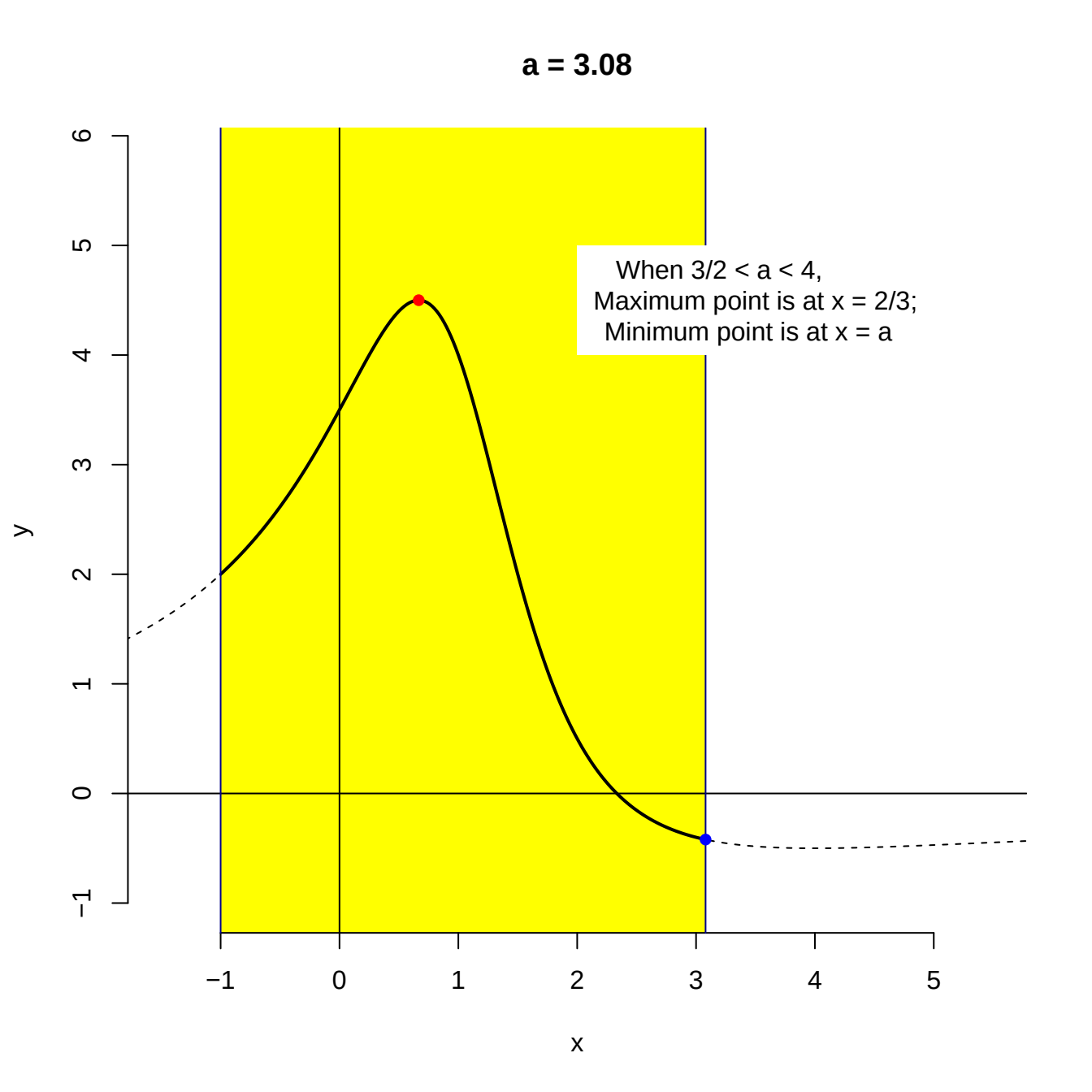

a = 2.98
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

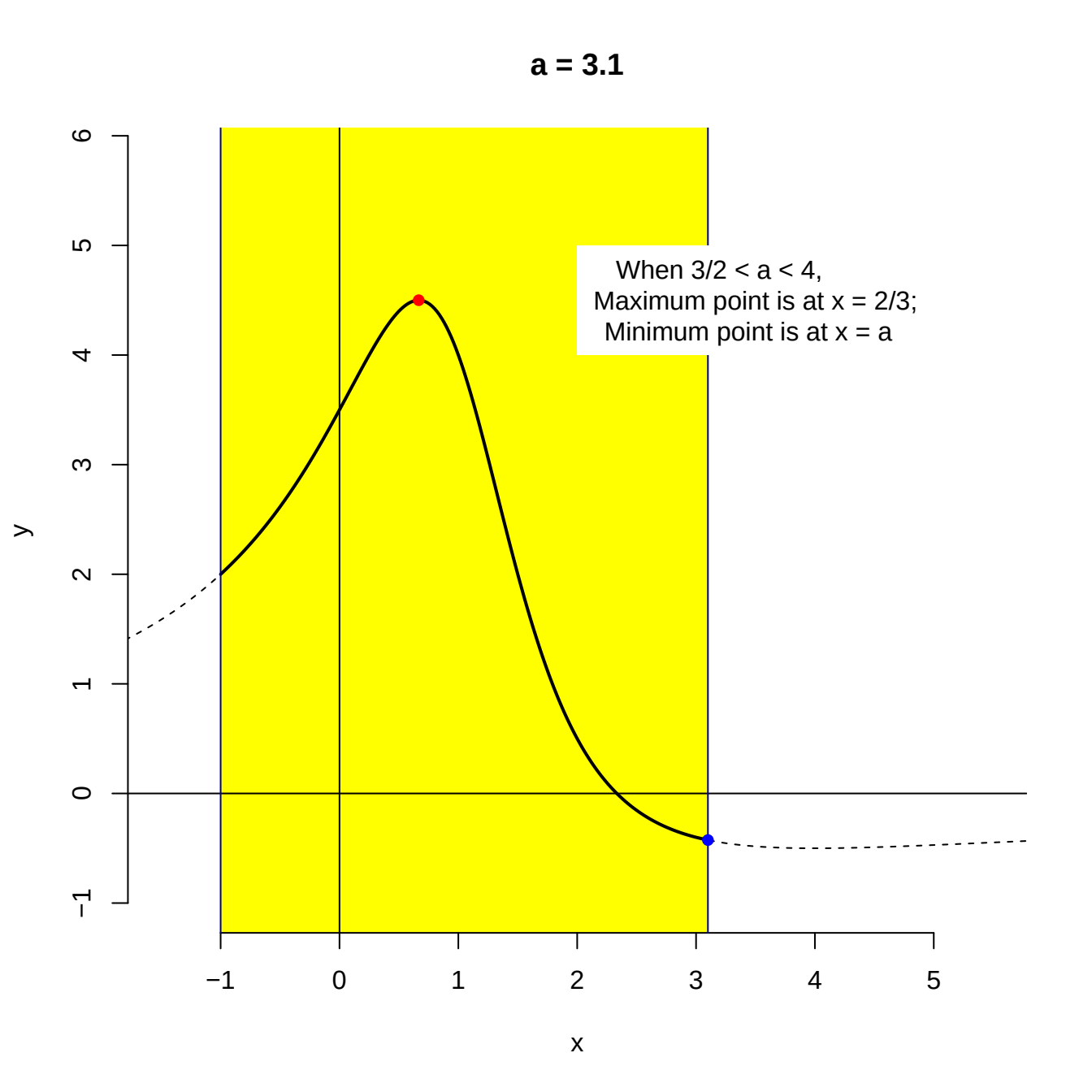

a = 3
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

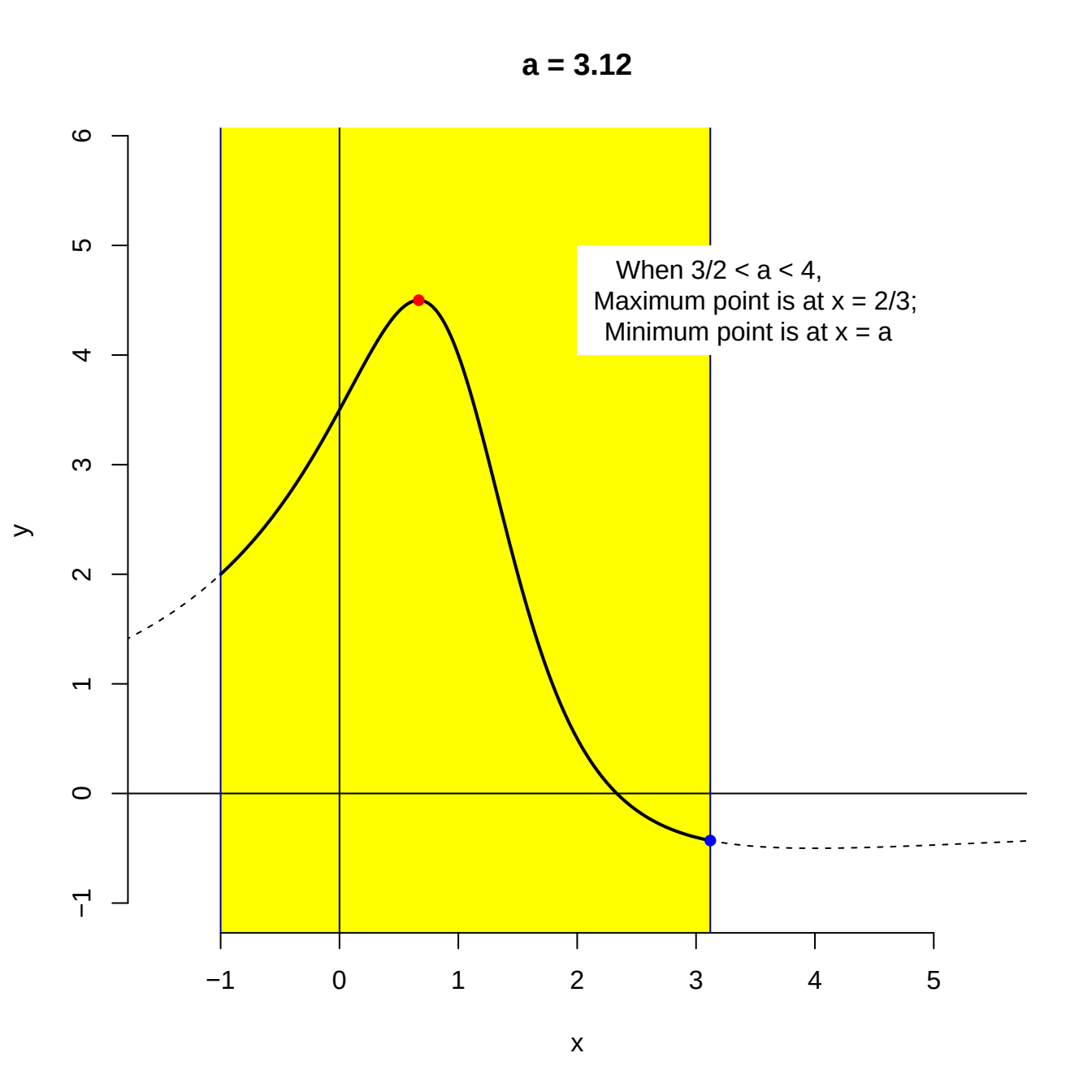

a = 3.02
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

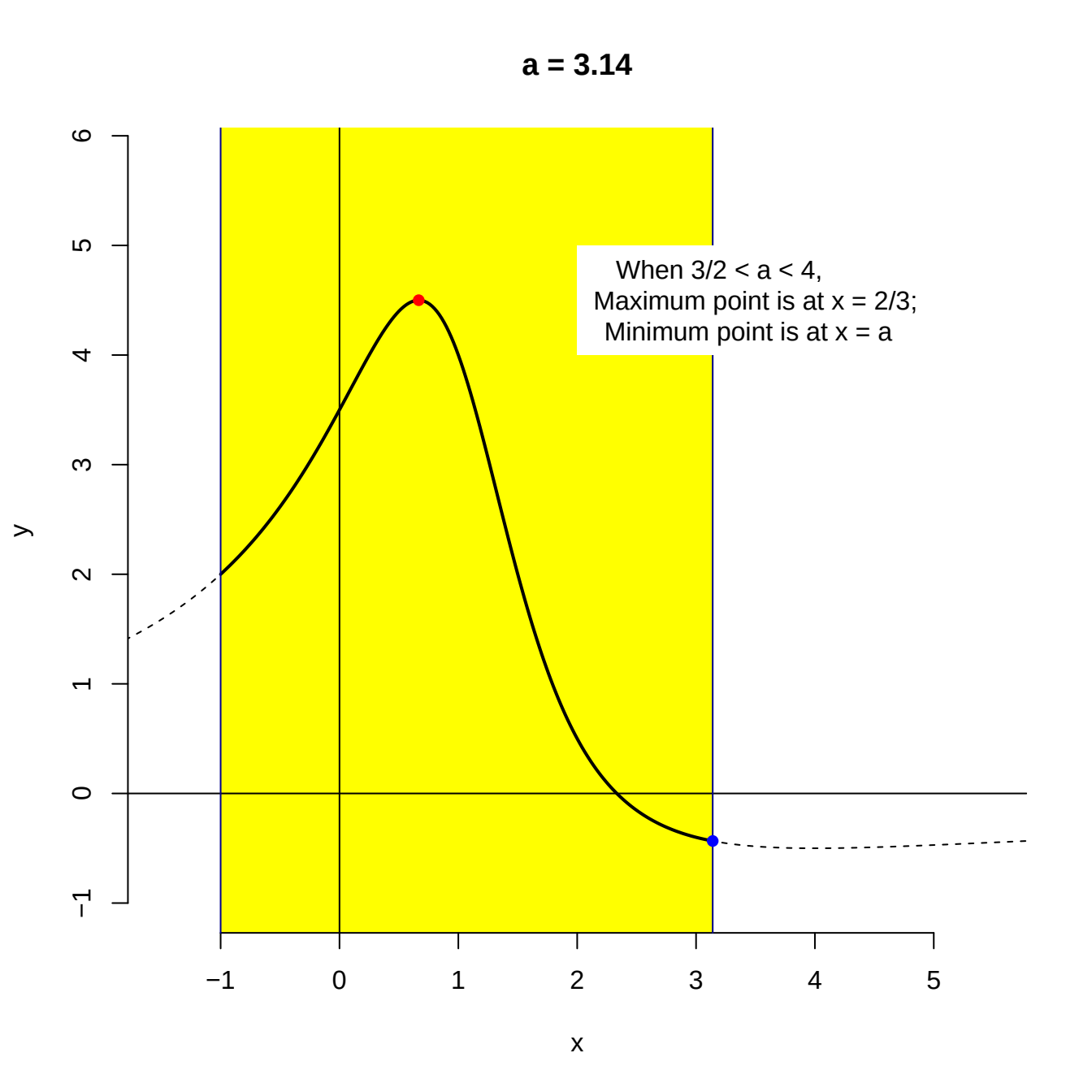

a = 3.04
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

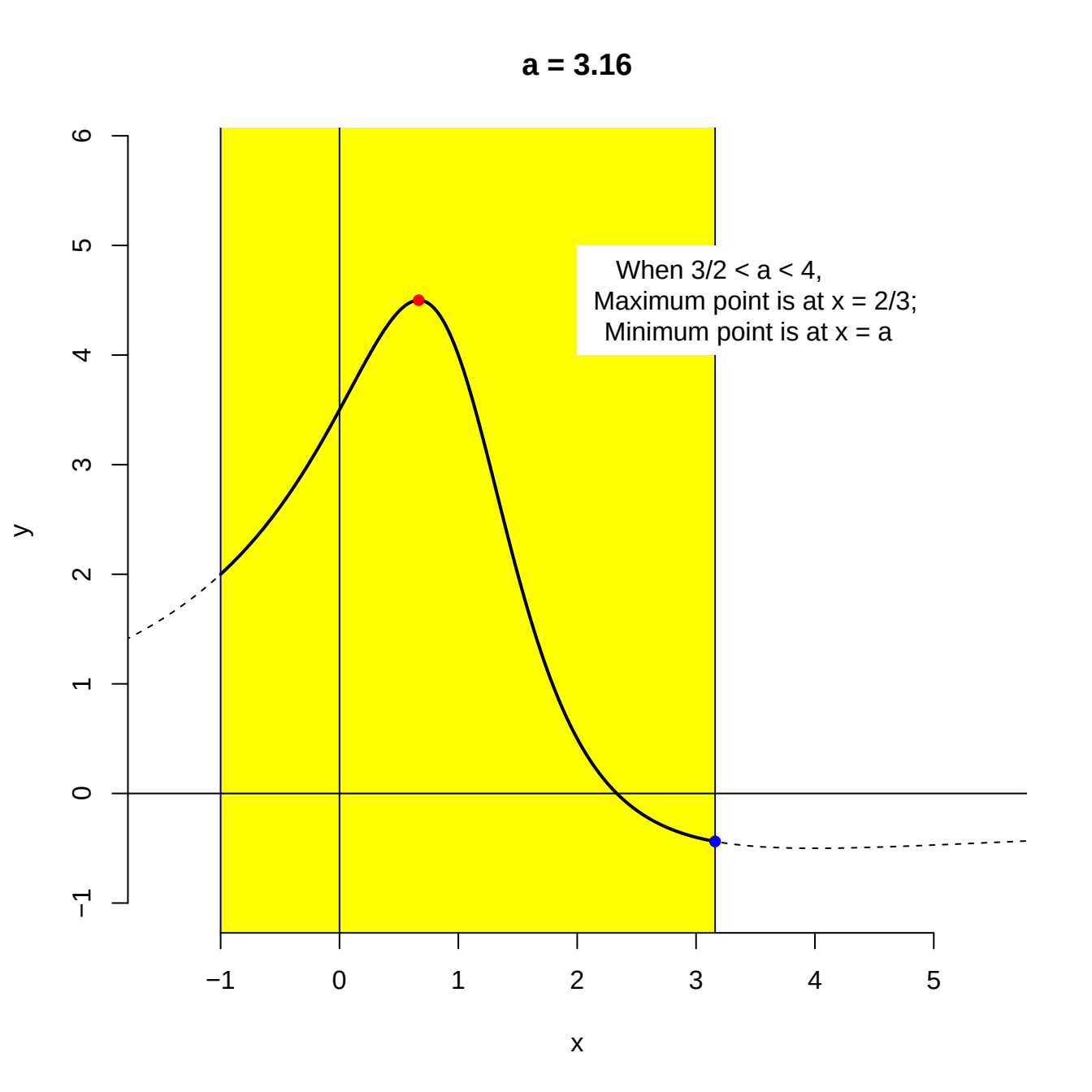

a = 3.06
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

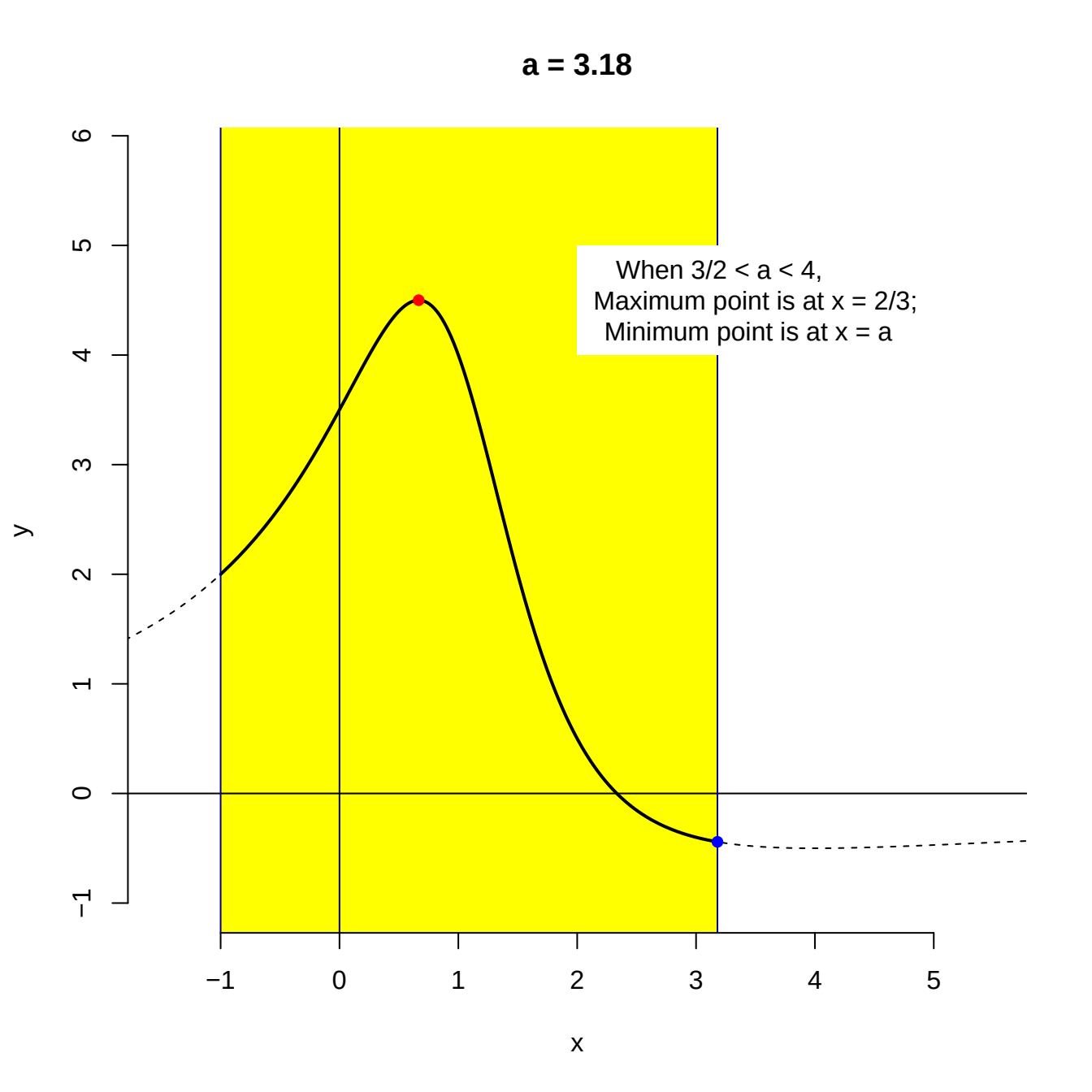

a = 3.08
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

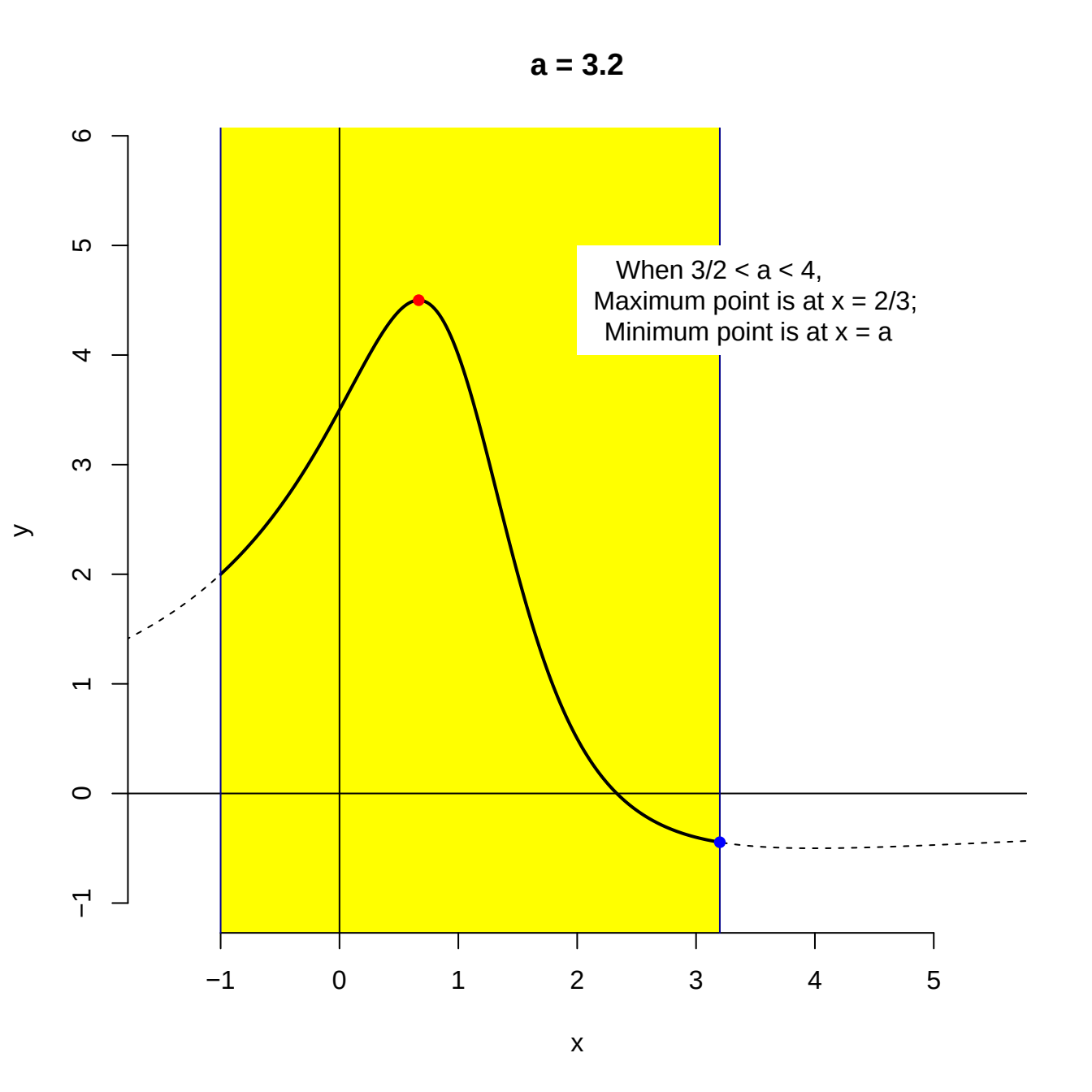

a = 3.1
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

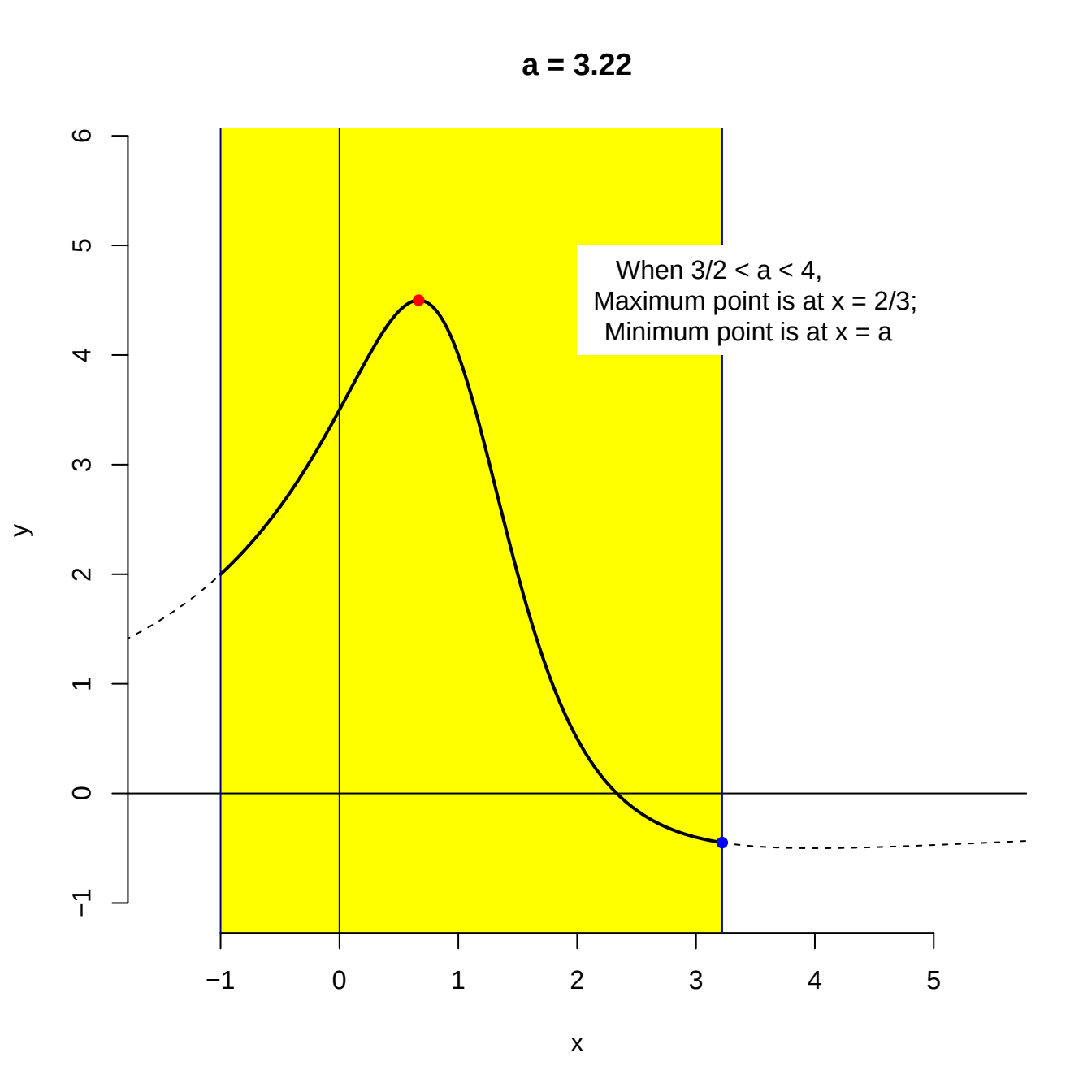

a = 3.12
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

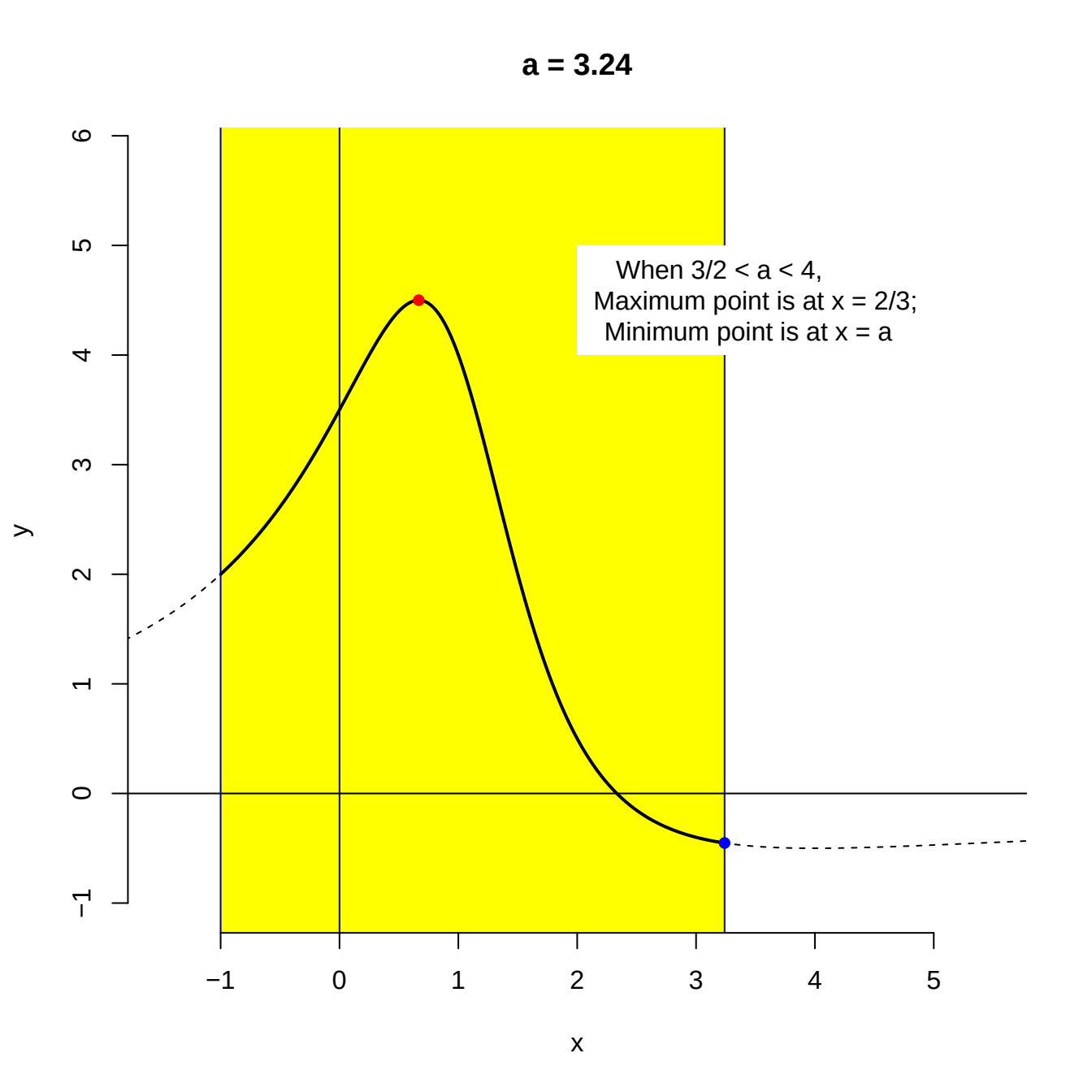

a = 3.14
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

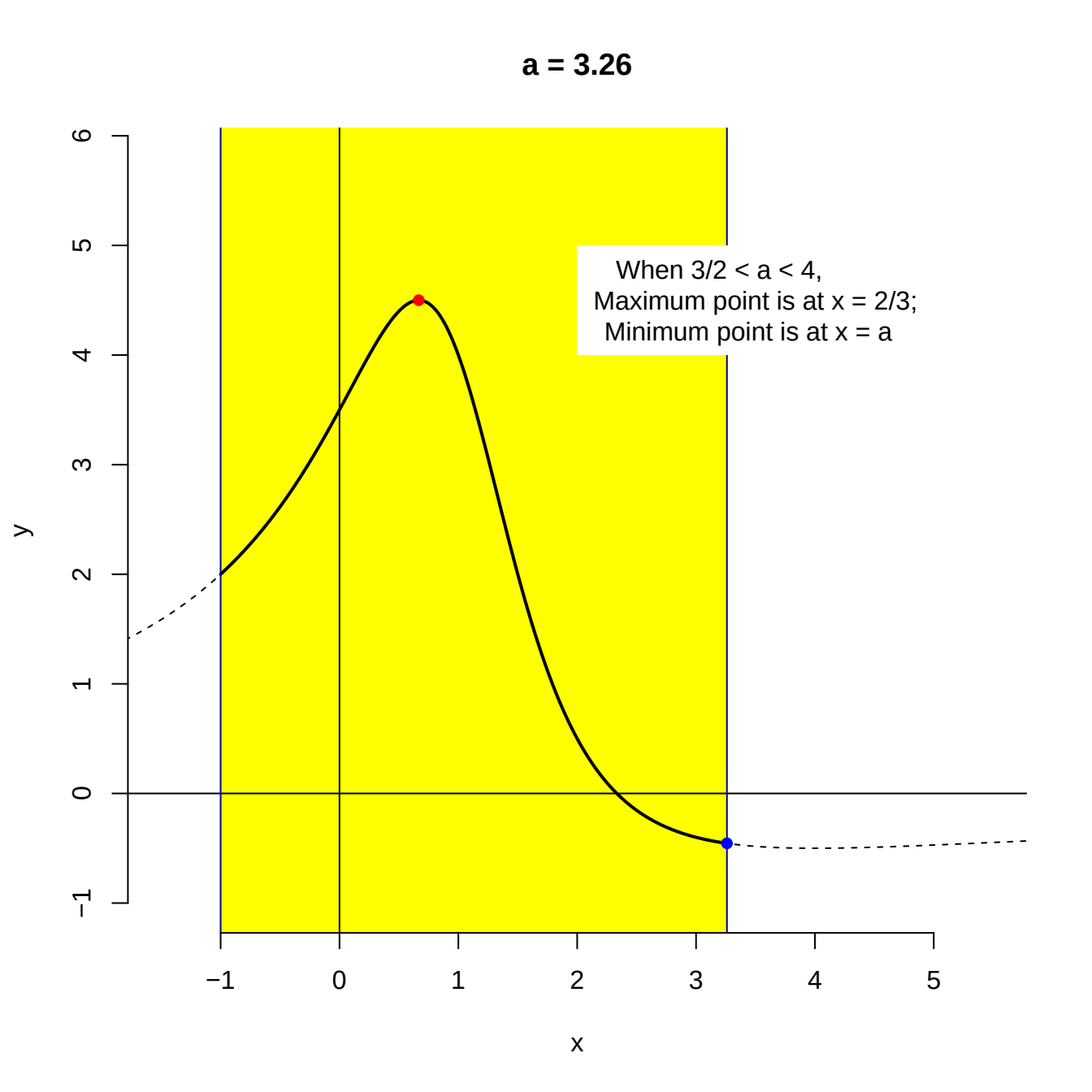

a = 3.16
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

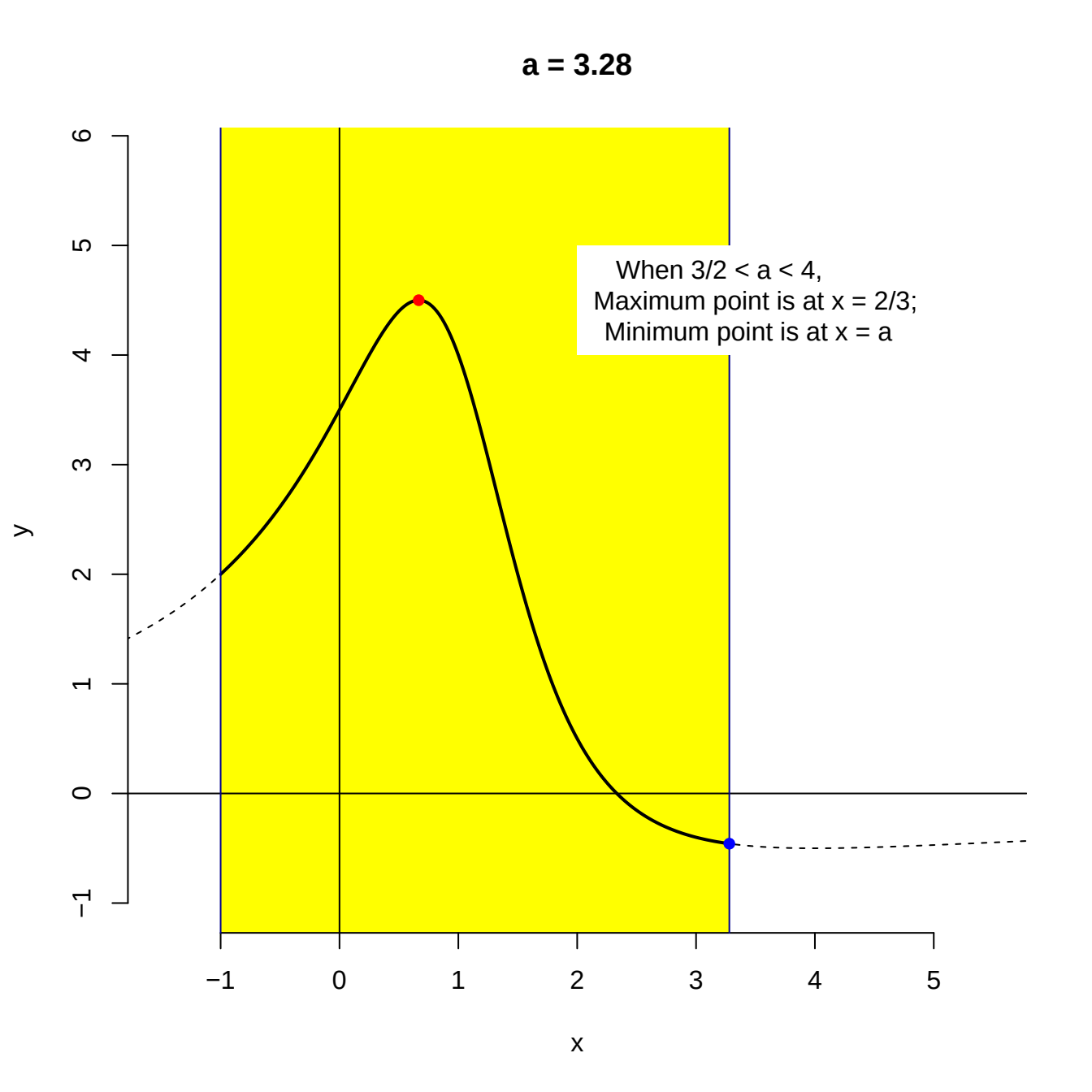

a = 3.18
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

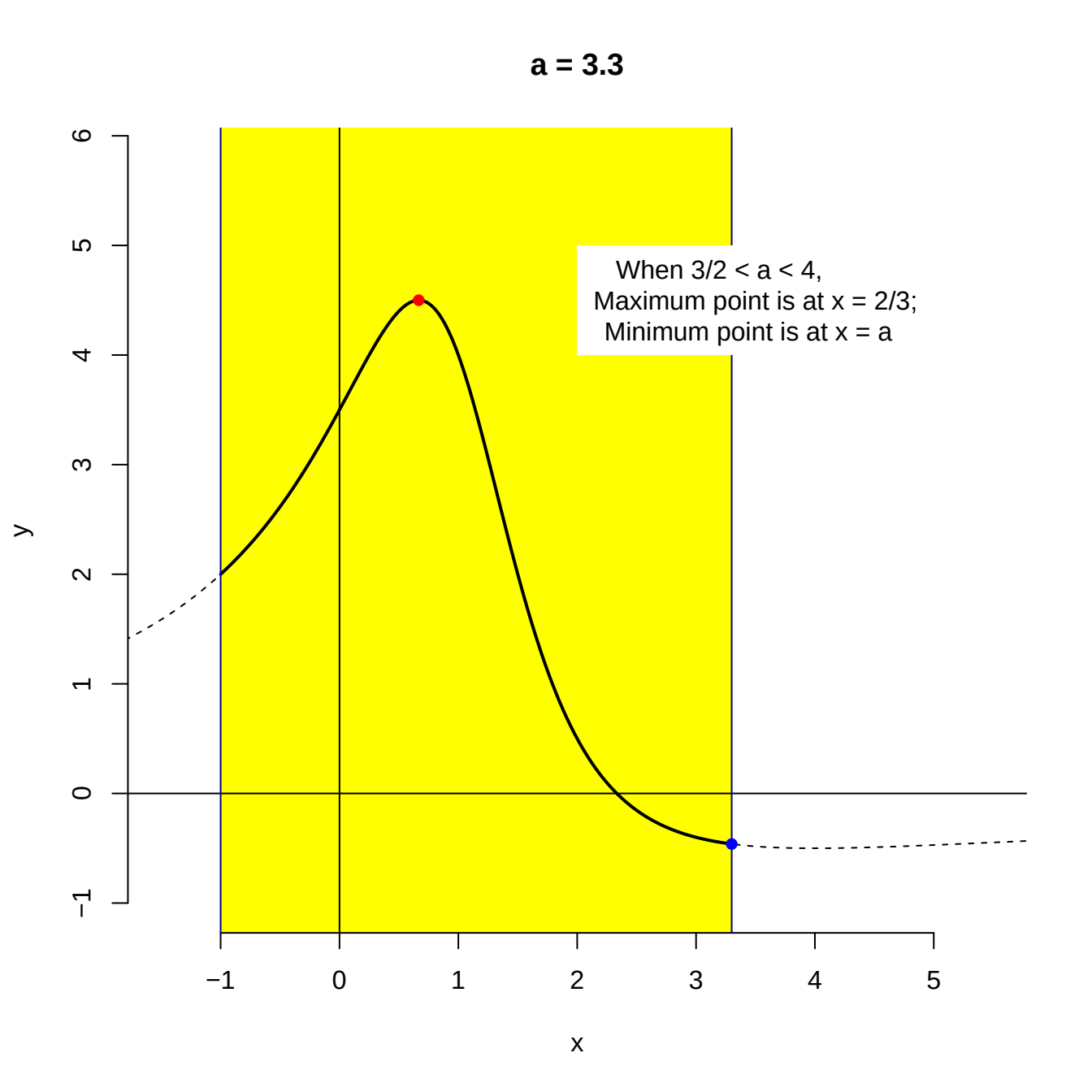

a = 3.2
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6
−1
0
1
2
3
4
5

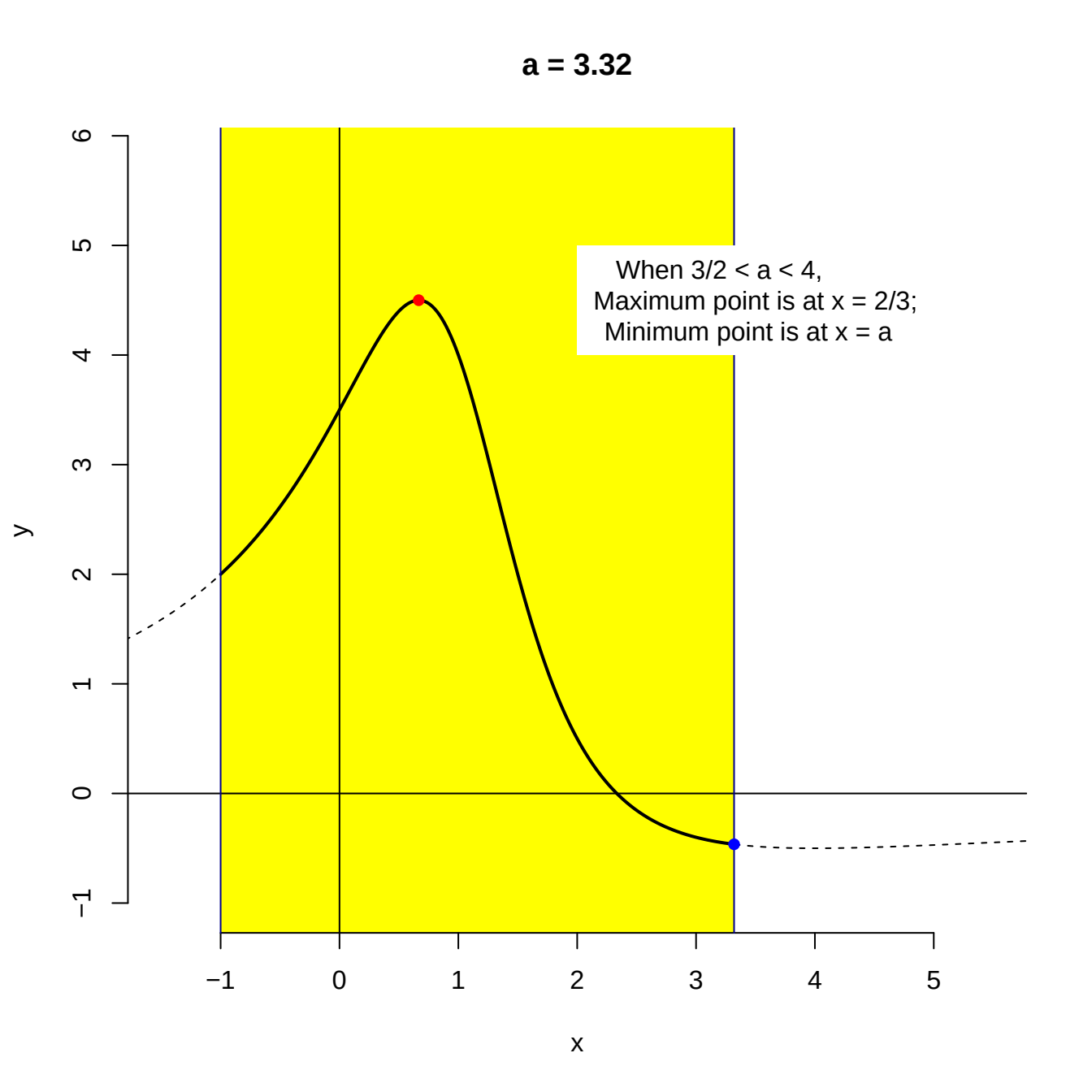

a = 3.22
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
−1
0
1
2
3
4
5
6

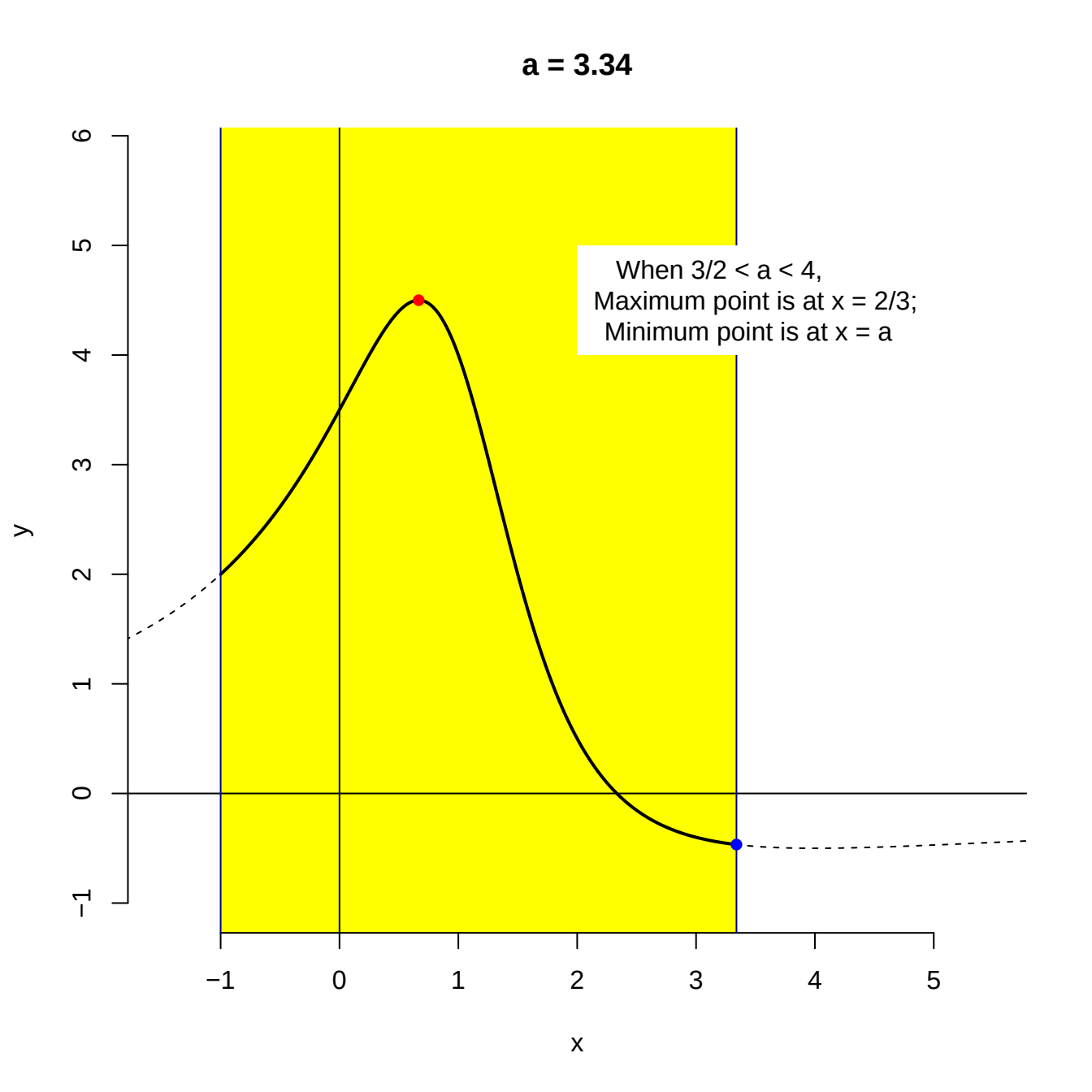

a = 3.24
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

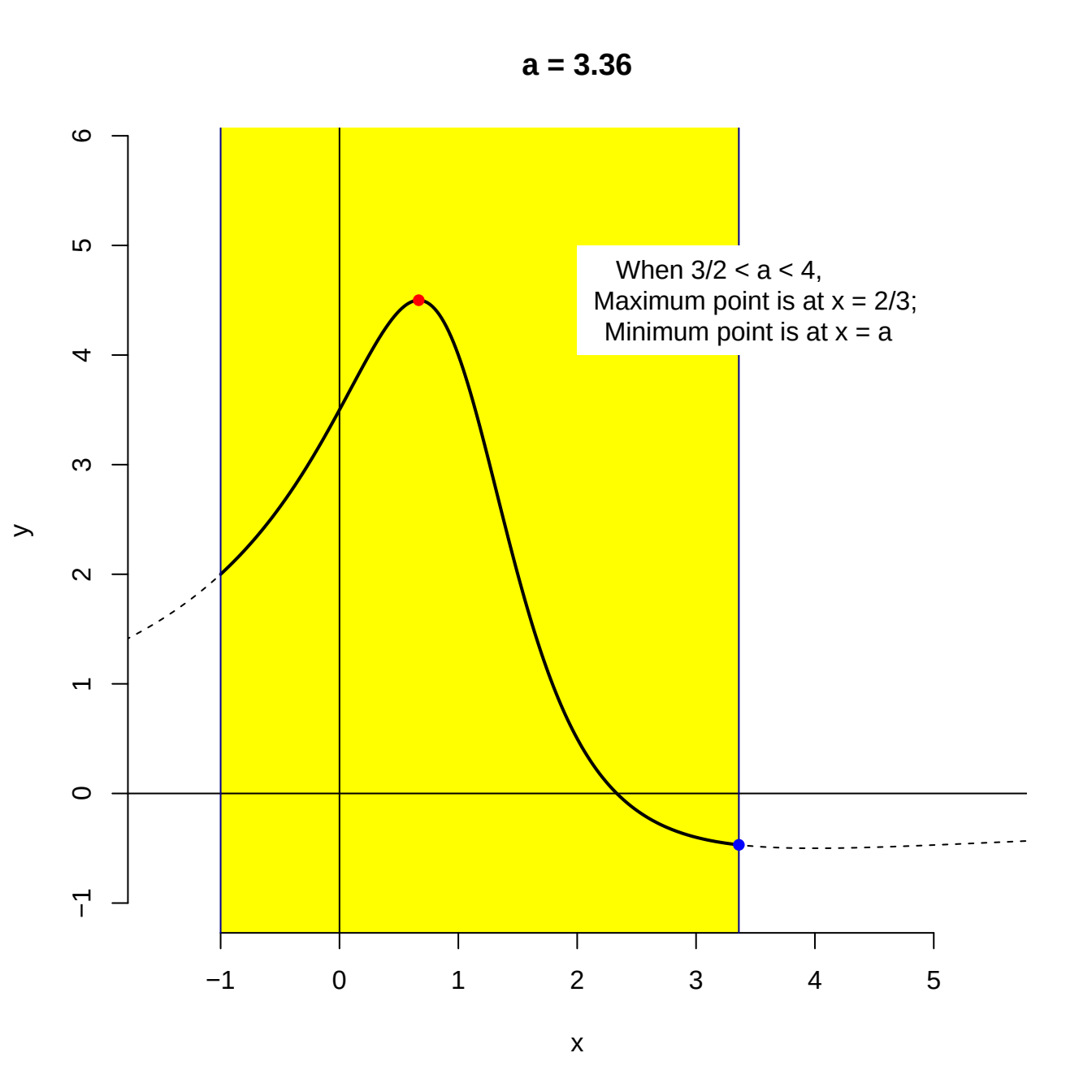

a = 3.26
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

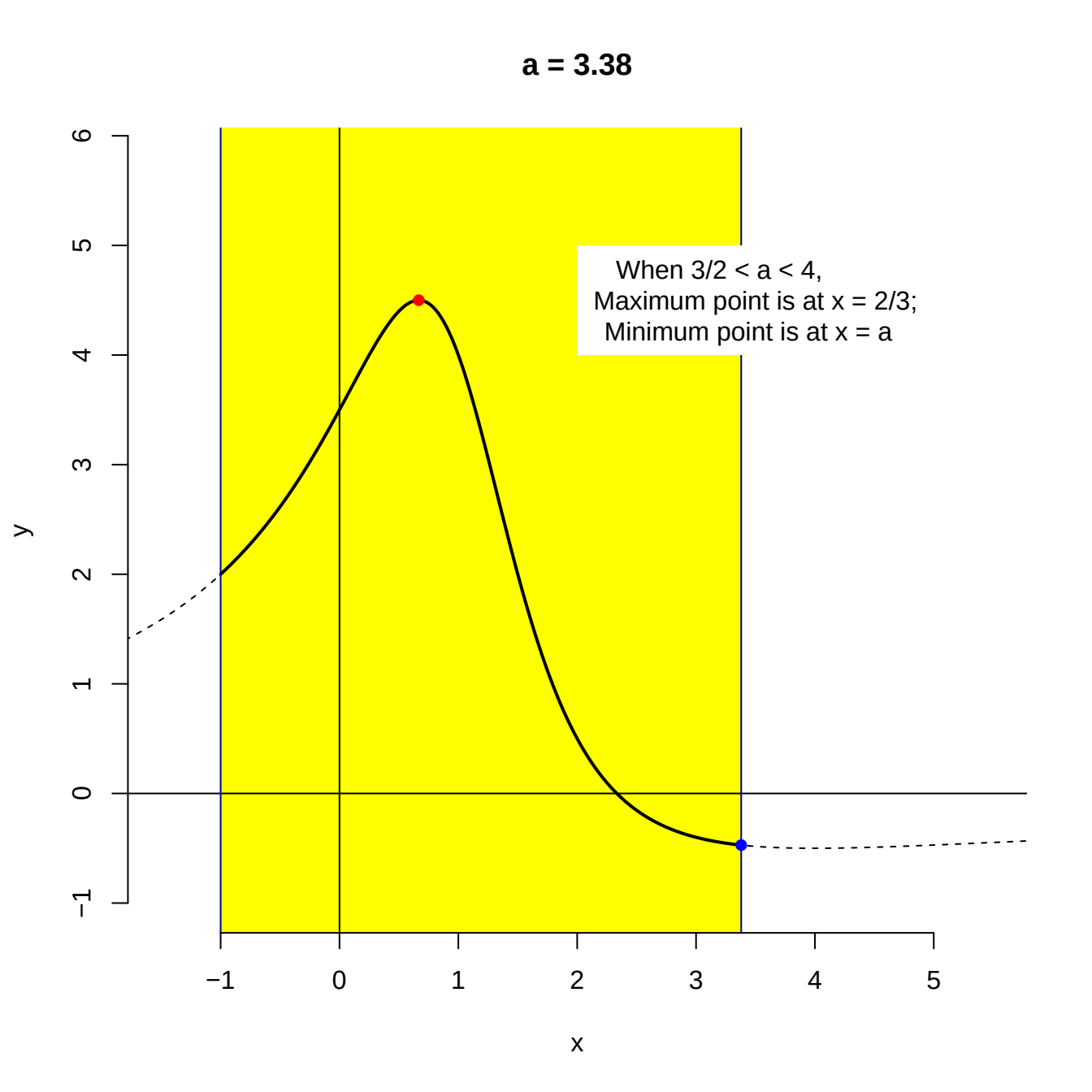

a = 3.28
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

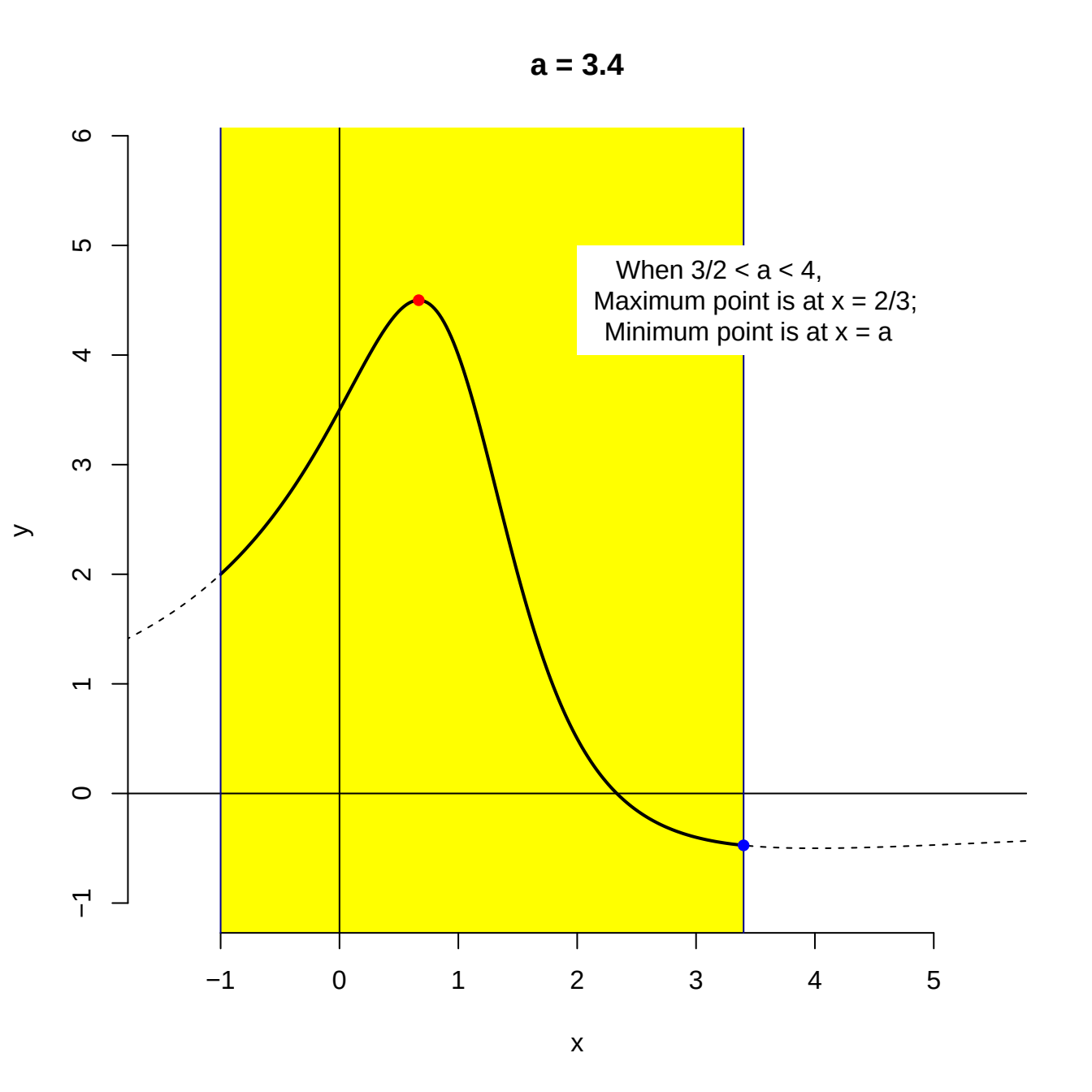

a = 3.3
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

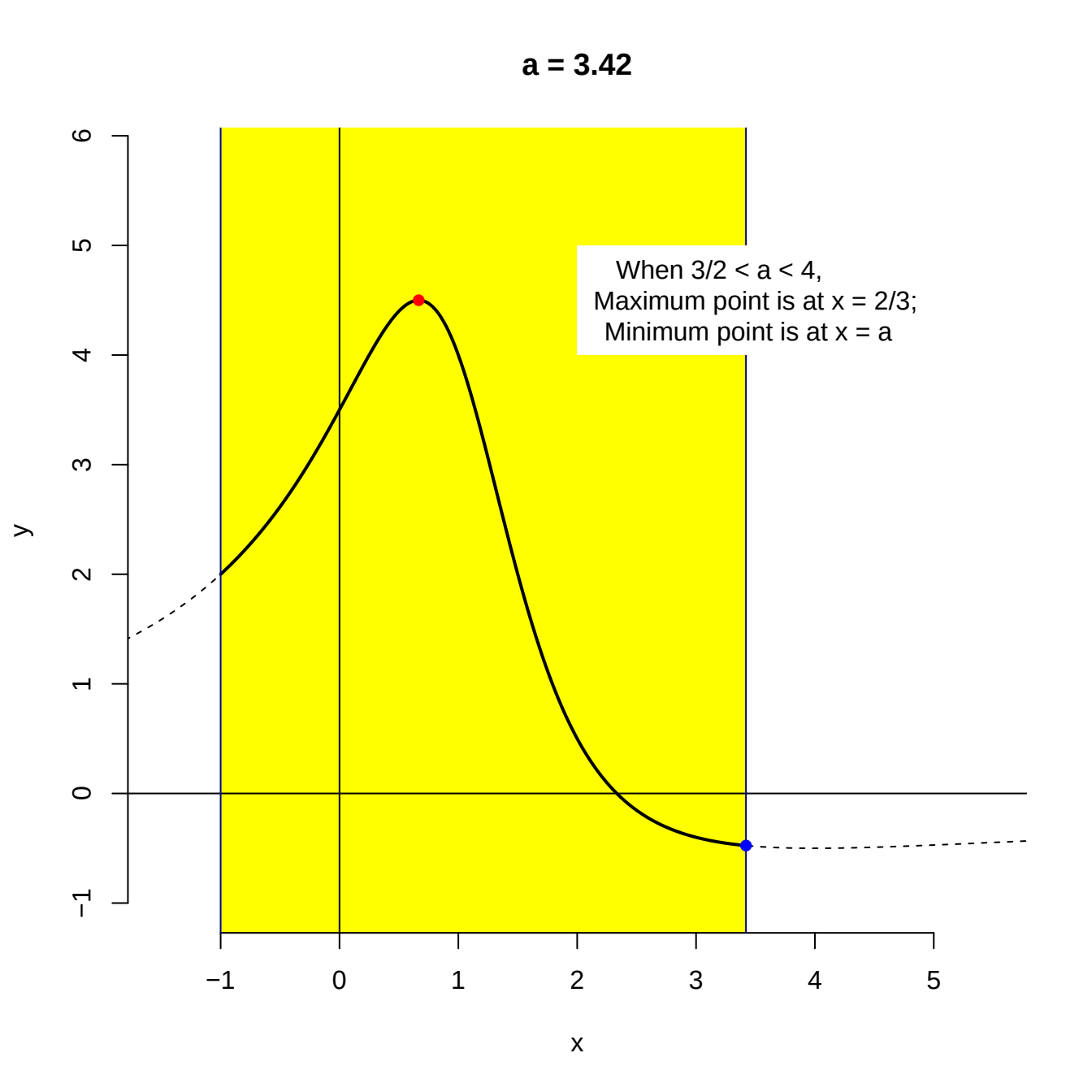

a = 3.32
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

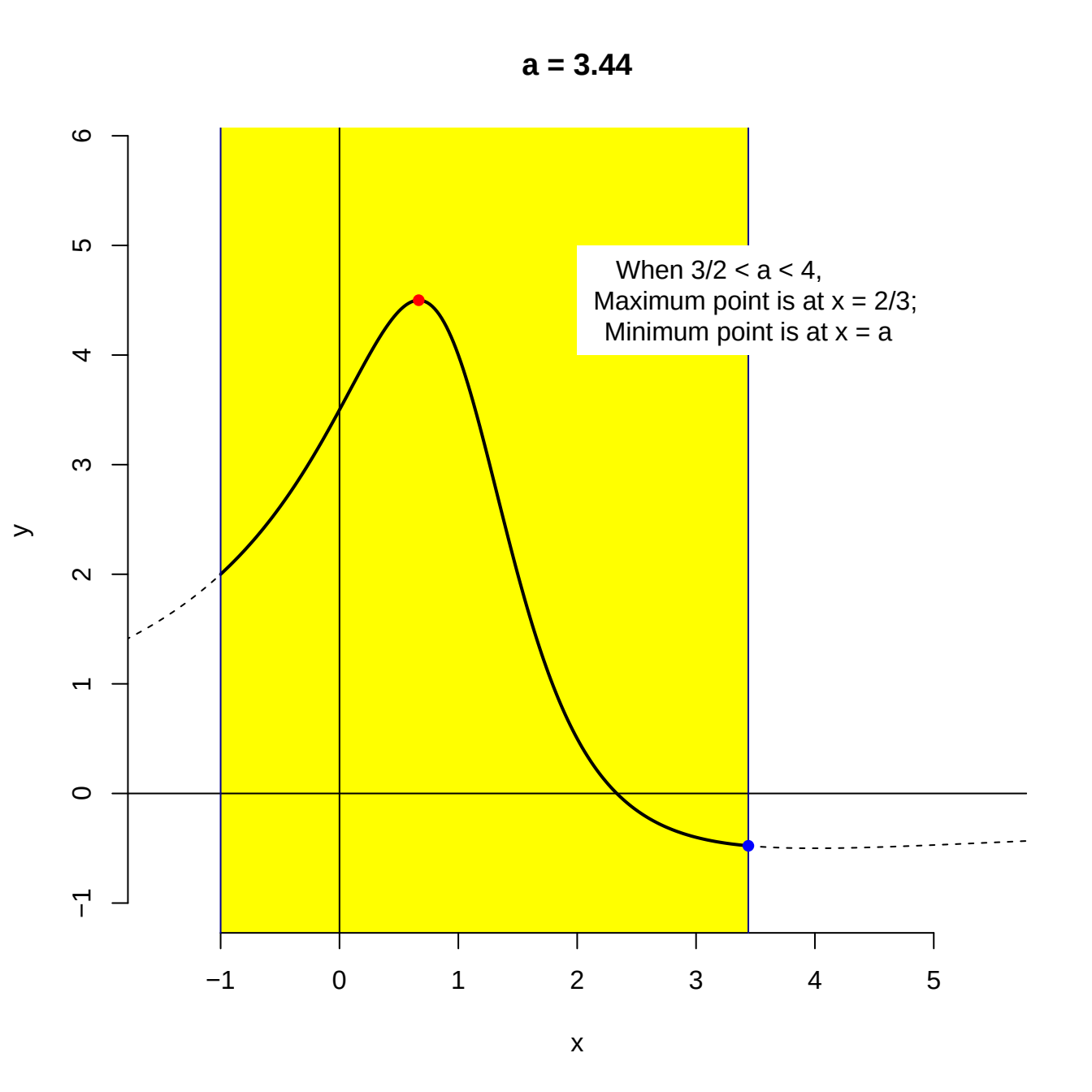

a = 3.34
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

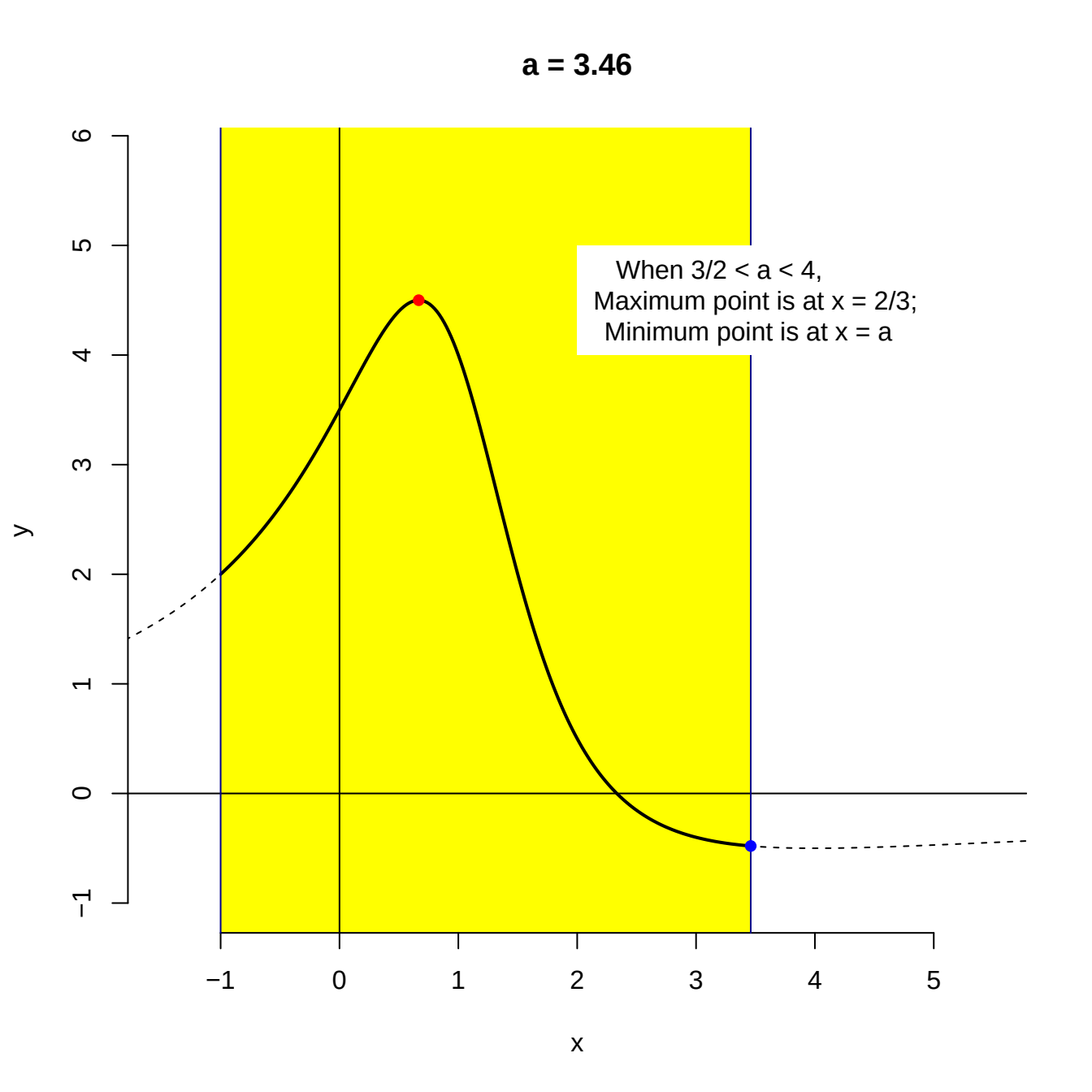

a = 3.36
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

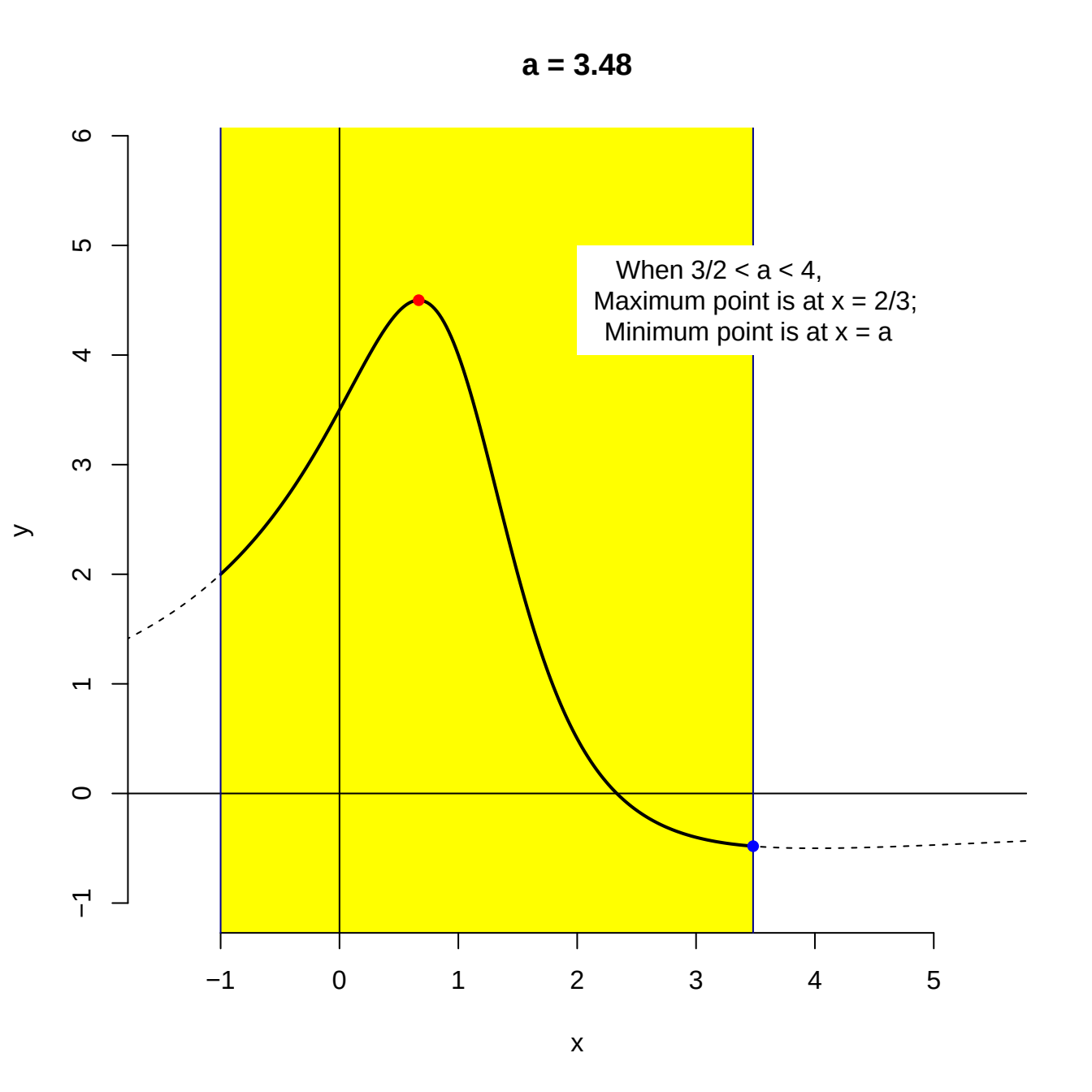

a = 3.38
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

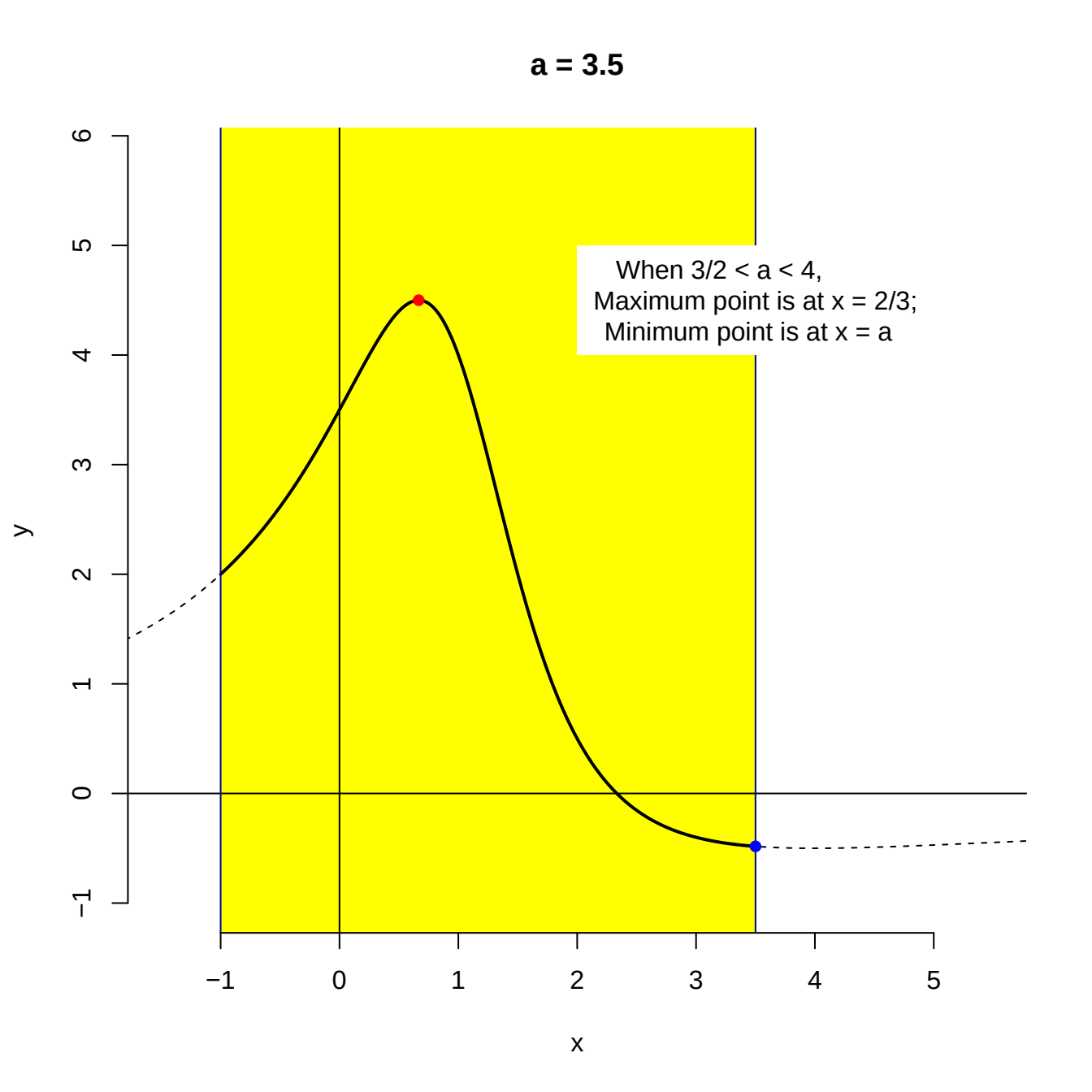

a = 3.4
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

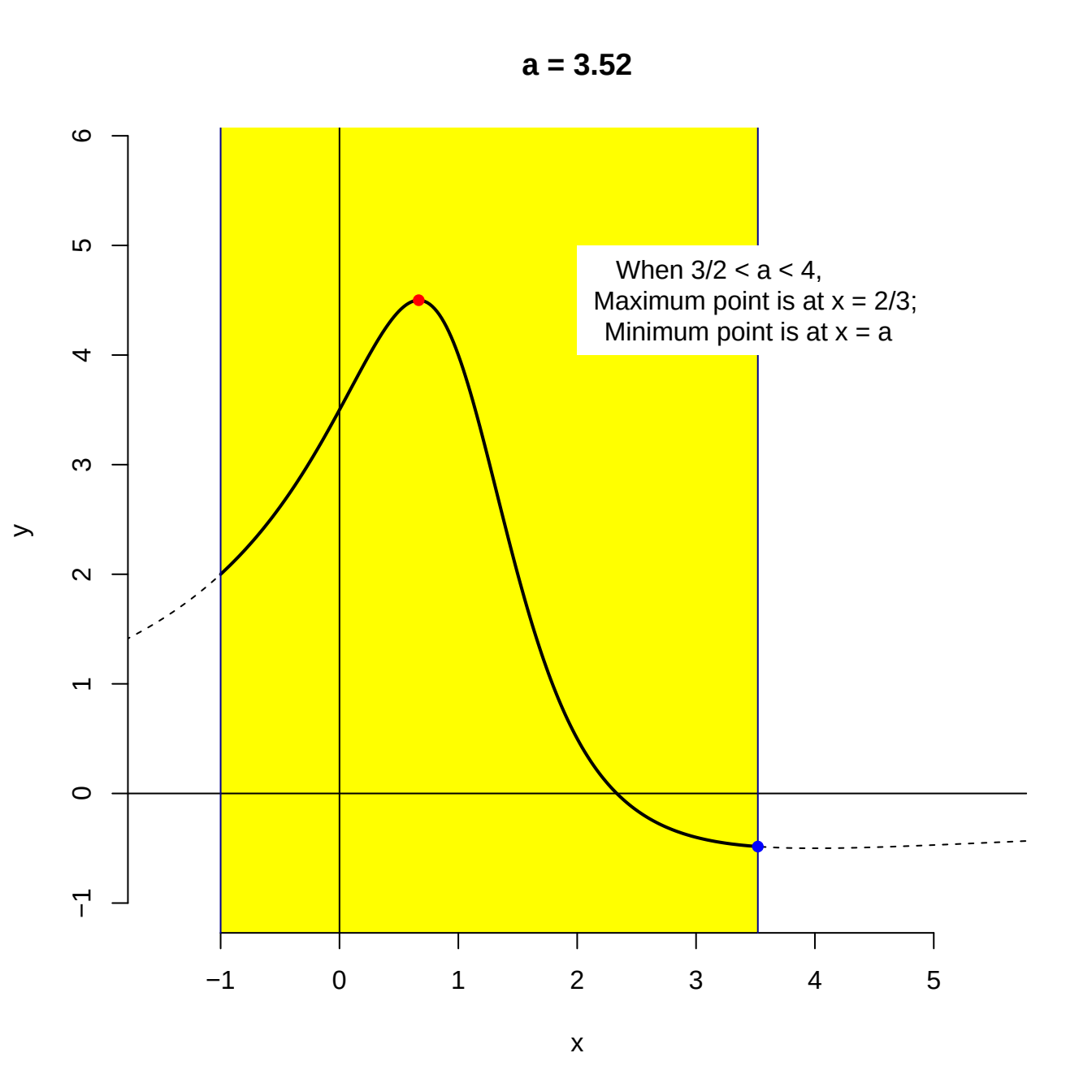

a = 3.42
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

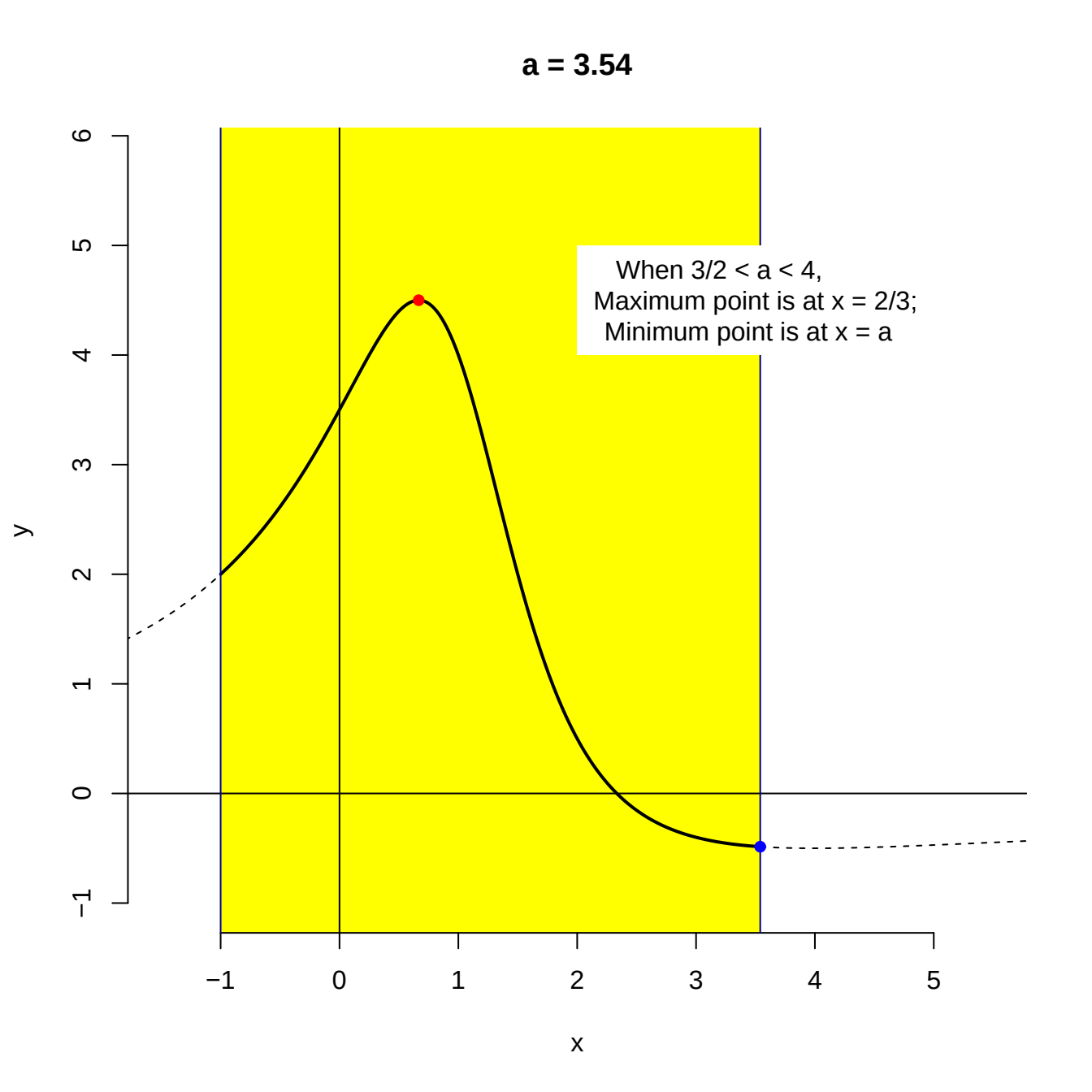

a = 3.44
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

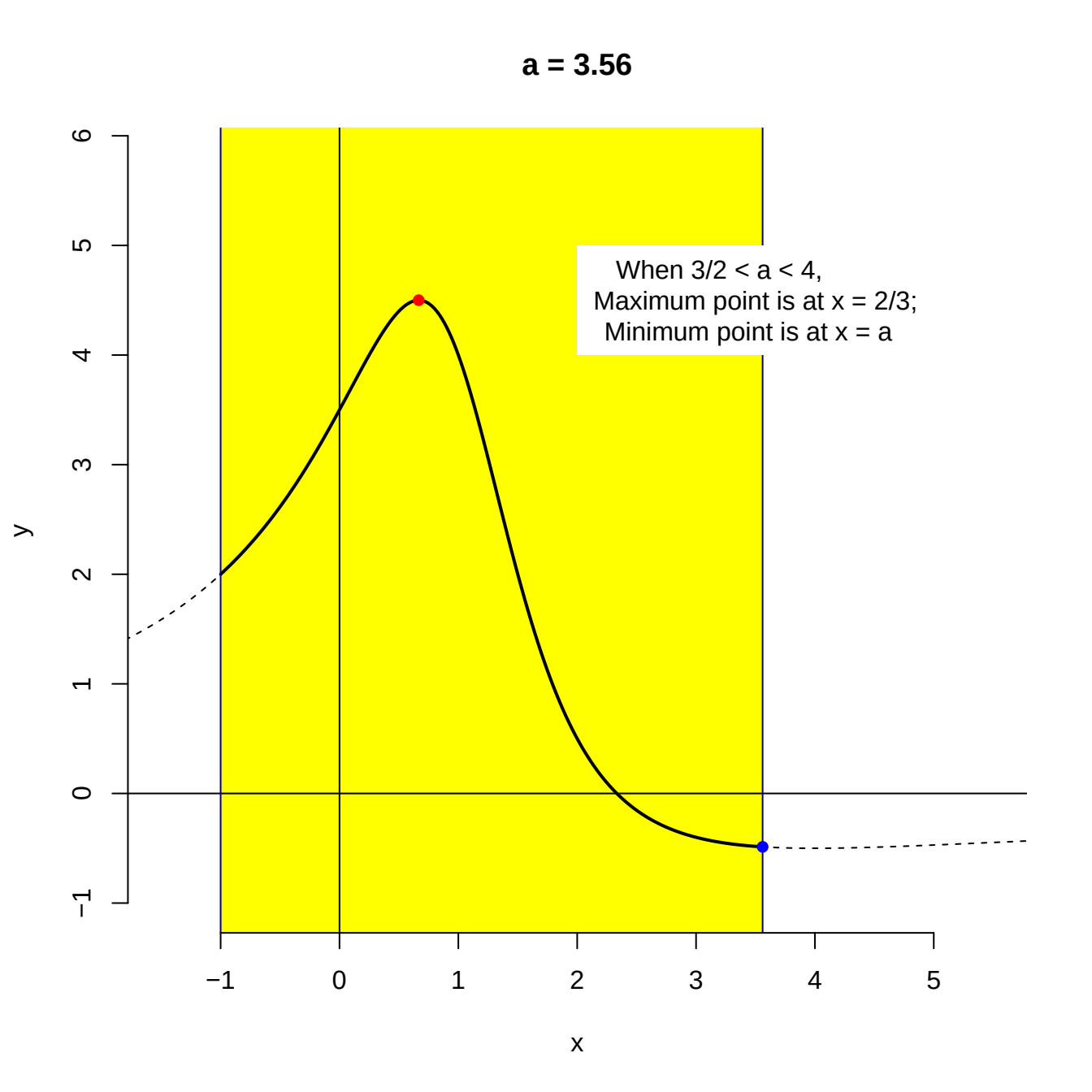

a = 3.46
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

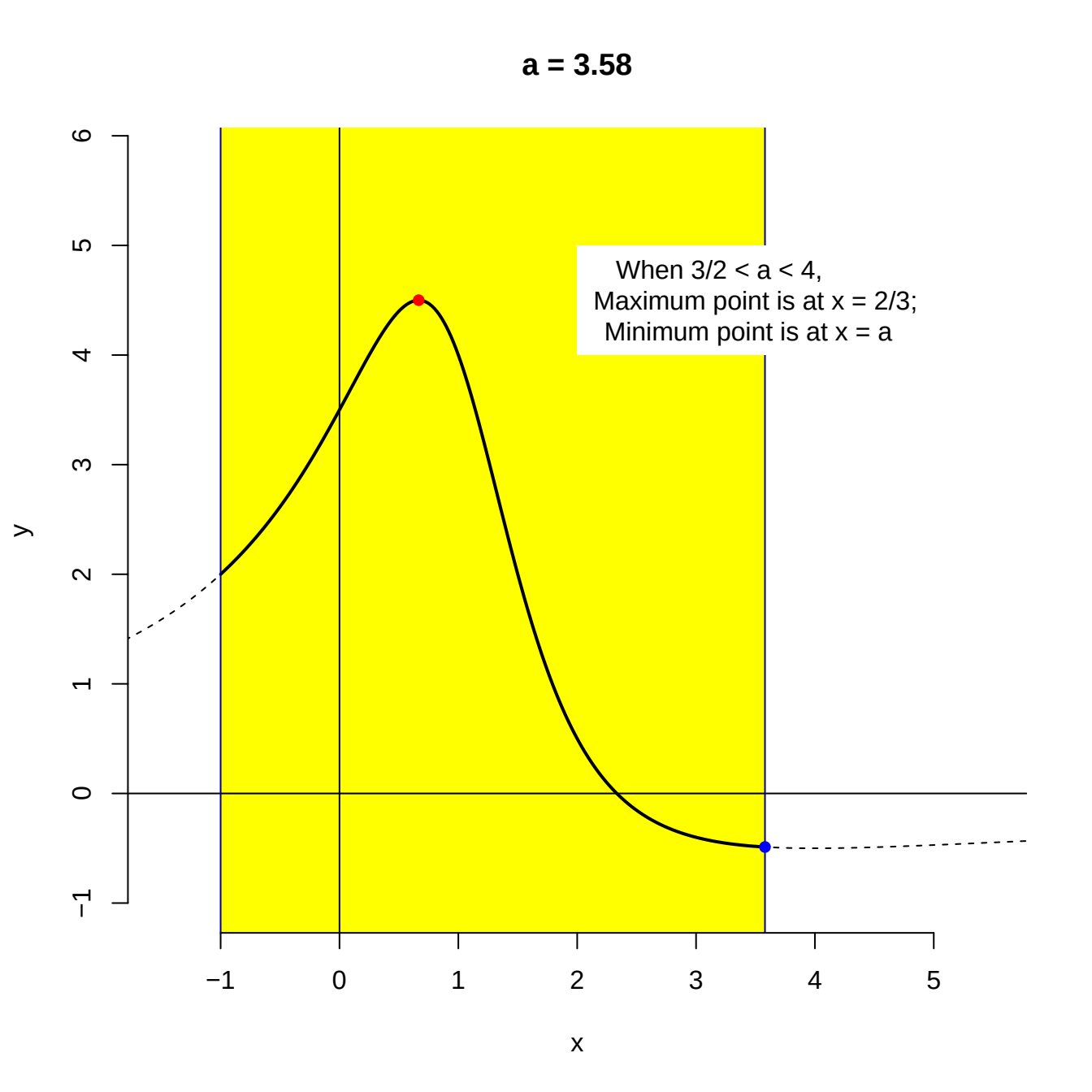

a = 3.48
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

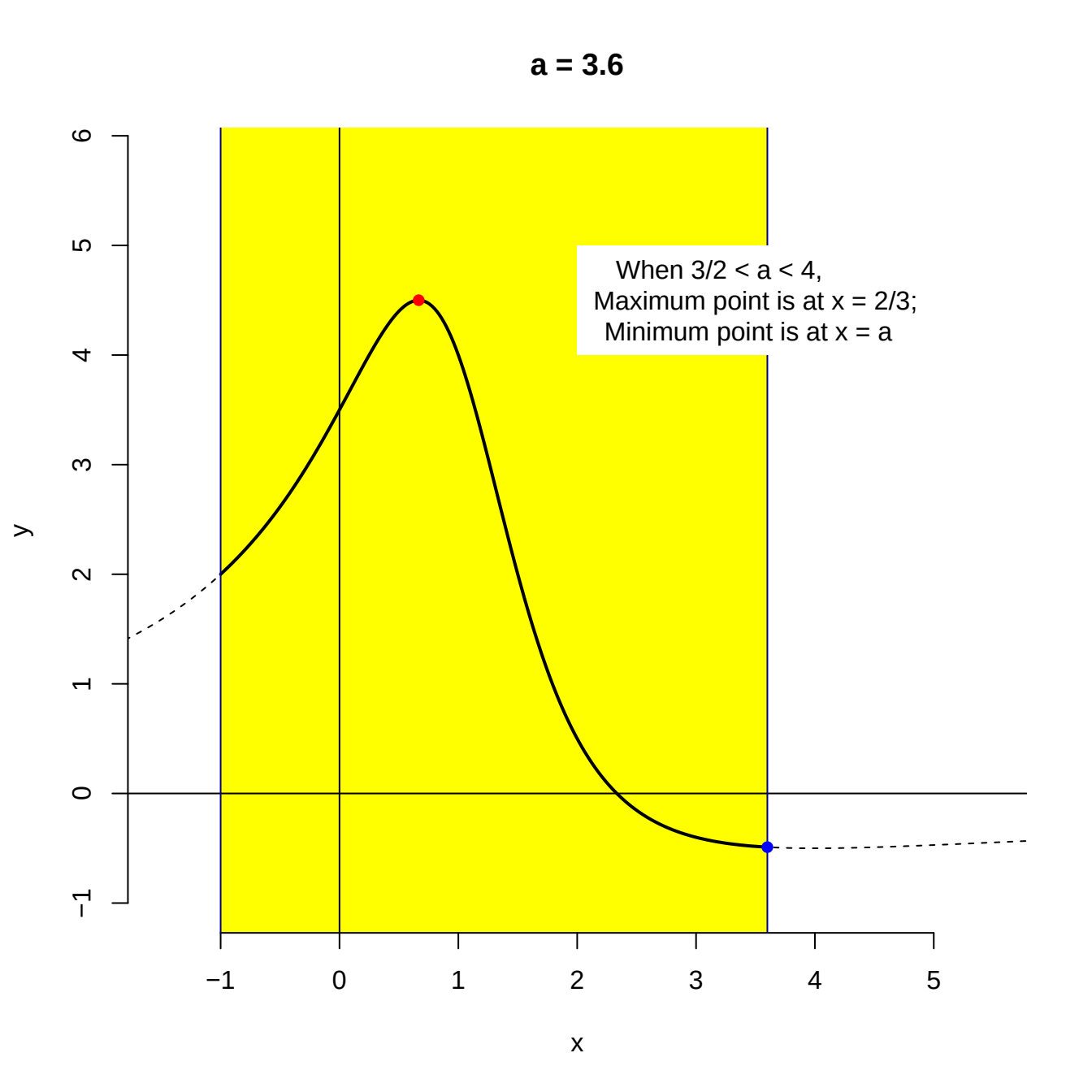

a = 3.5
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

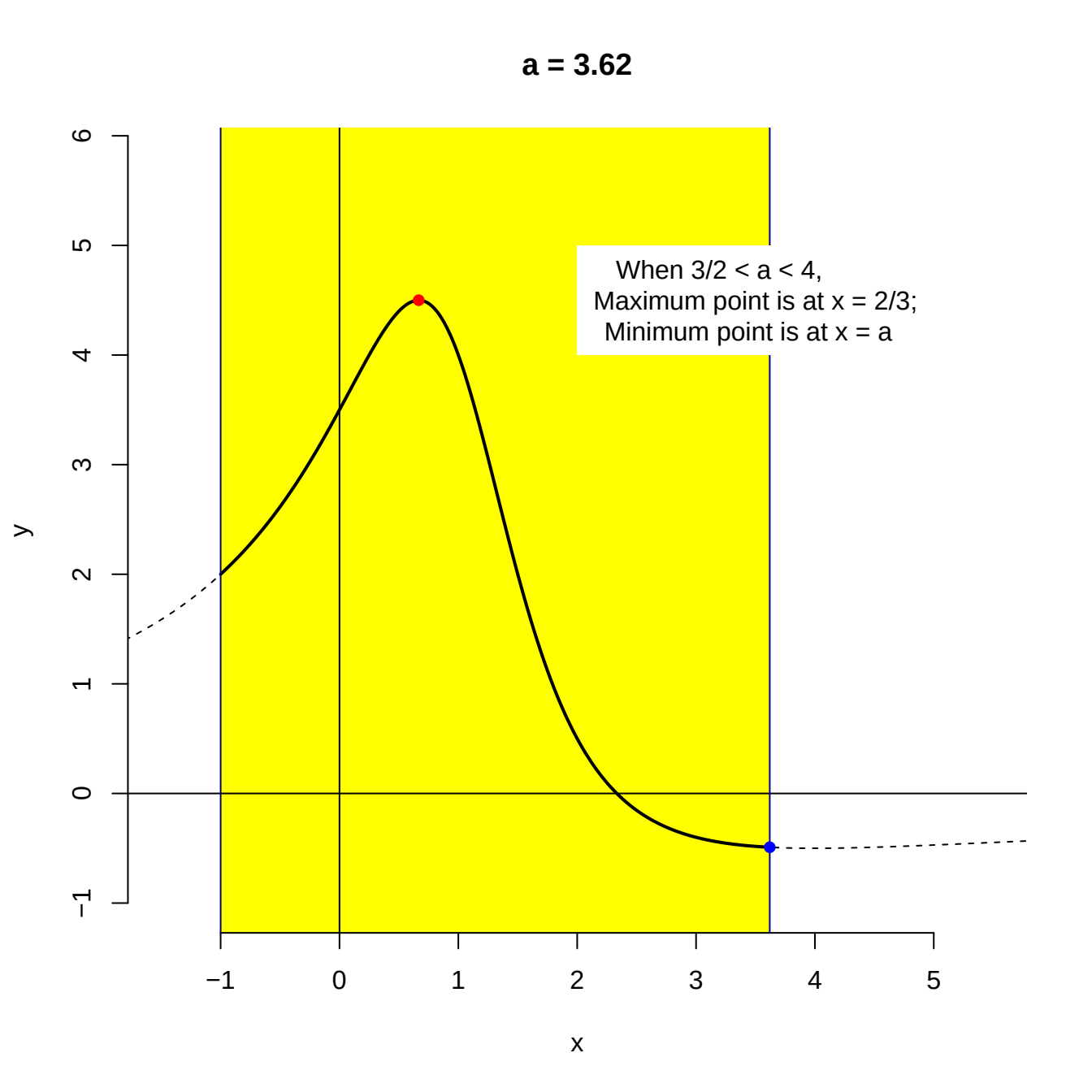

a = 3.52
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

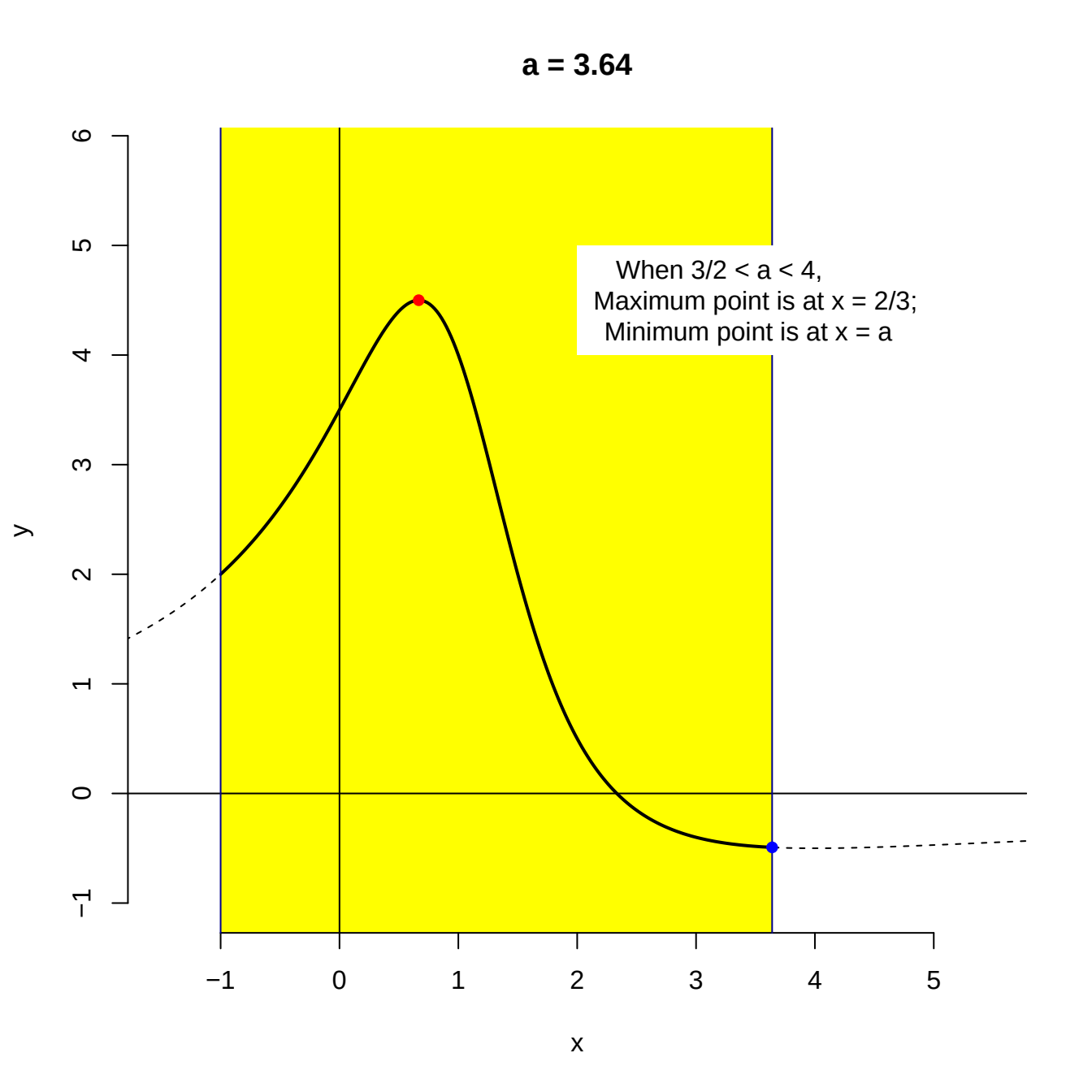

a = 3.54
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

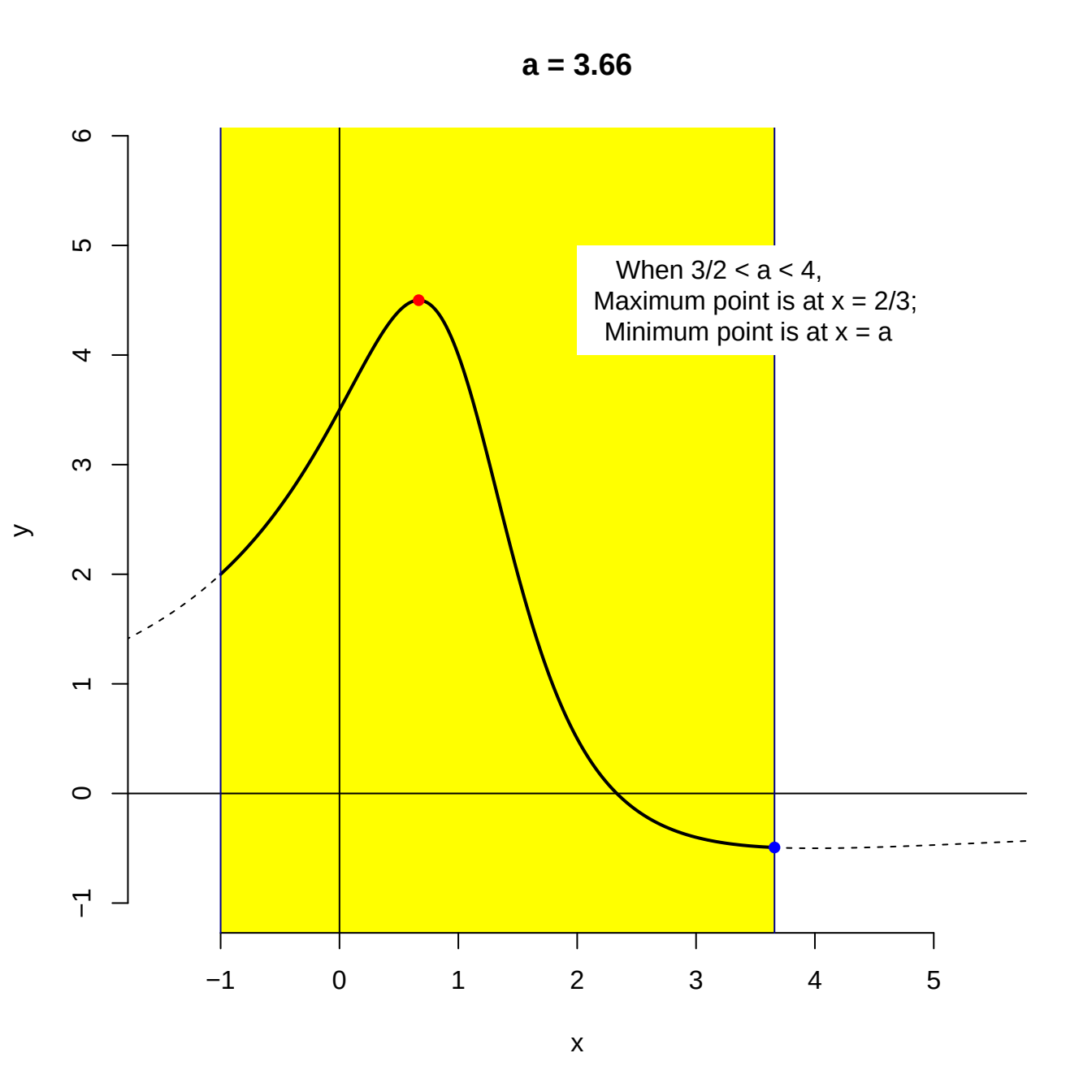

a = 3.56
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

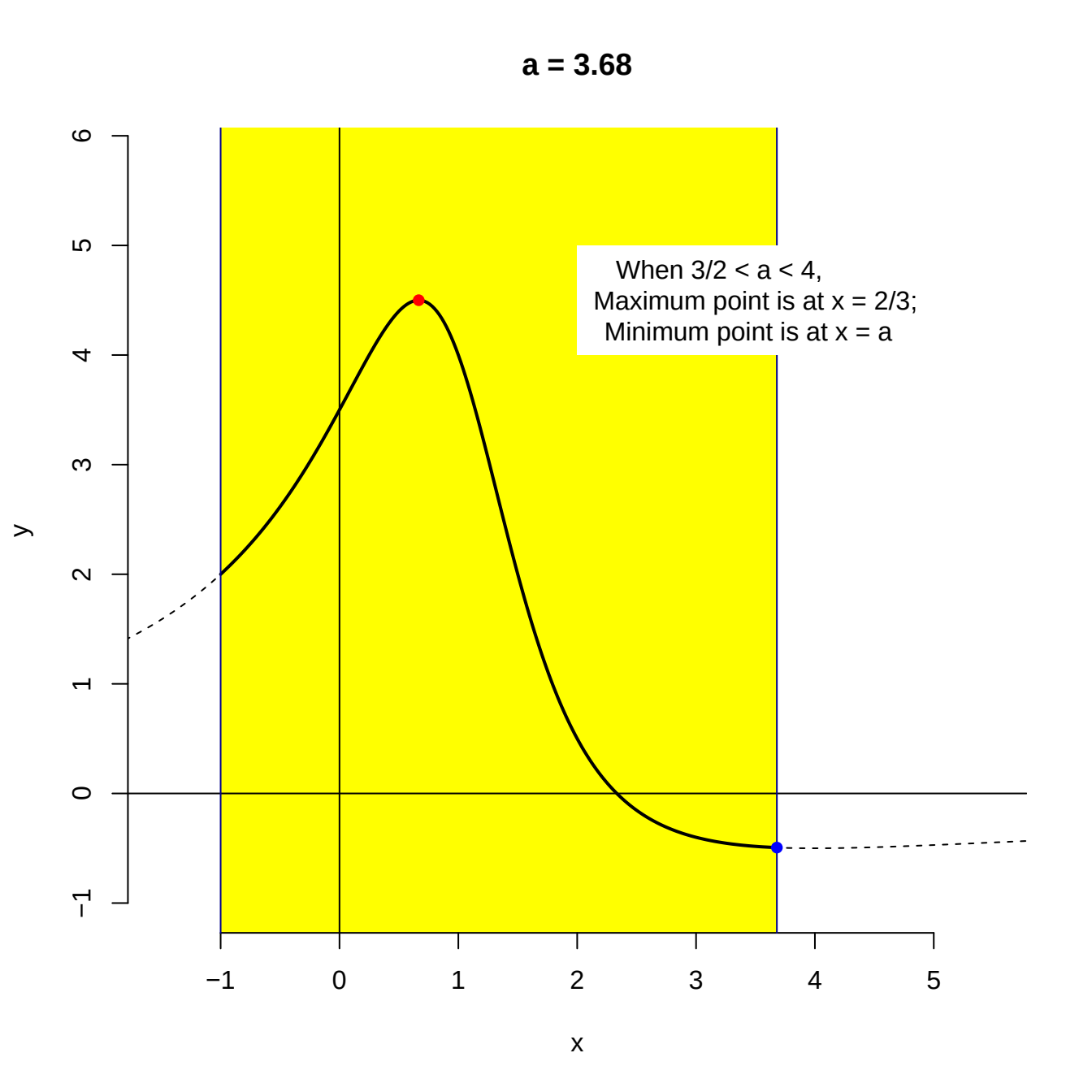

a = 3.58
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

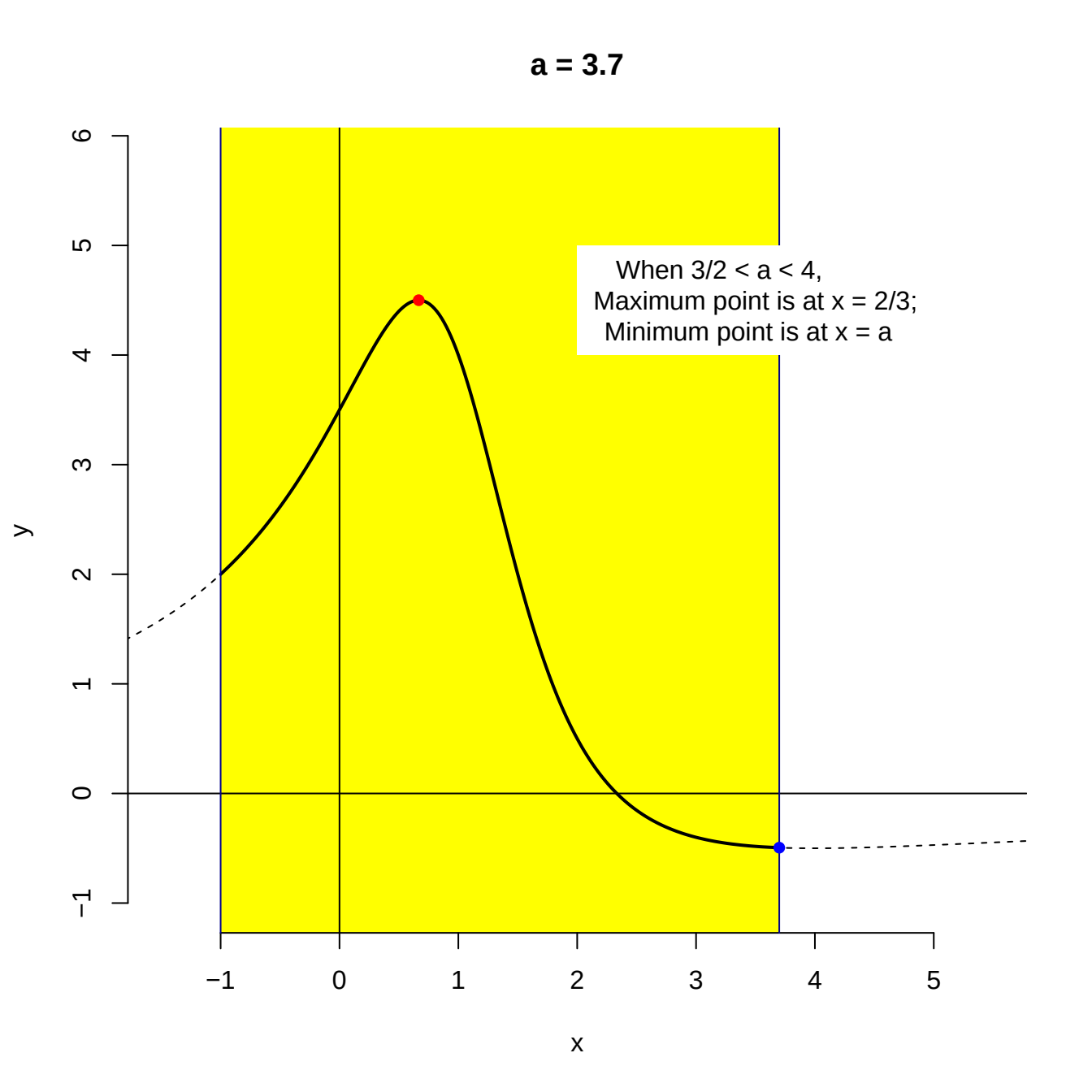

a = 3.6
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

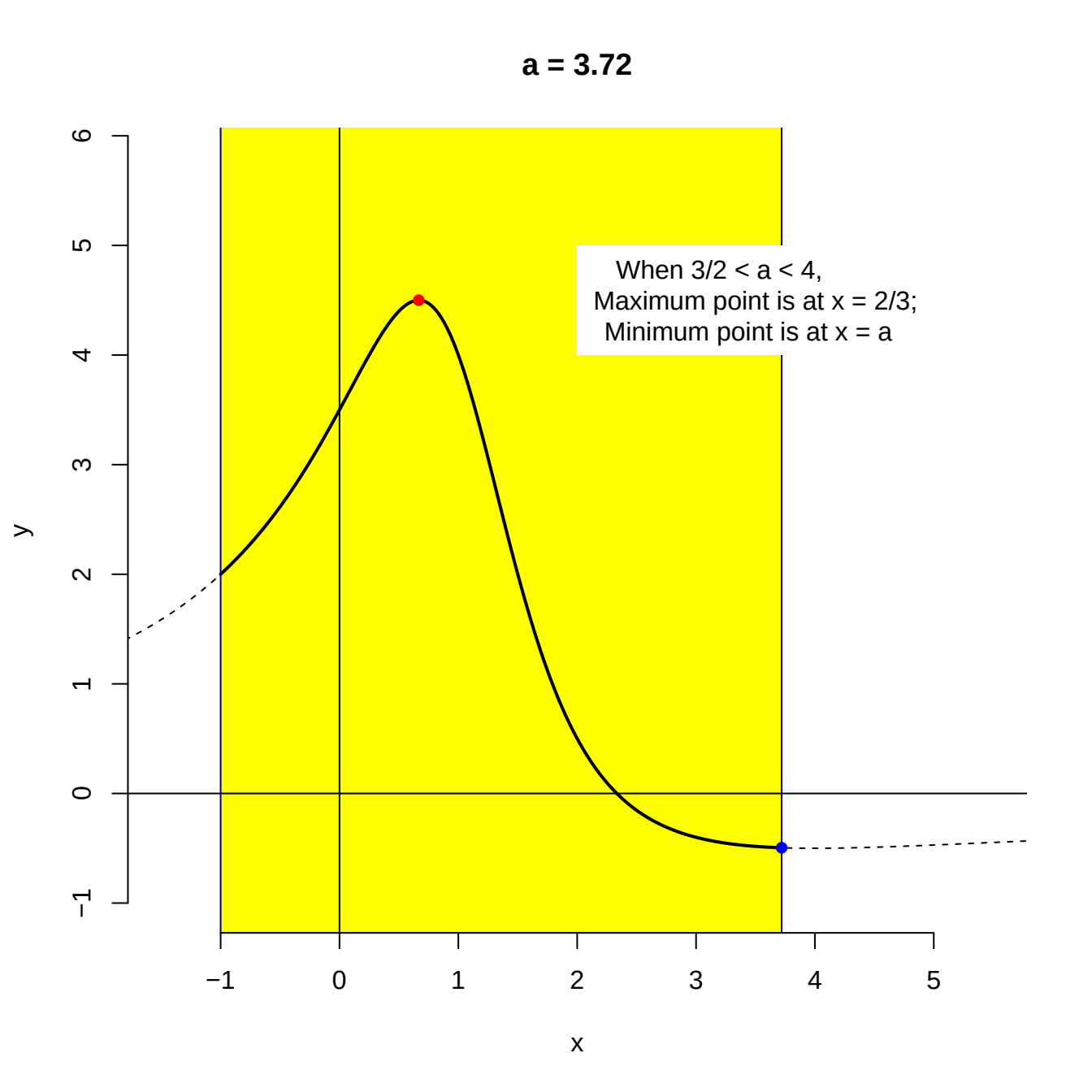

a = 3.62
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

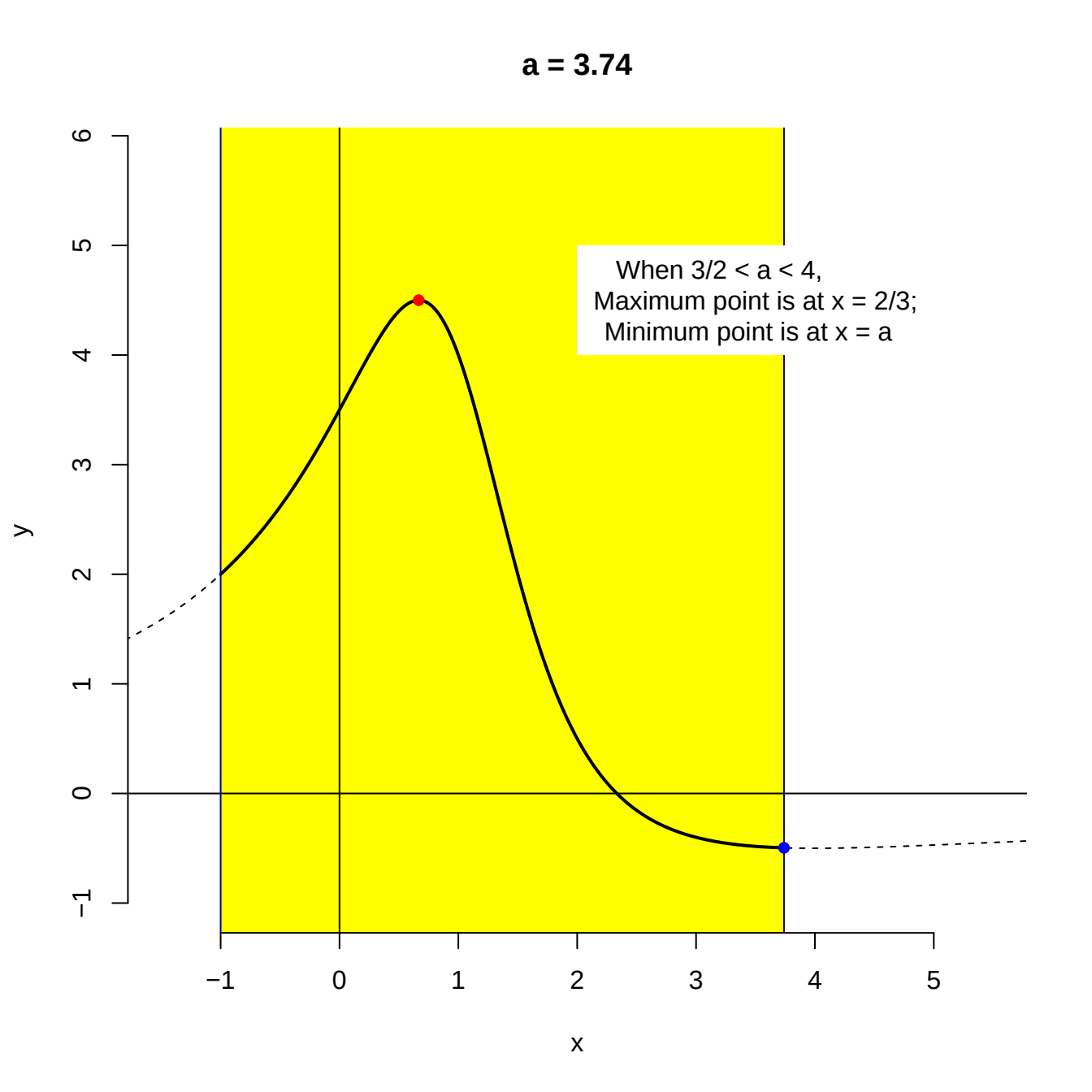

a = 3.64
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

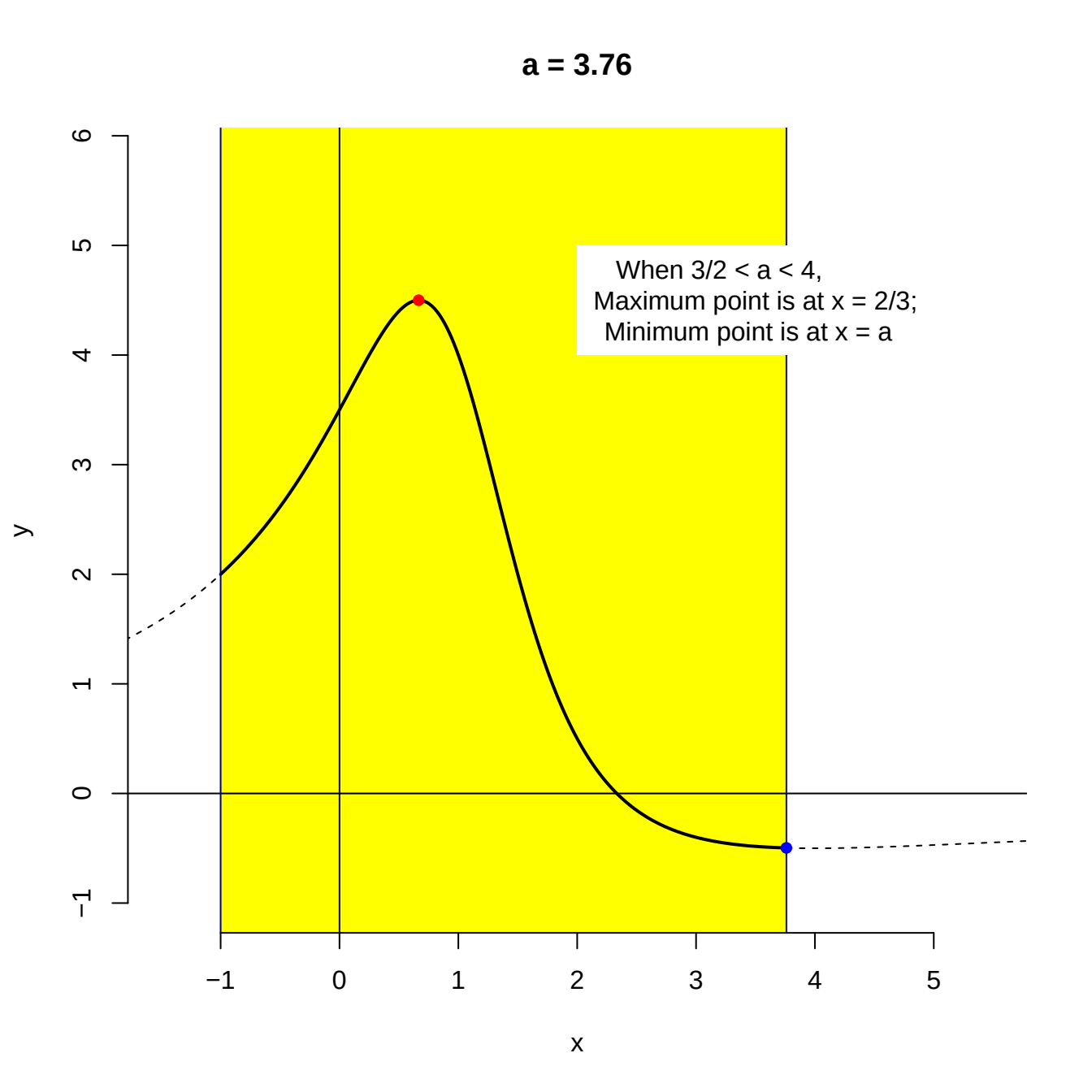

a = 3.66
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

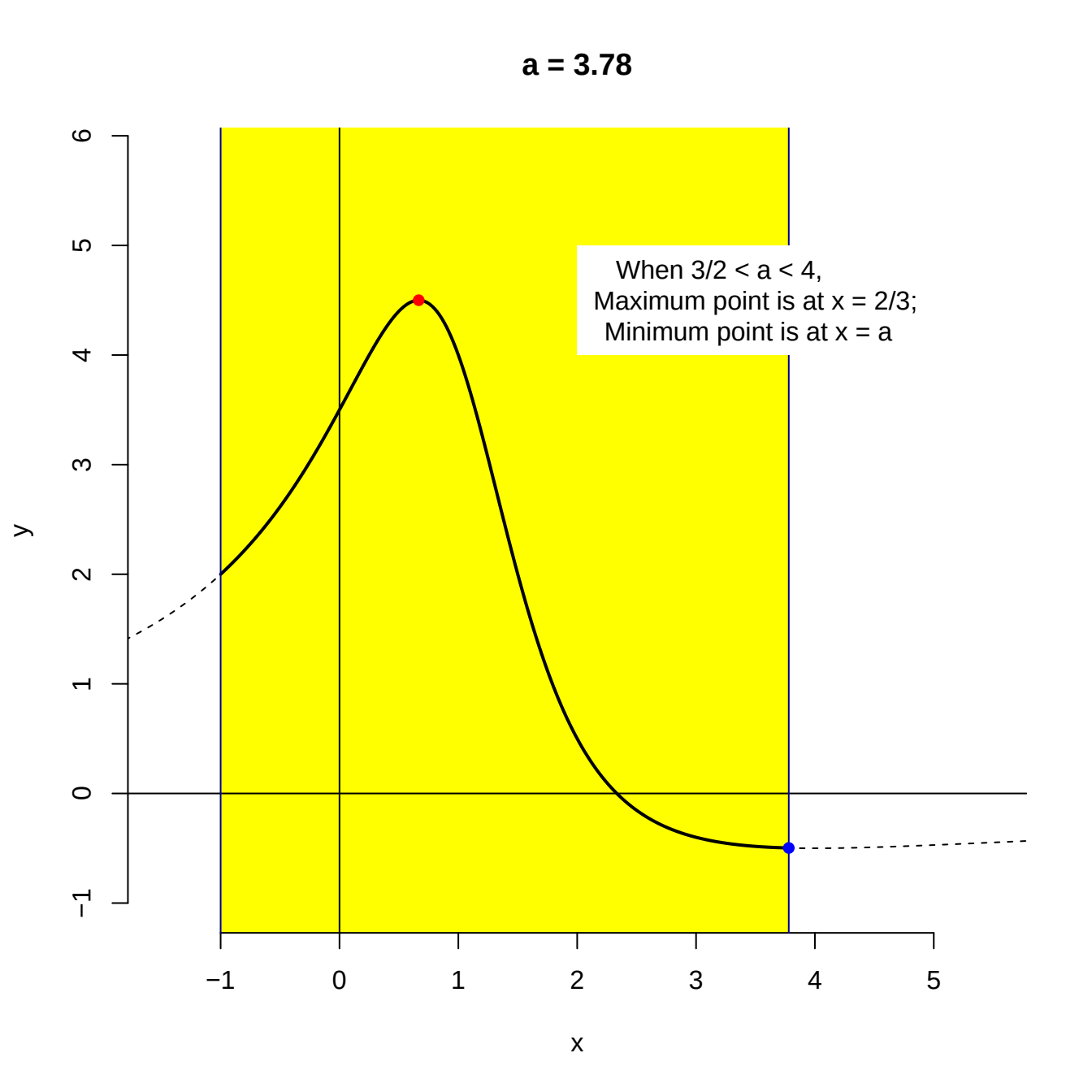

a = 3.68
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

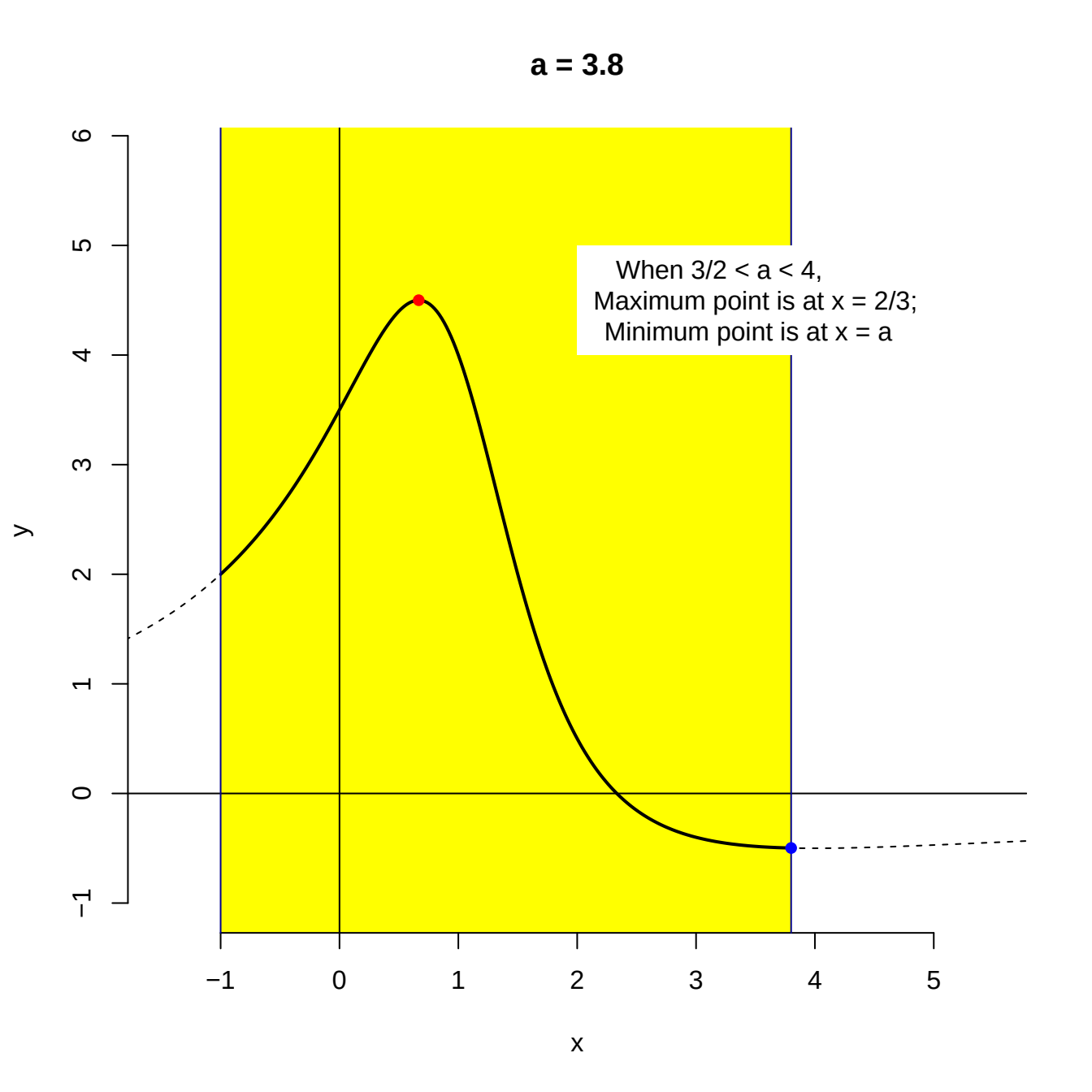

a = 3.7
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

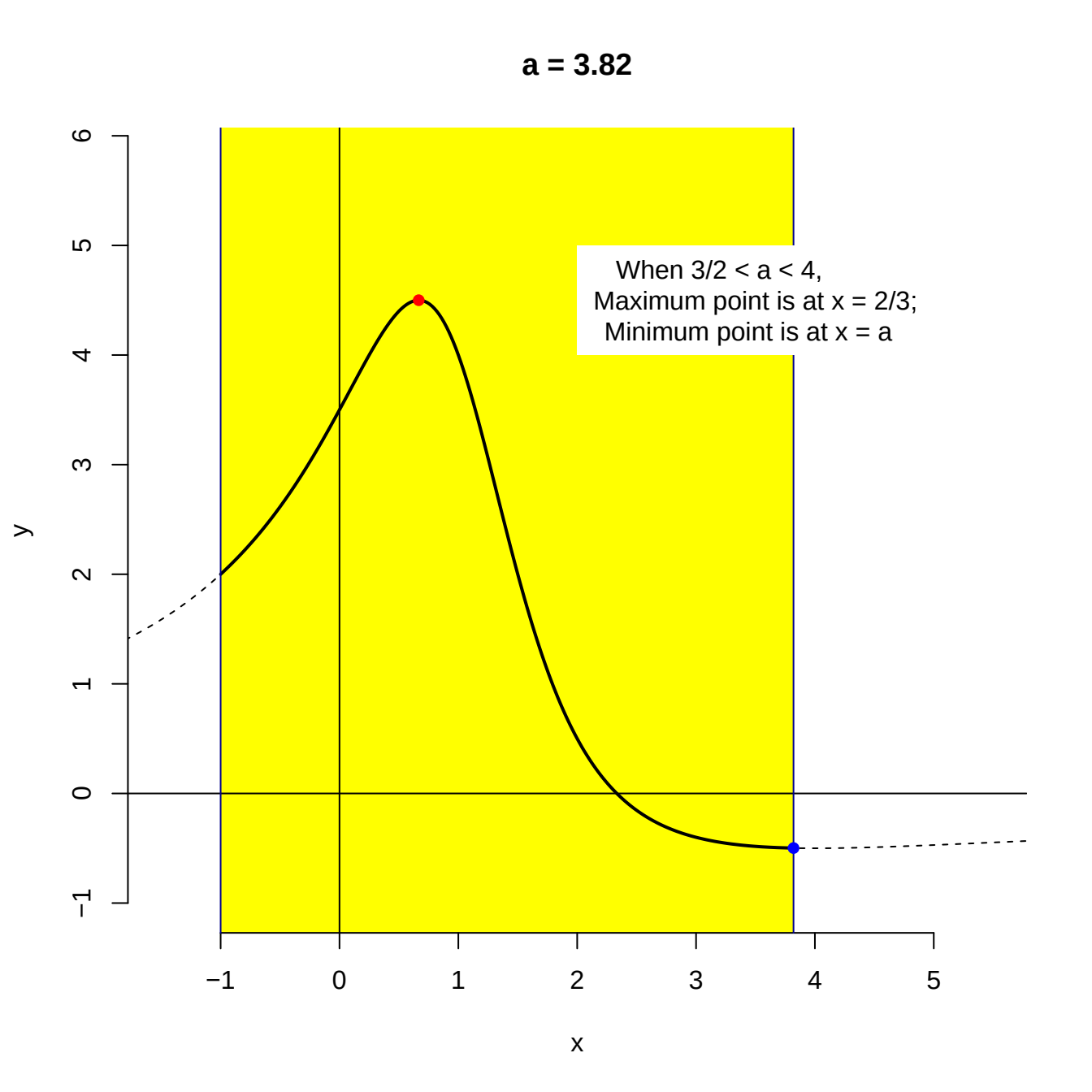

a = 3.72
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

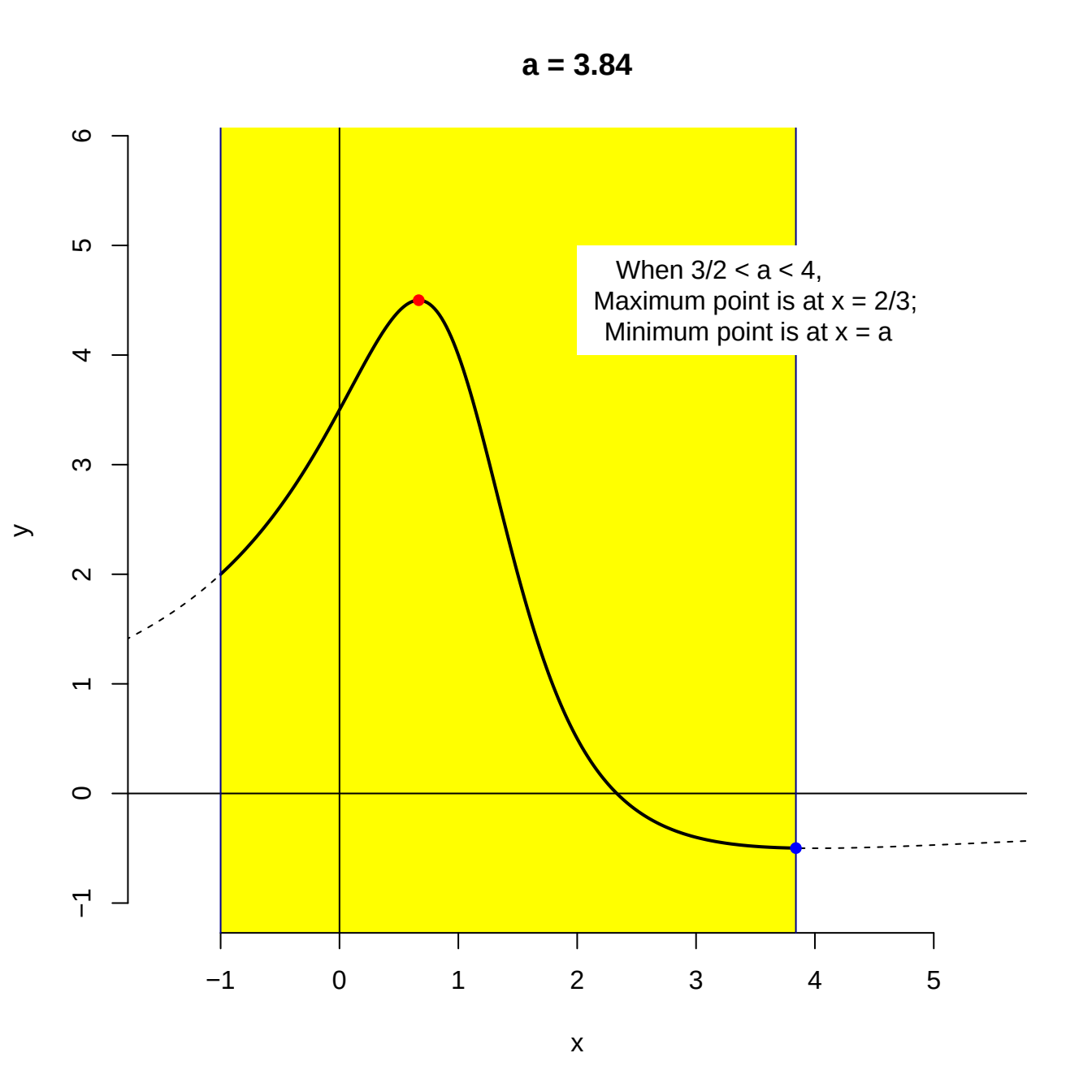

a = 3.74
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

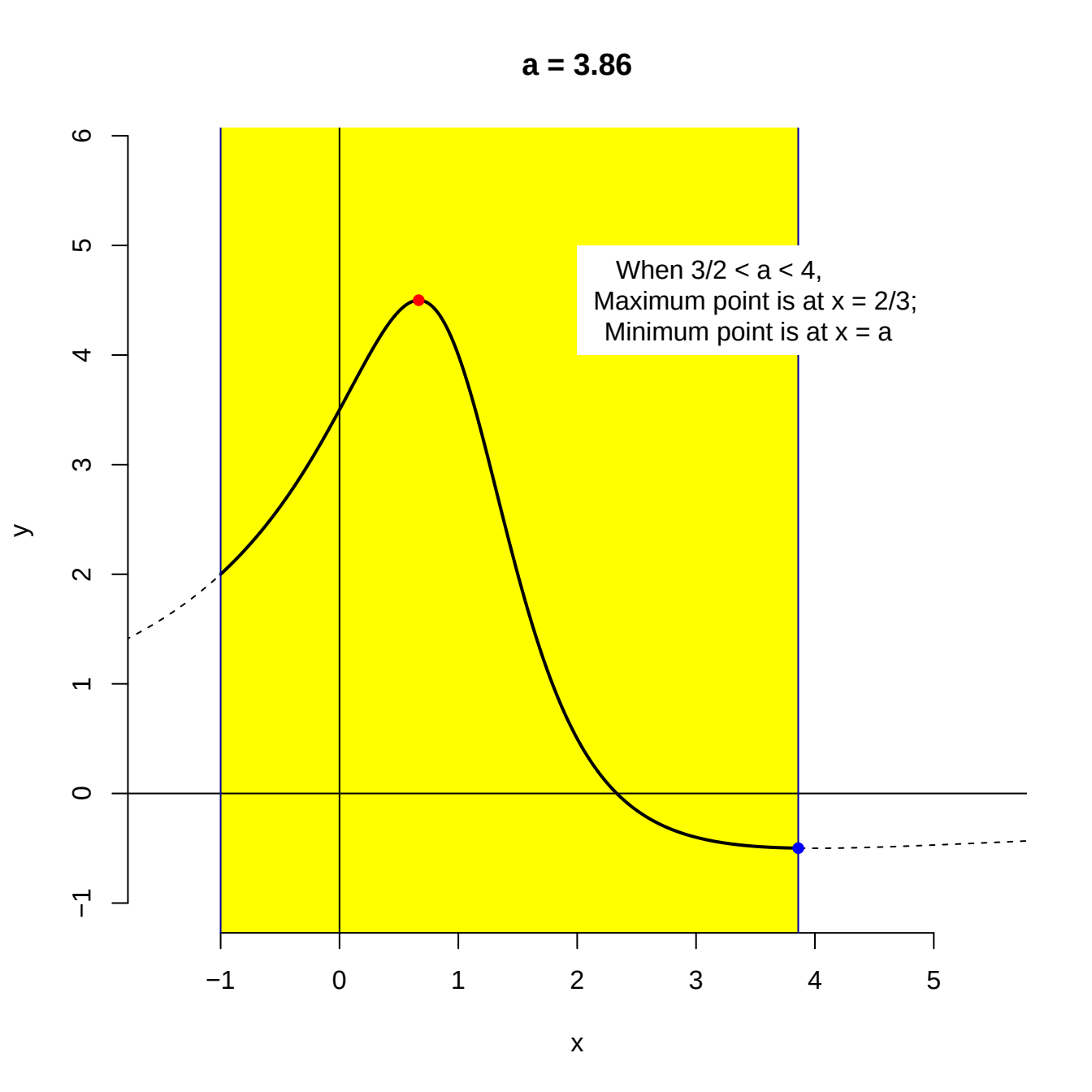

a = 3.76
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

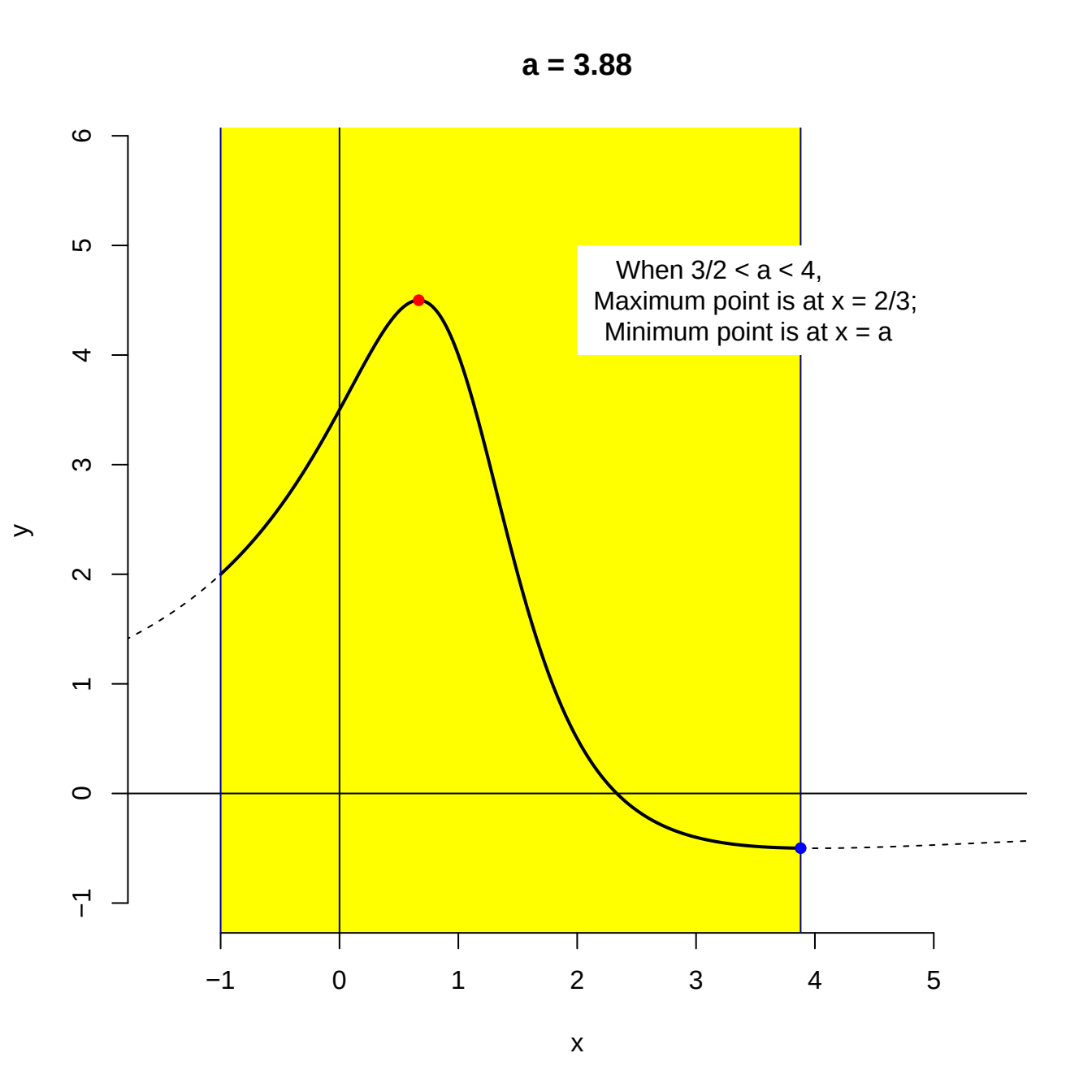

a = 3.78
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

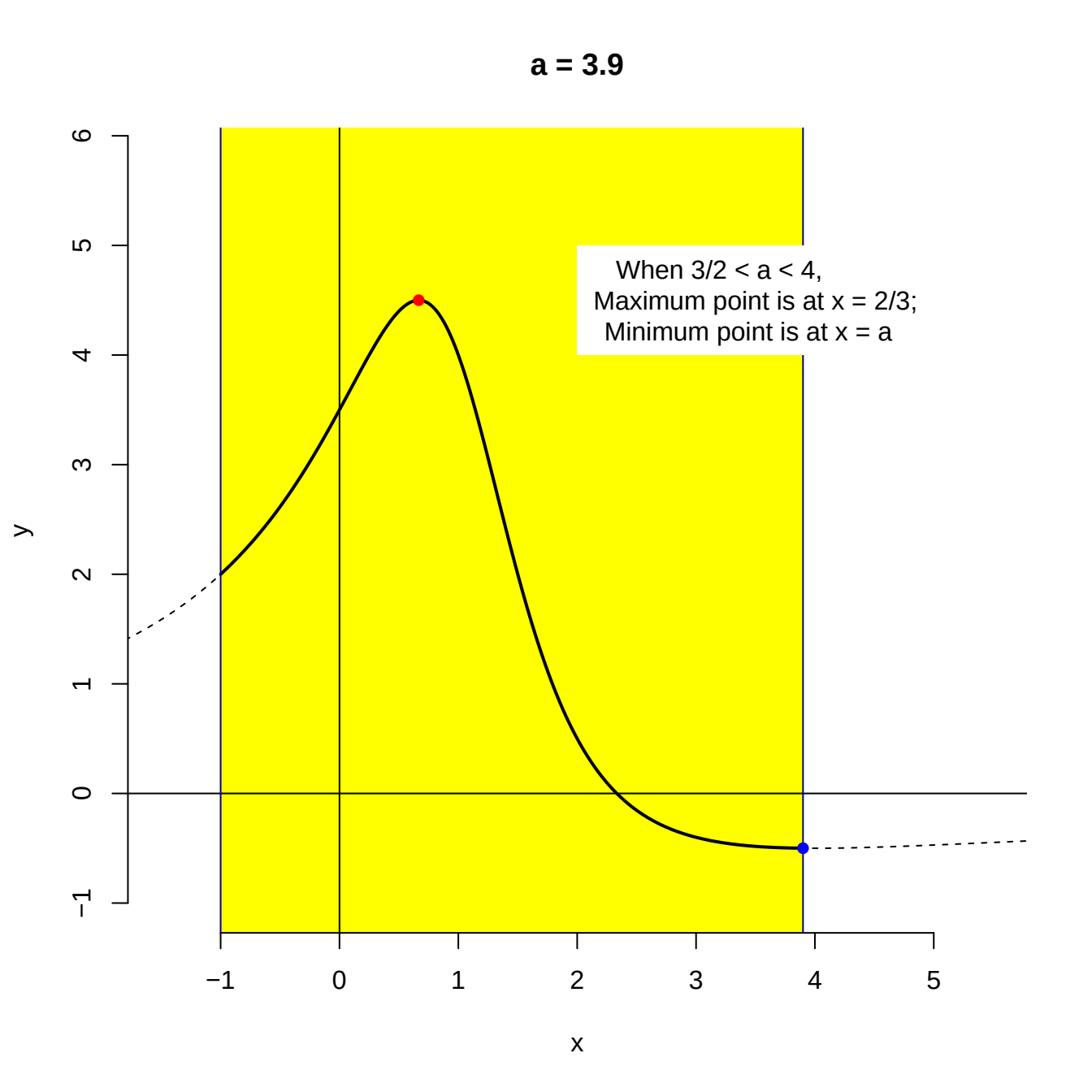

a = 3.8
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

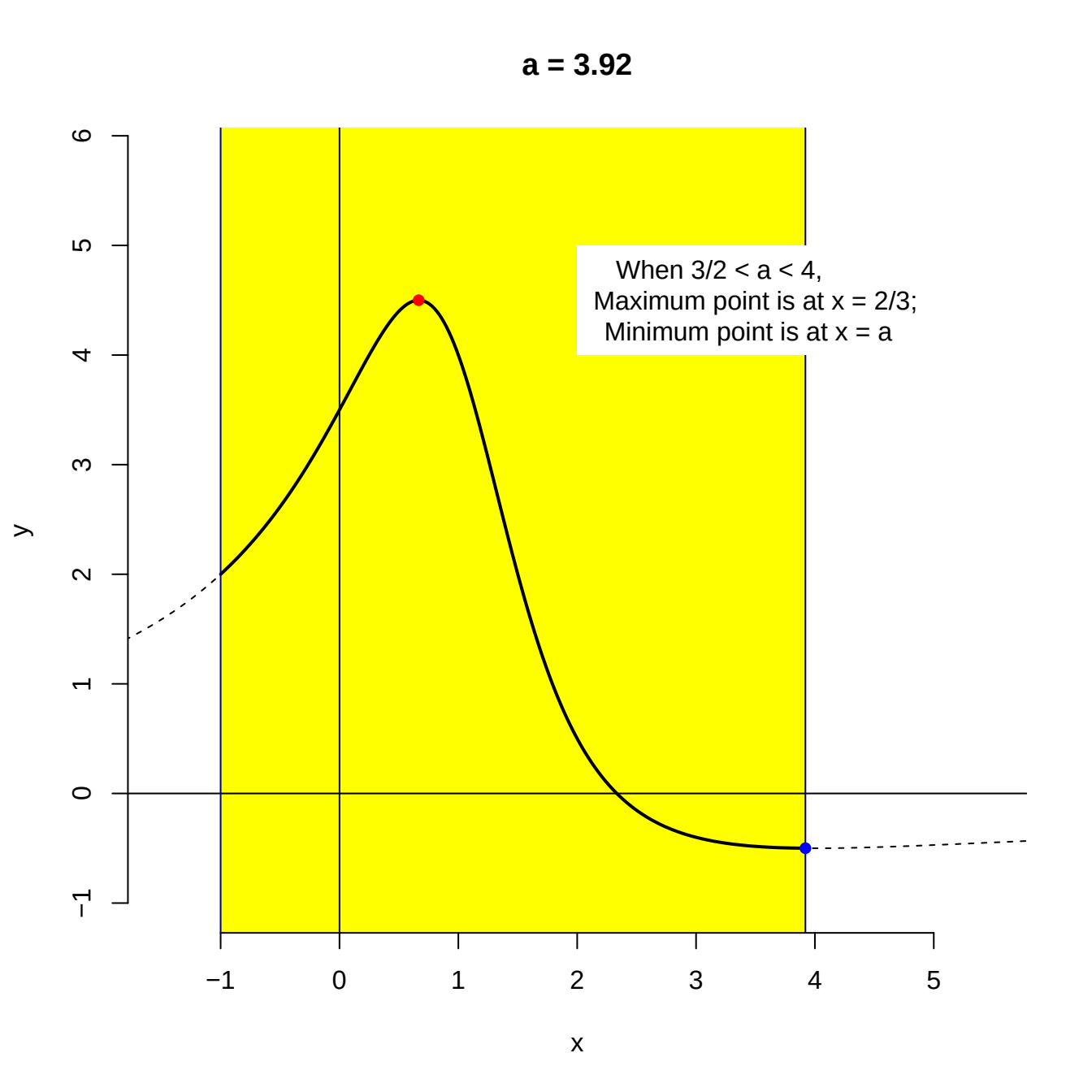

a = 3.82
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

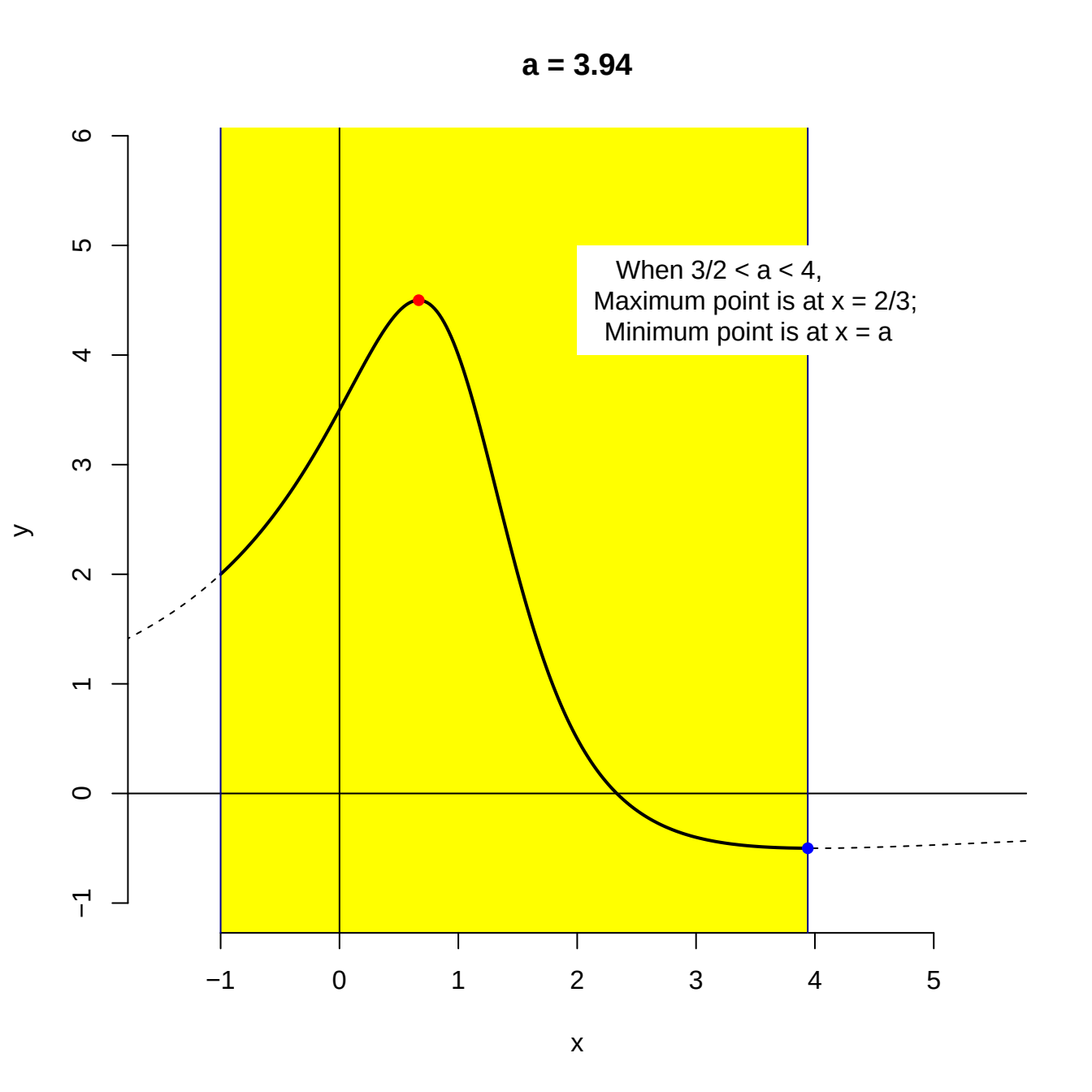

a = 3.84
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

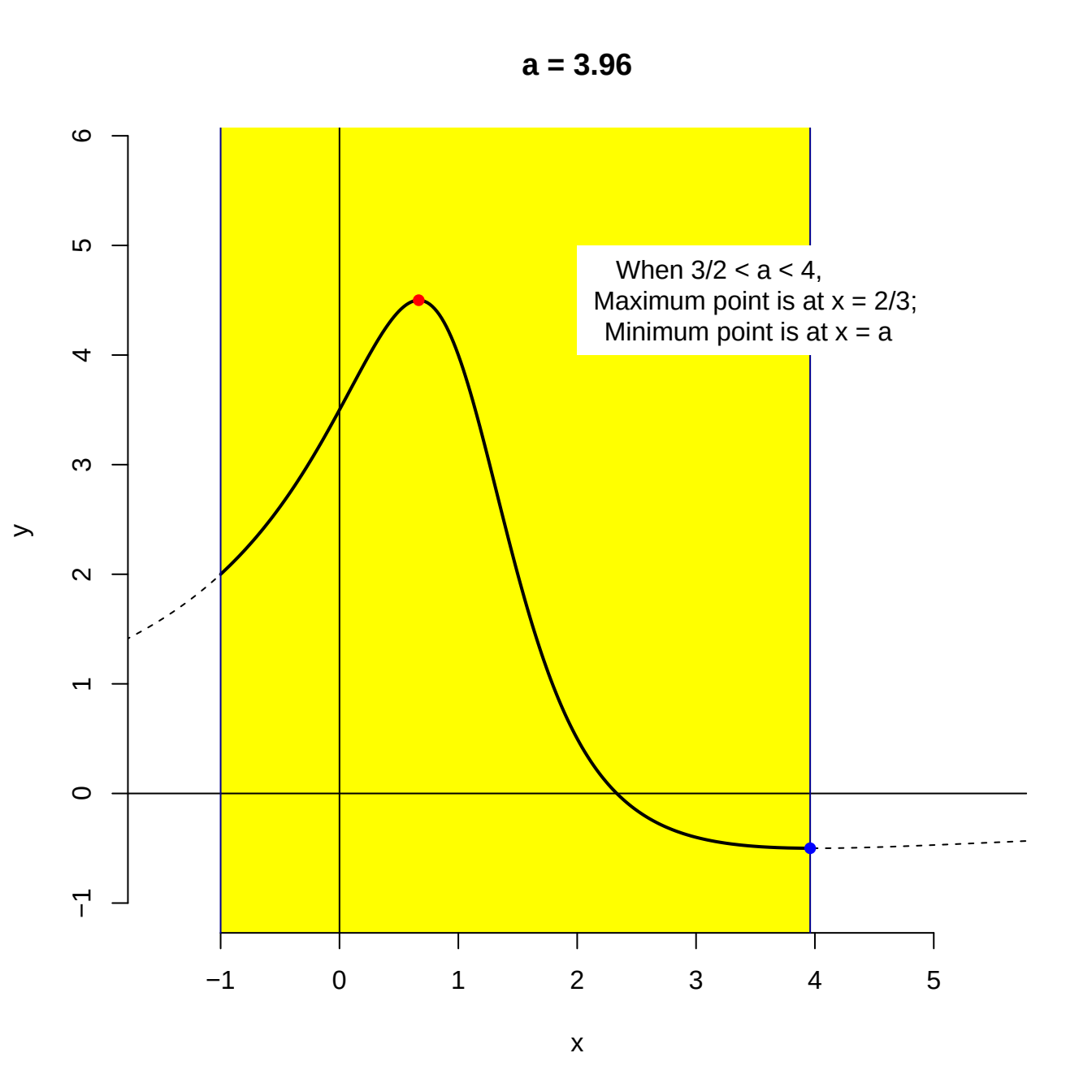

a = 3.86
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

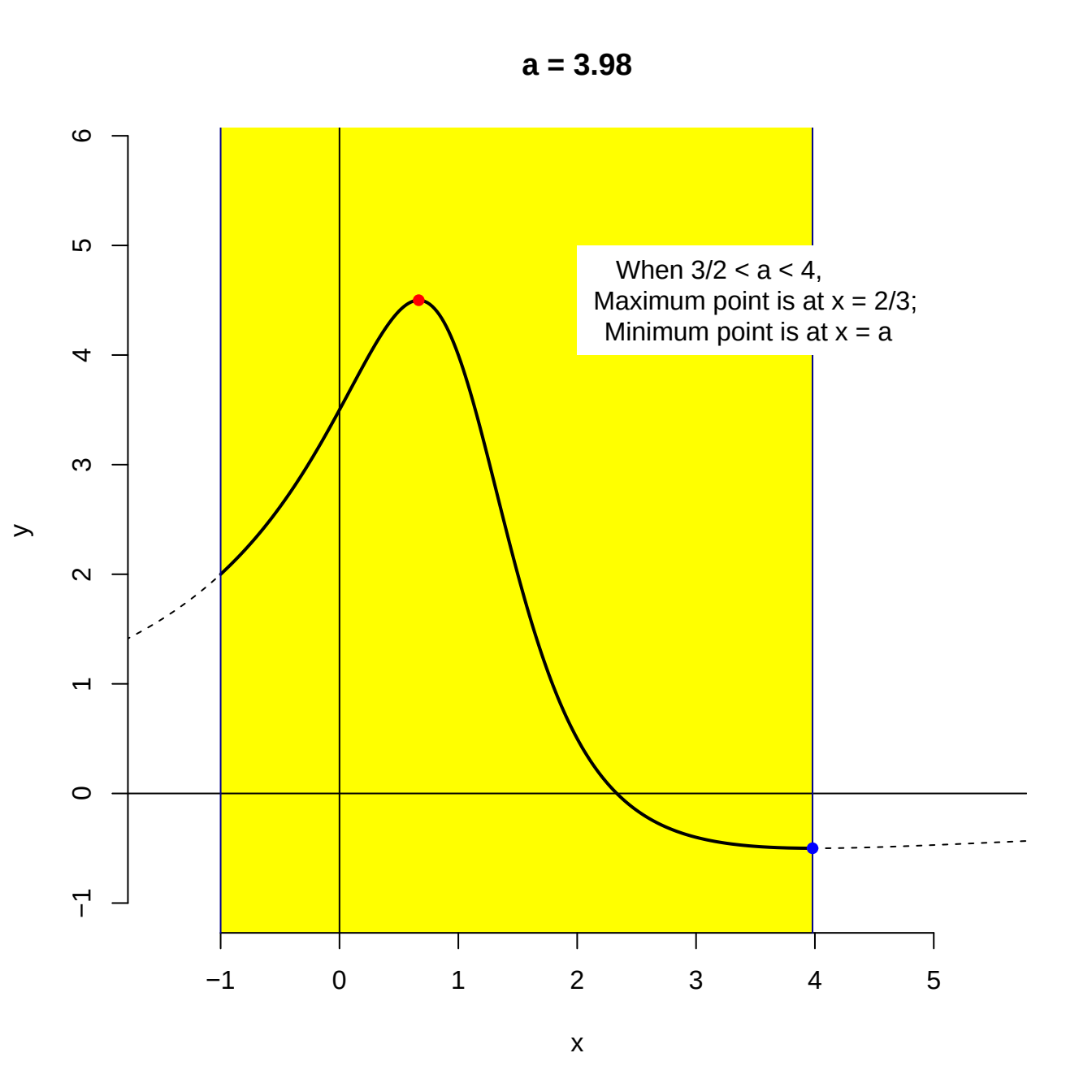

a = 3.88
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

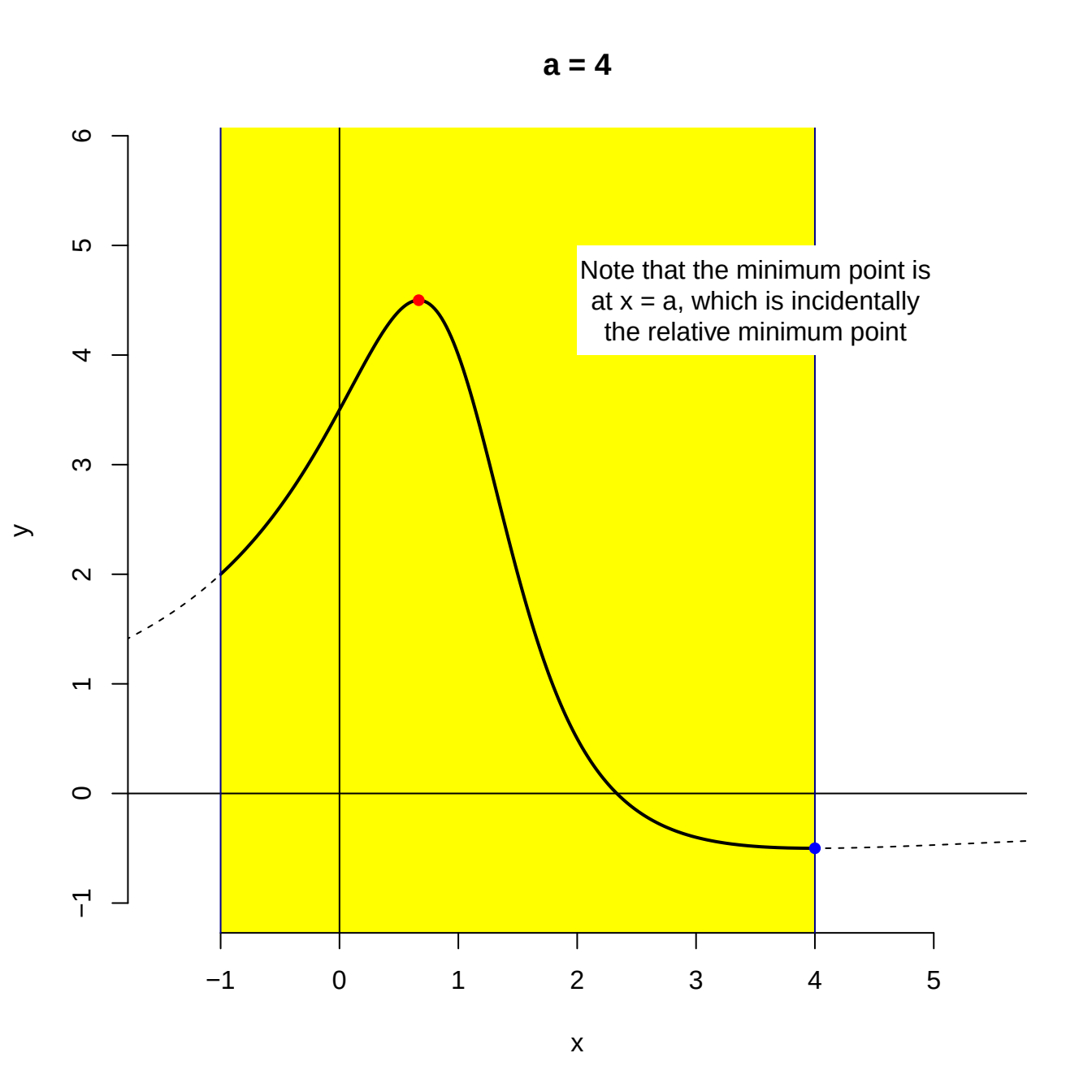

a = 3.9
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

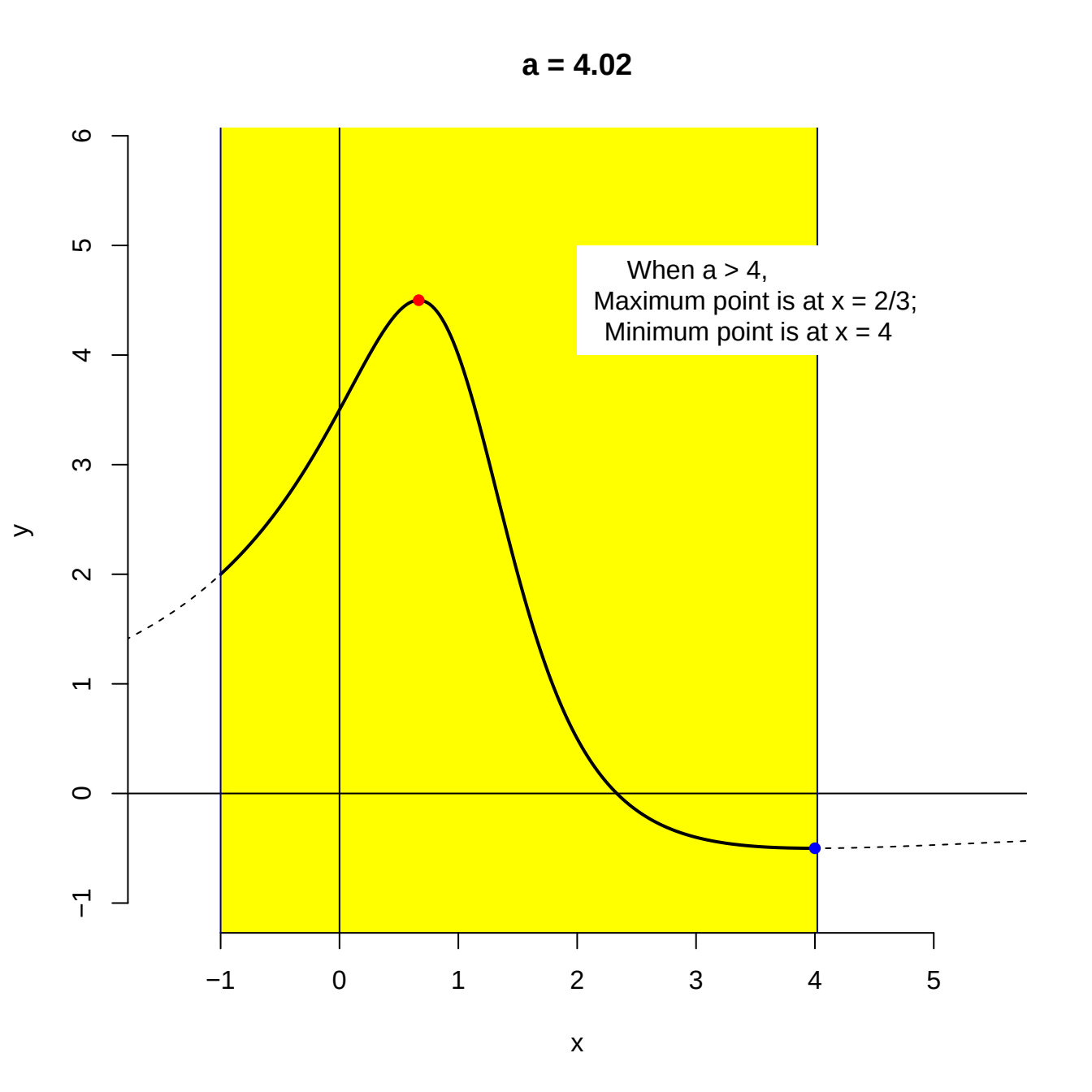

a = 3.92
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

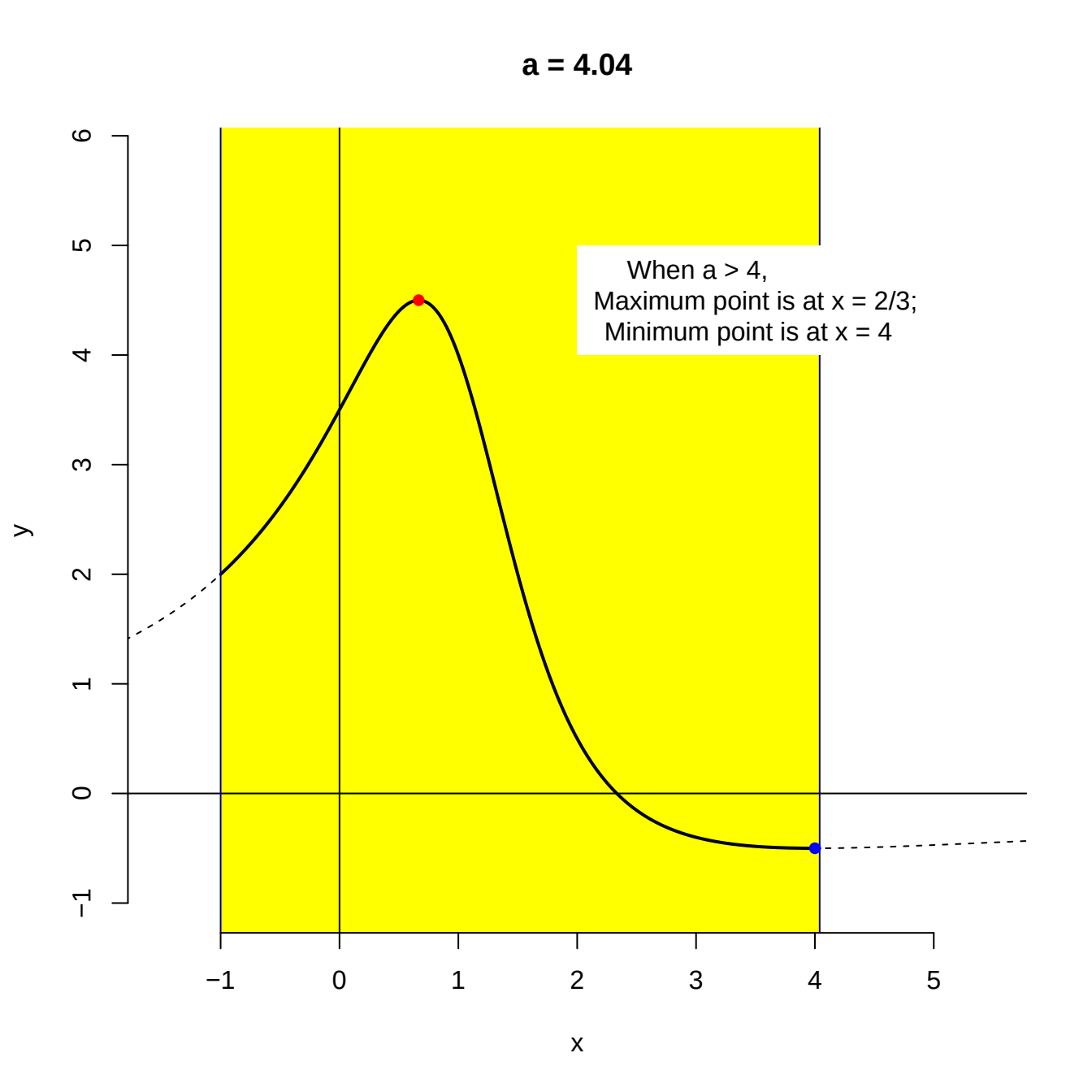

a = 3.94
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

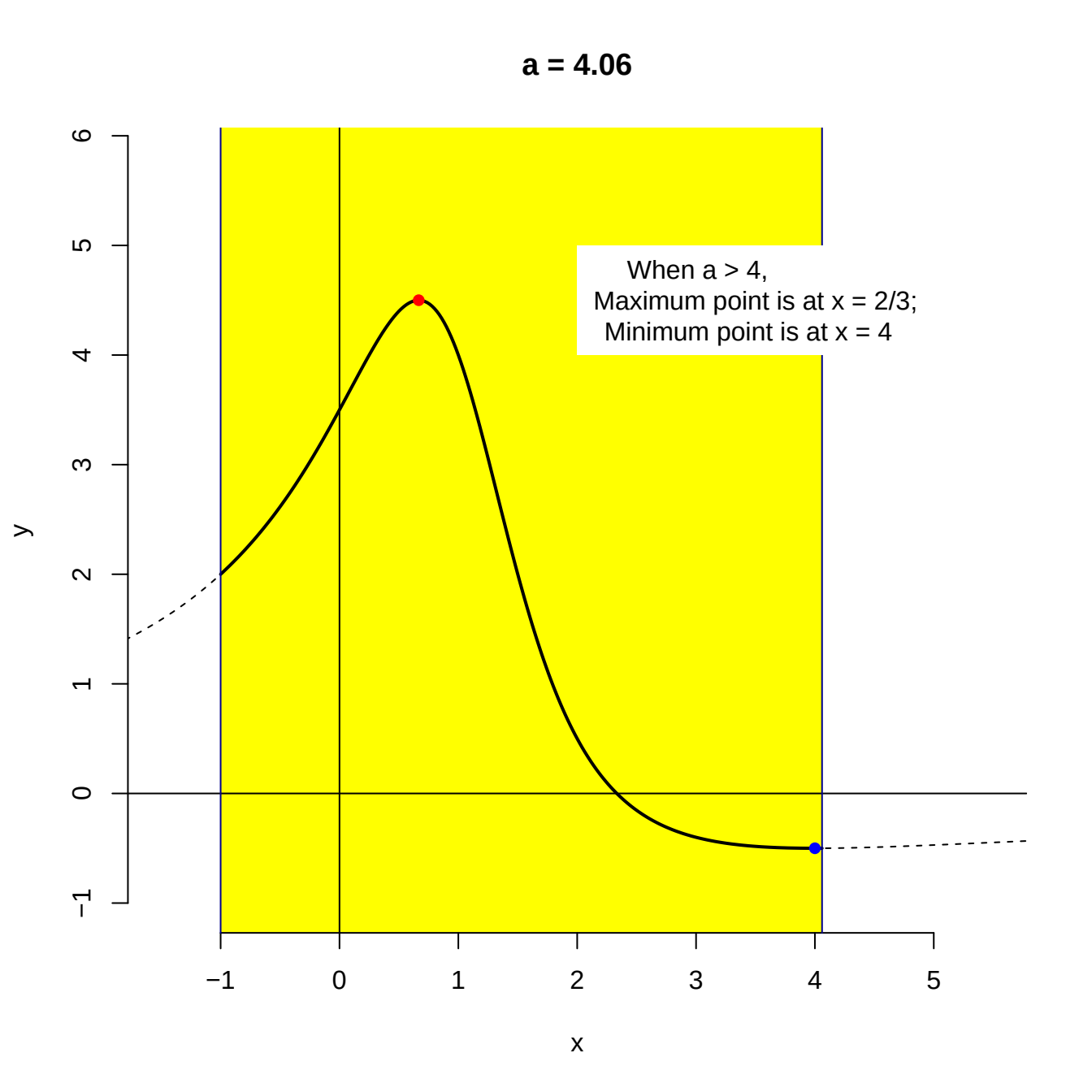

a = 3.96
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

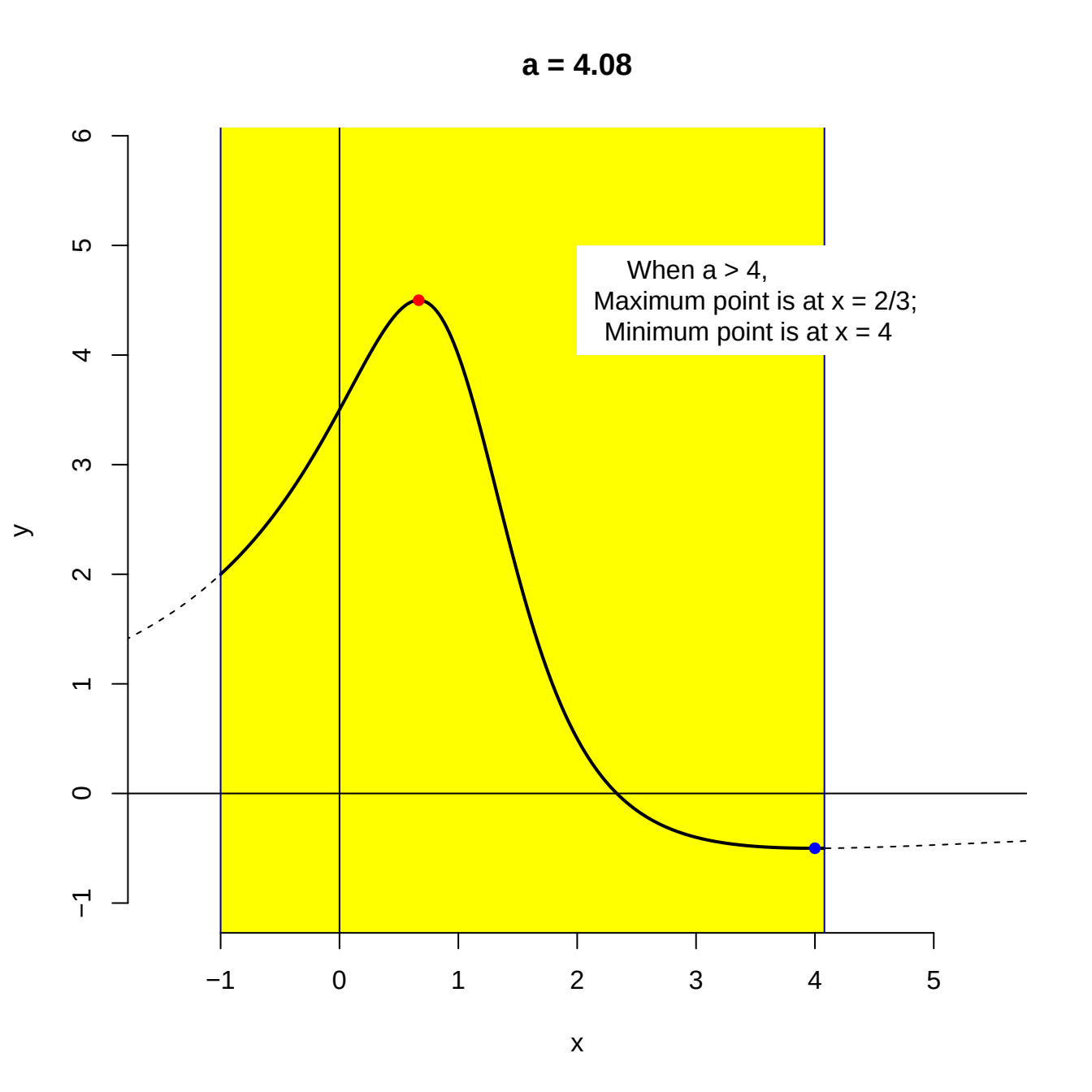

a = 3.98
When 3/2 < a < 4,
Maximum point is at x = 2/3;
Minimum point is at x = a
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

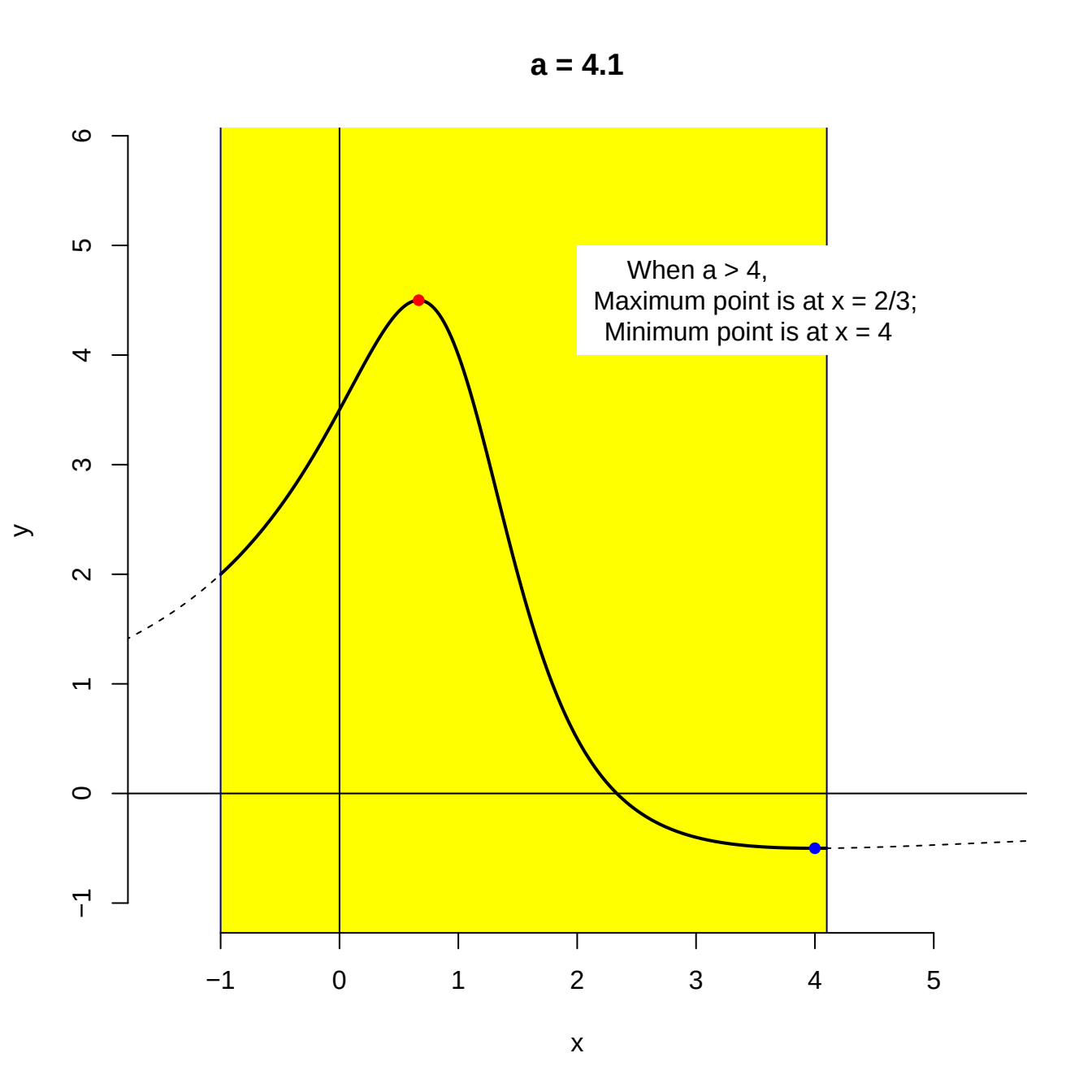

a = 4
Note that the minimum point is at x = a, which is incidentally the relative minimum point
y
x
−1
0
1
2
3
4
5
6

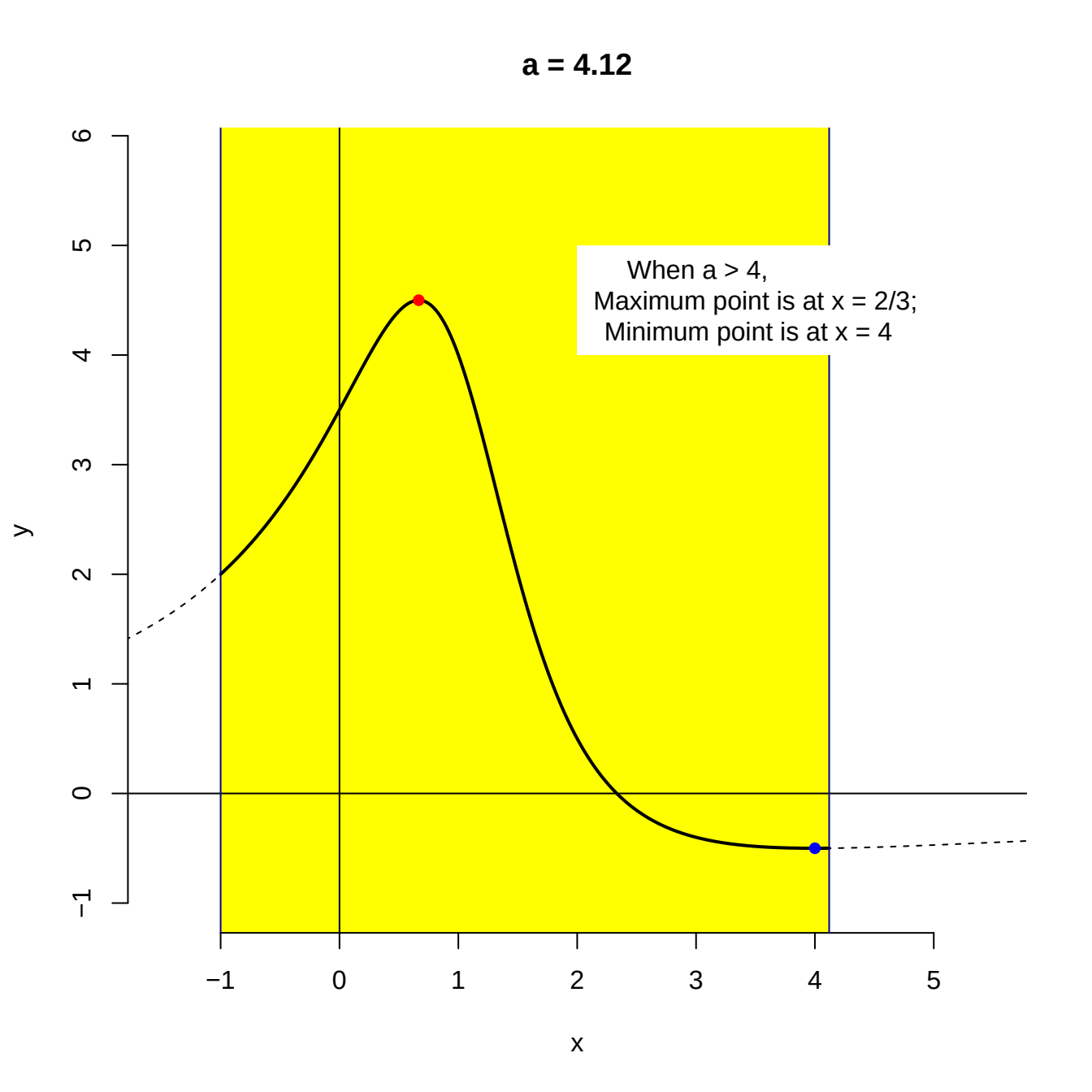

a = 4.02
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

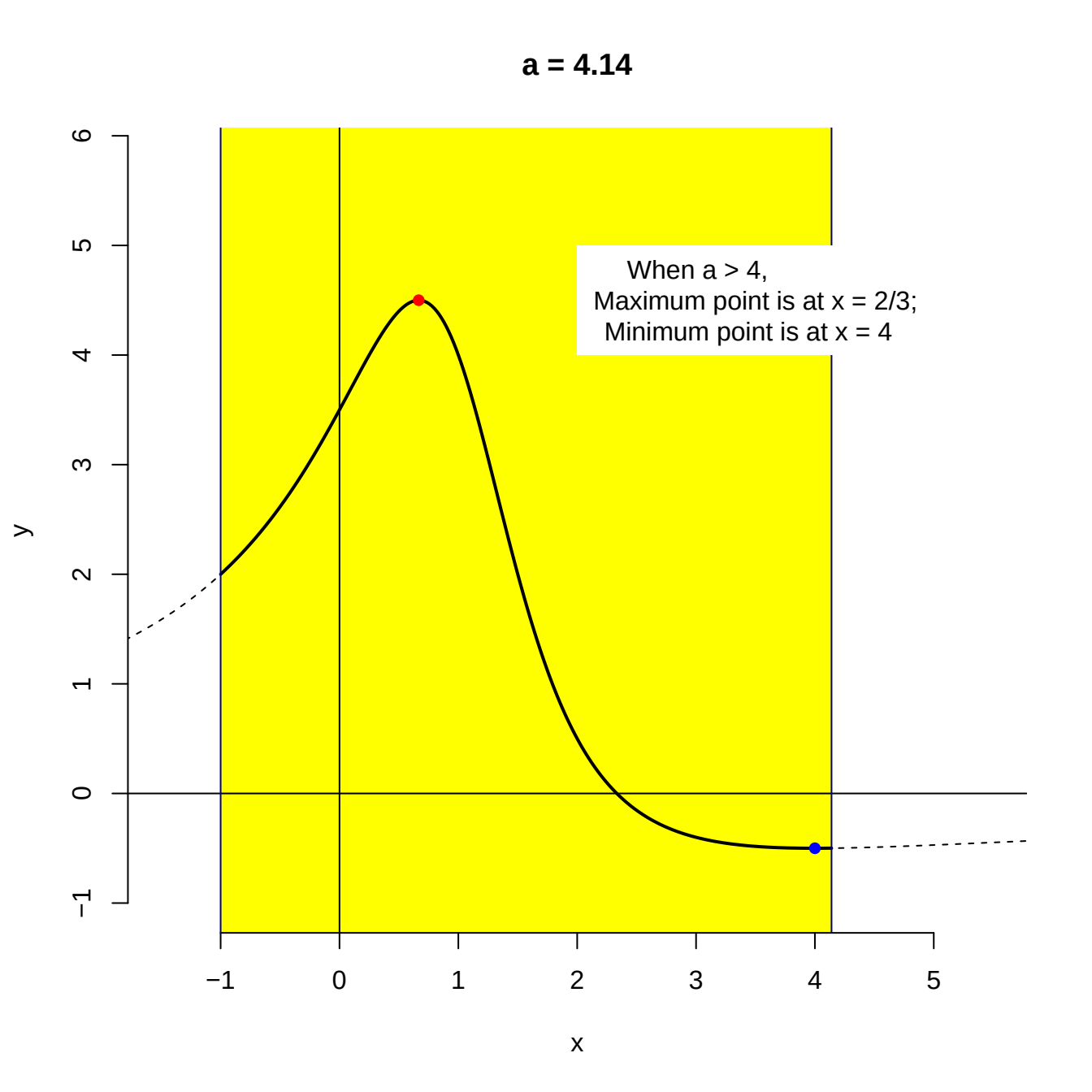

a = 4.04
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

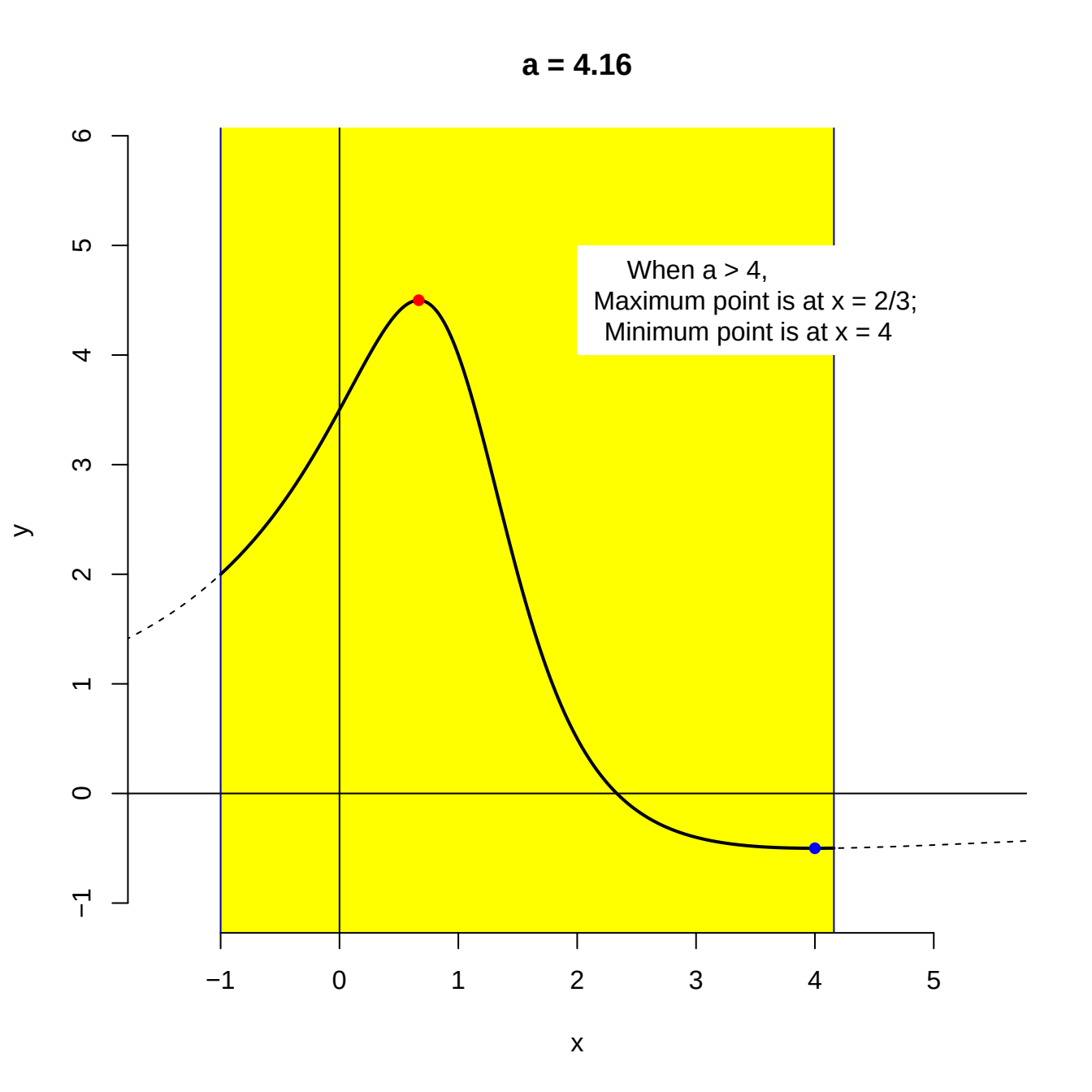

a = 4.06
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

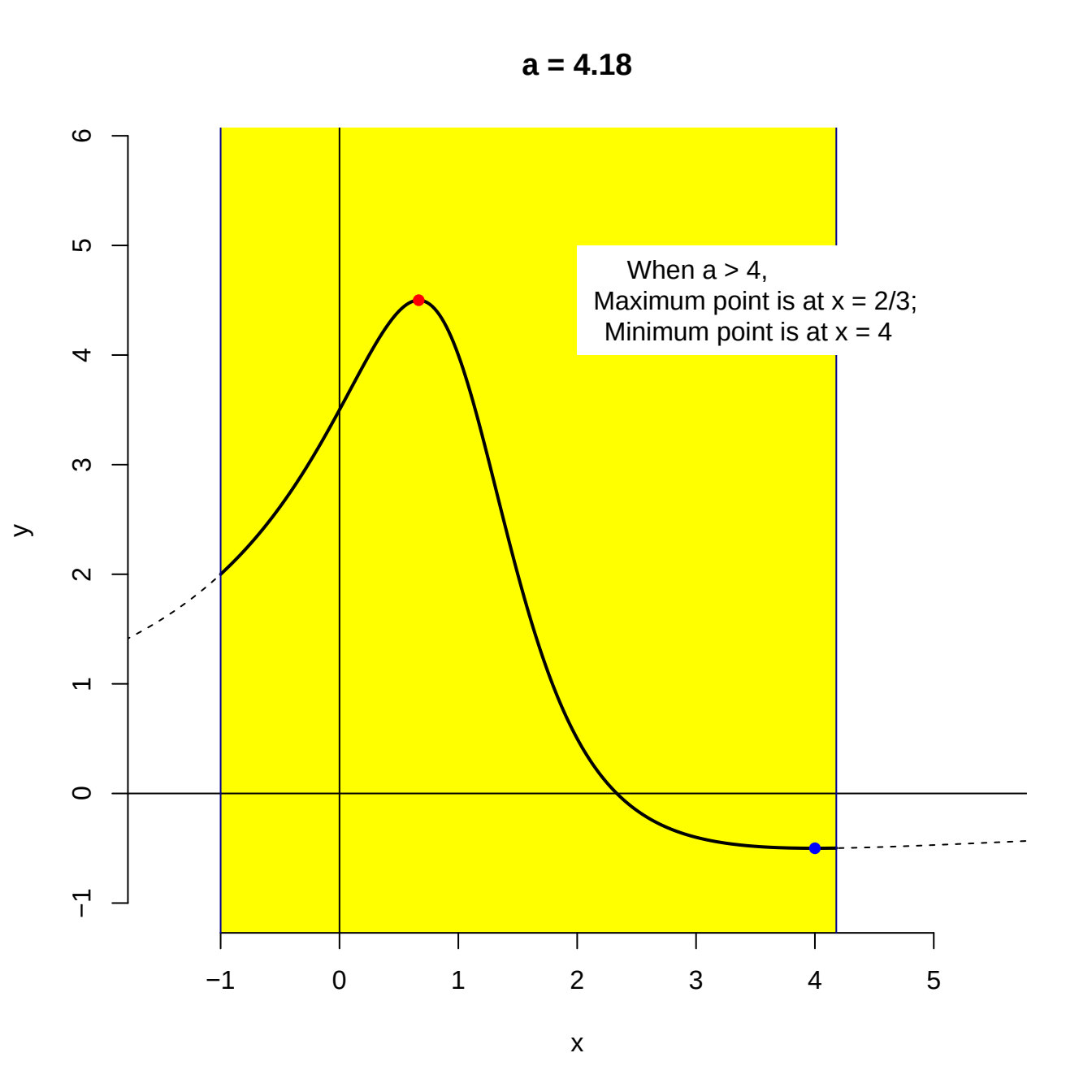

a = 4.08
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

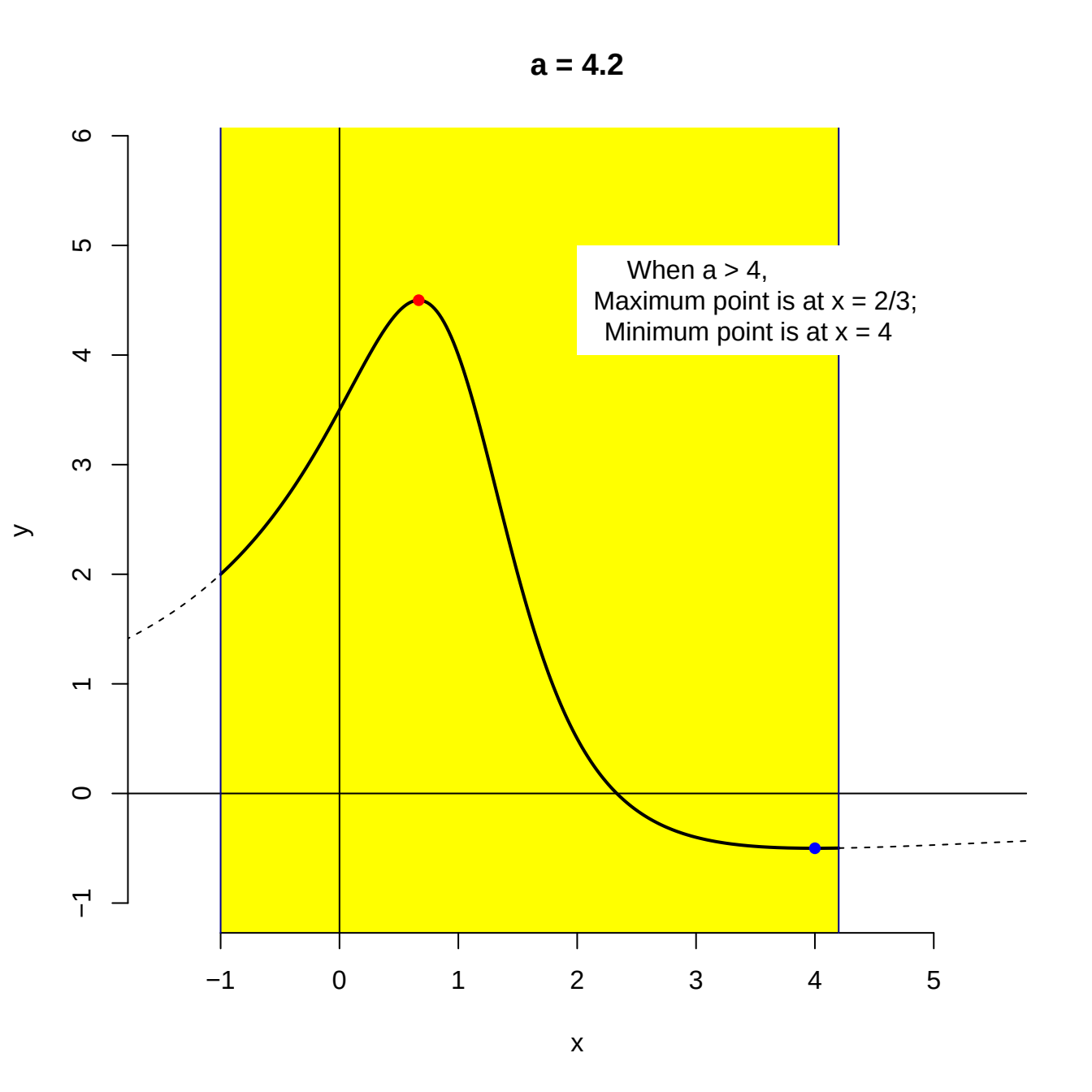

a = 4.1
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

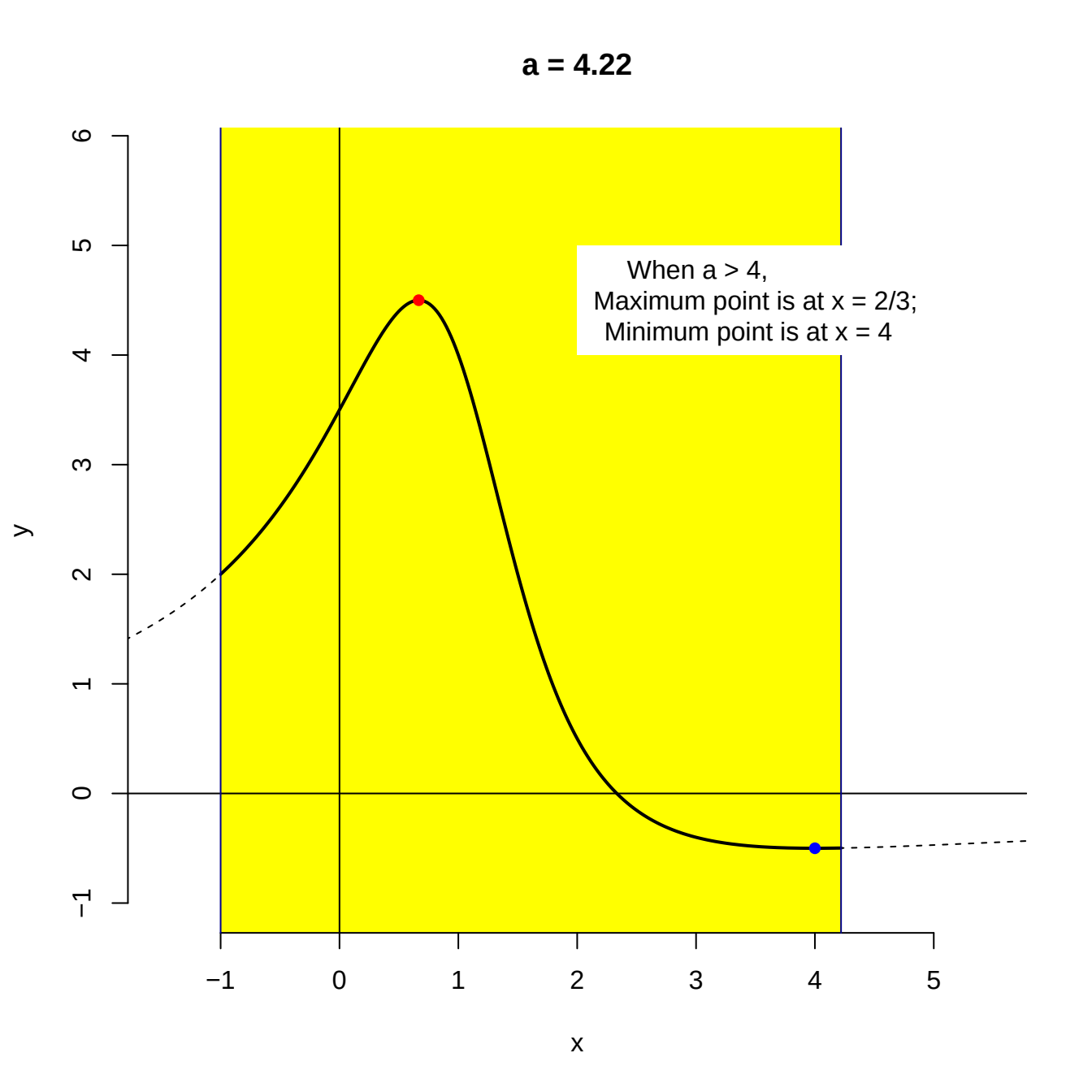

a = 4.12
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

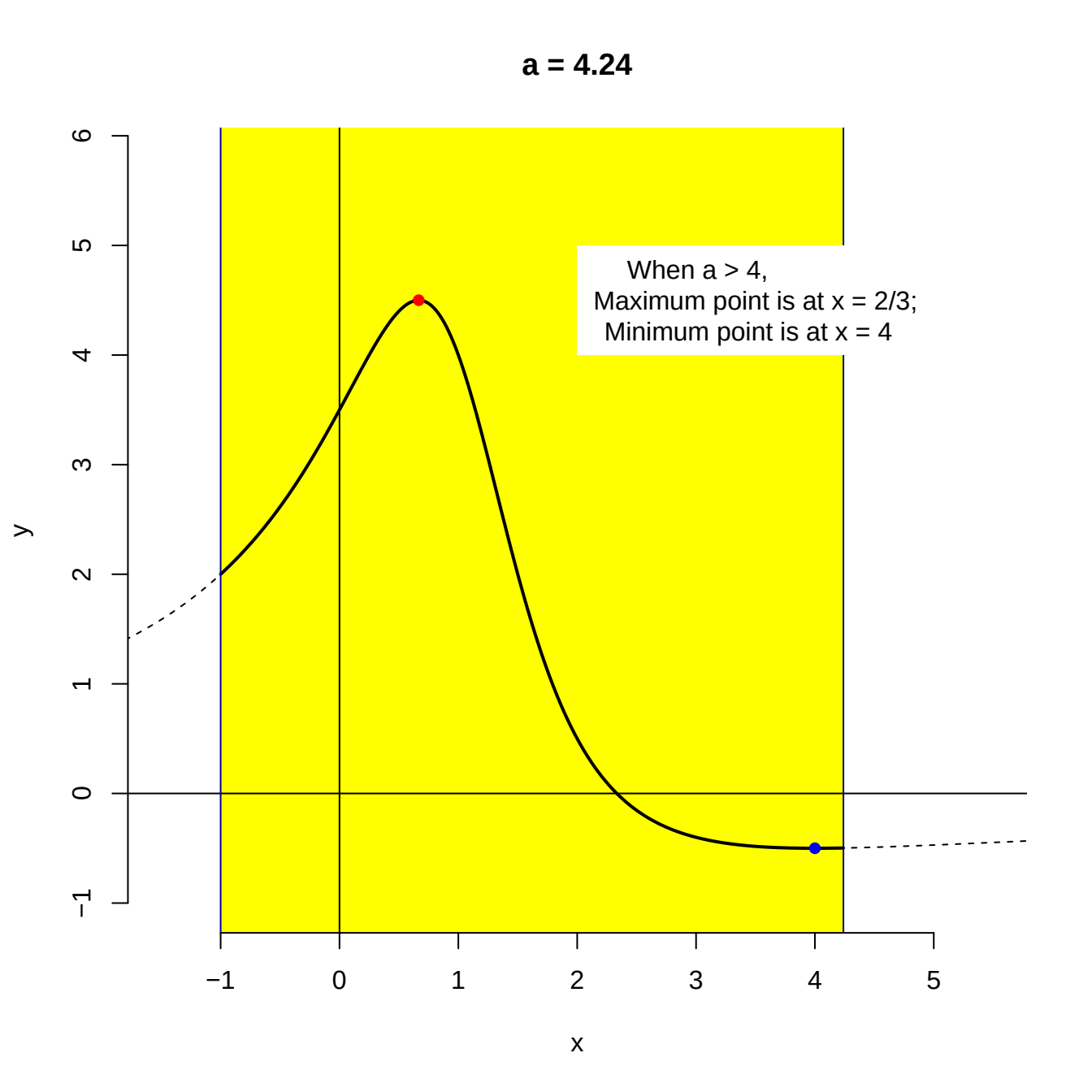

a = 4.14
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

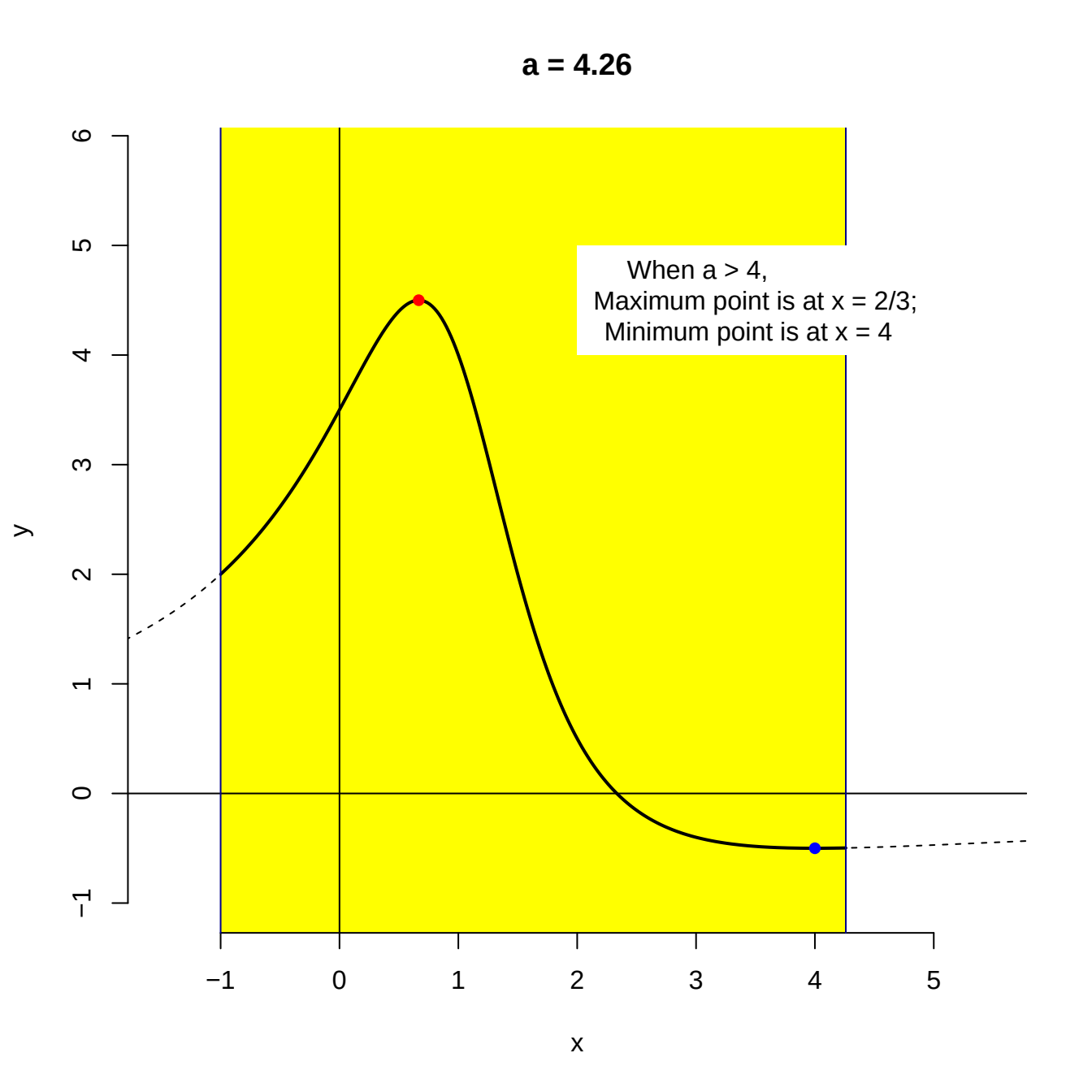

a = 4.16
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

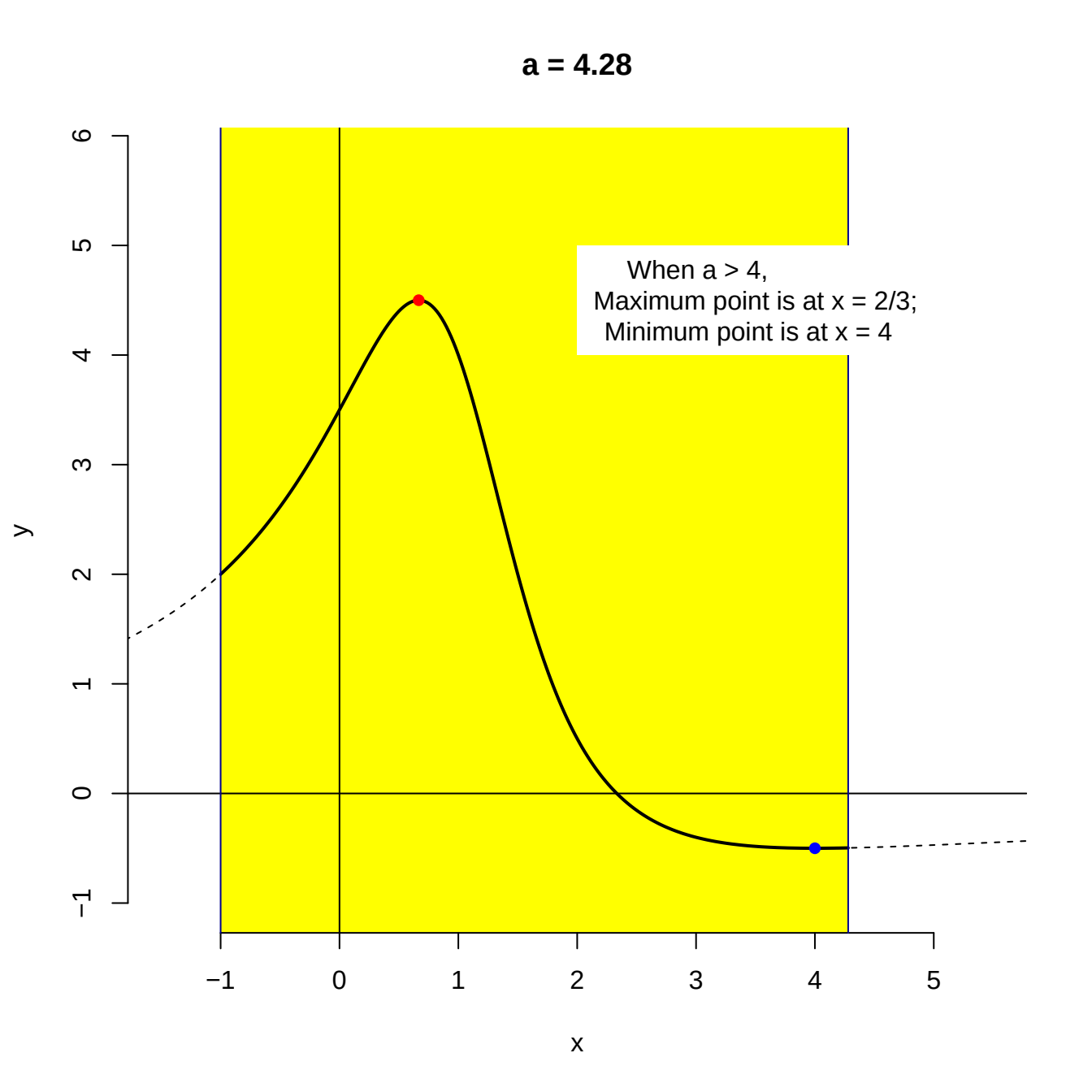

a = 4.18
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

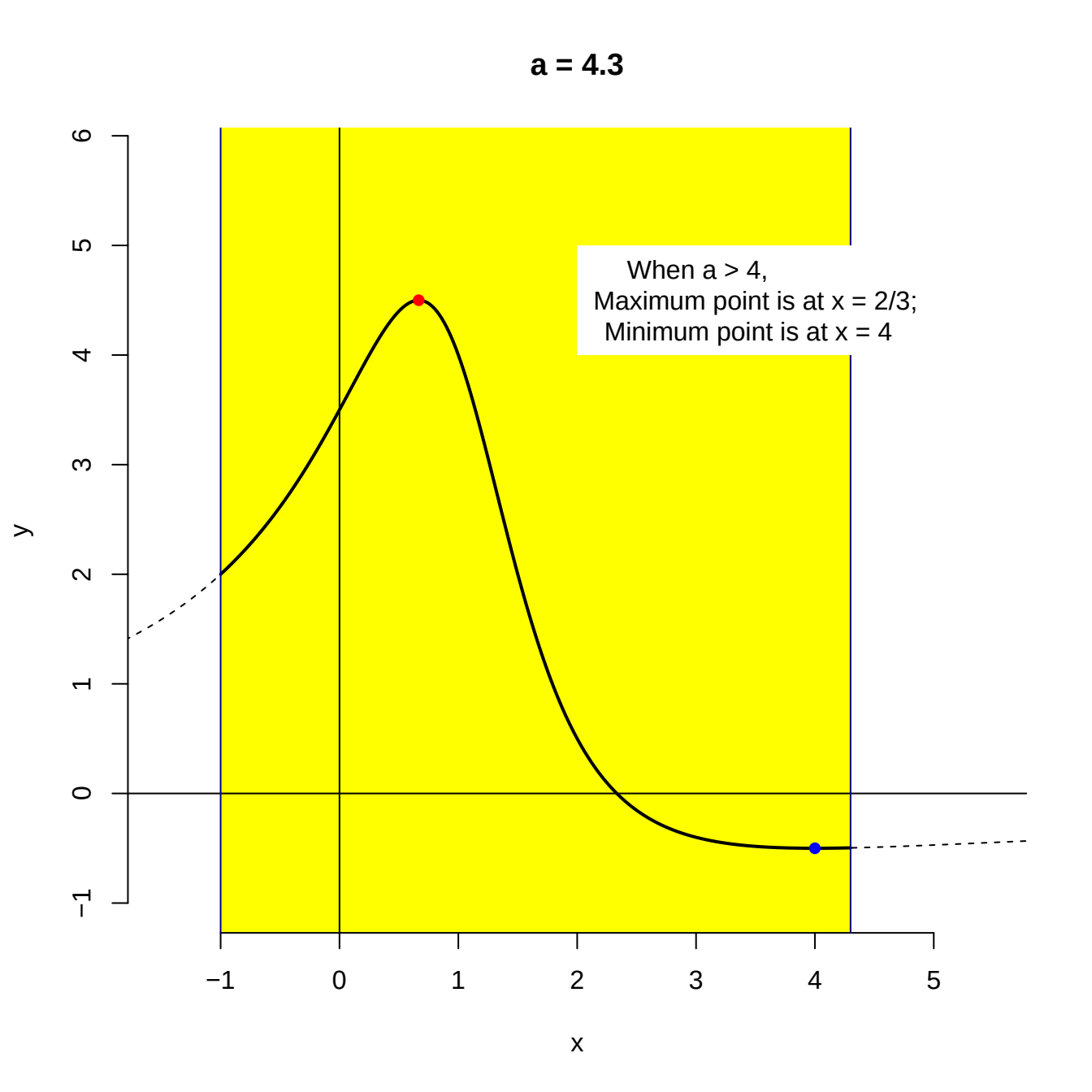

a = 4.2
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

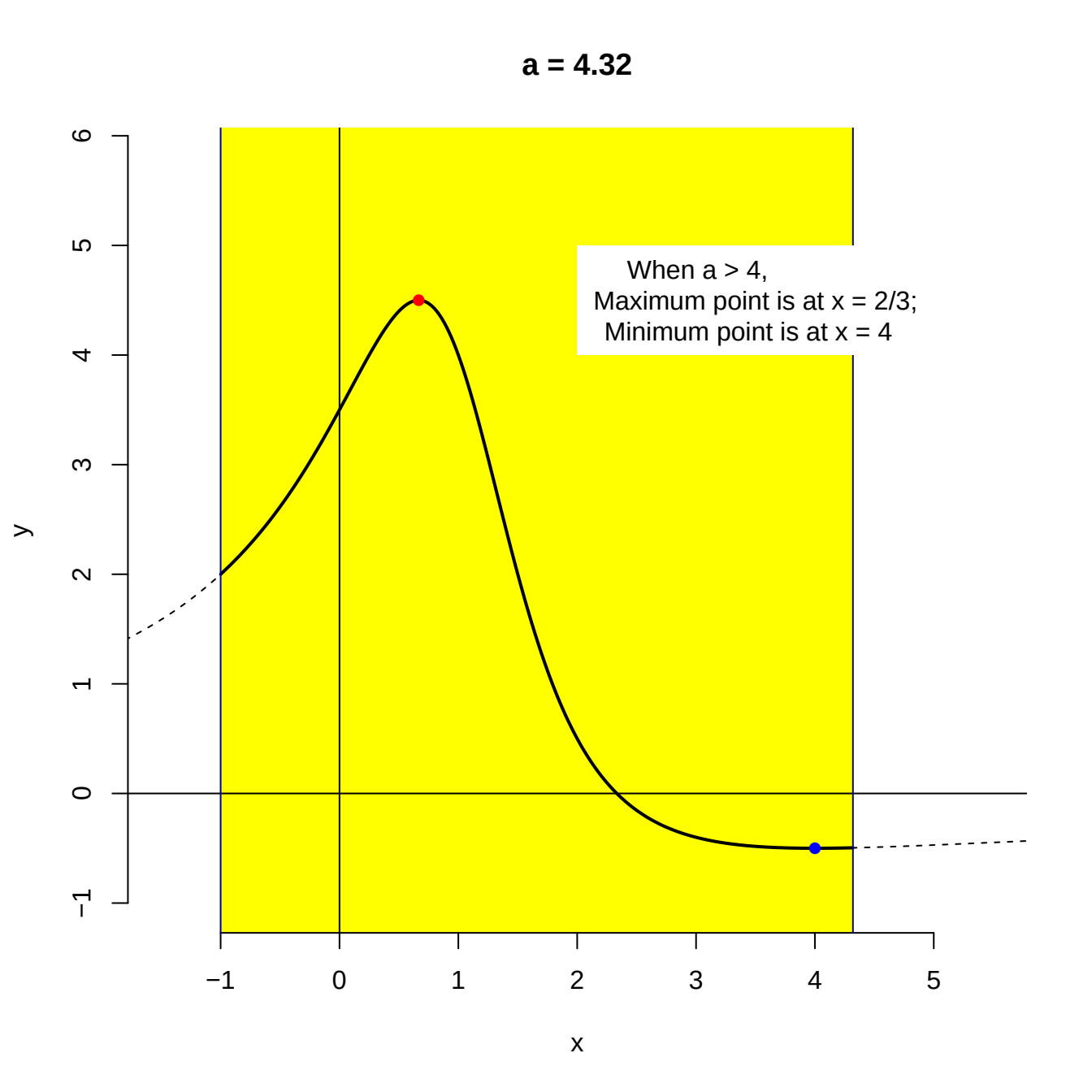

a = 4.22
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

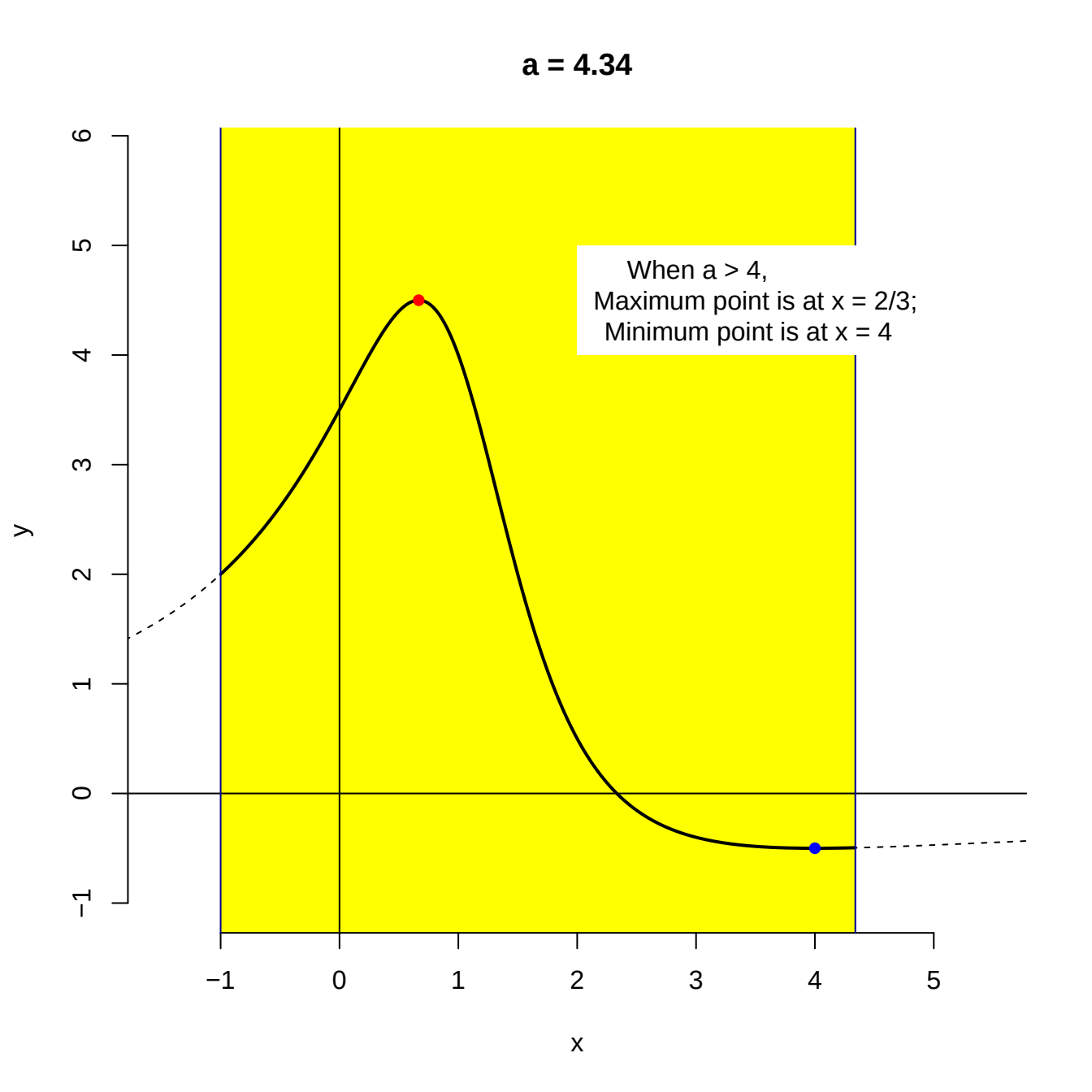

a = 4.24
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

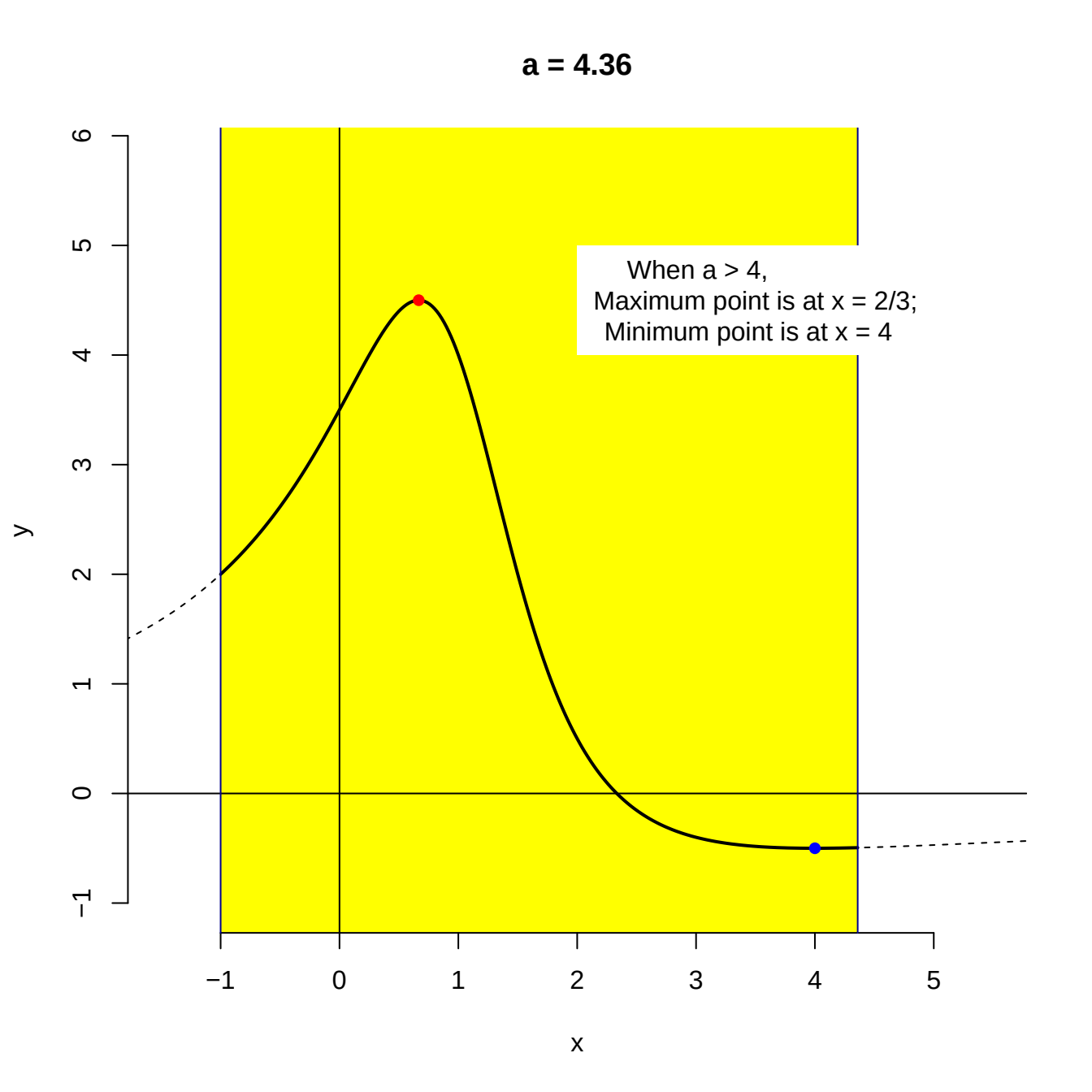

a = 4.26
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

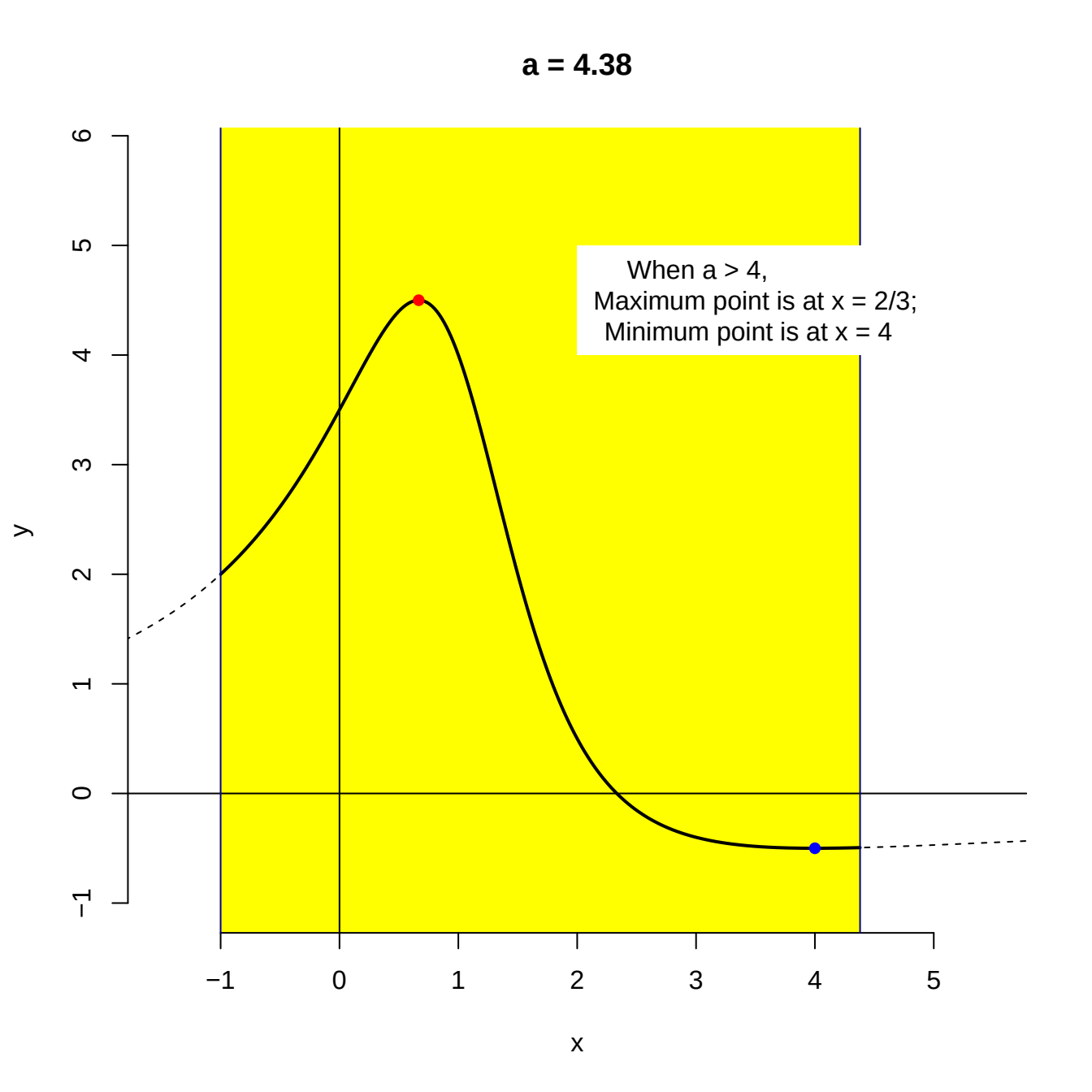

a = 4.28
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

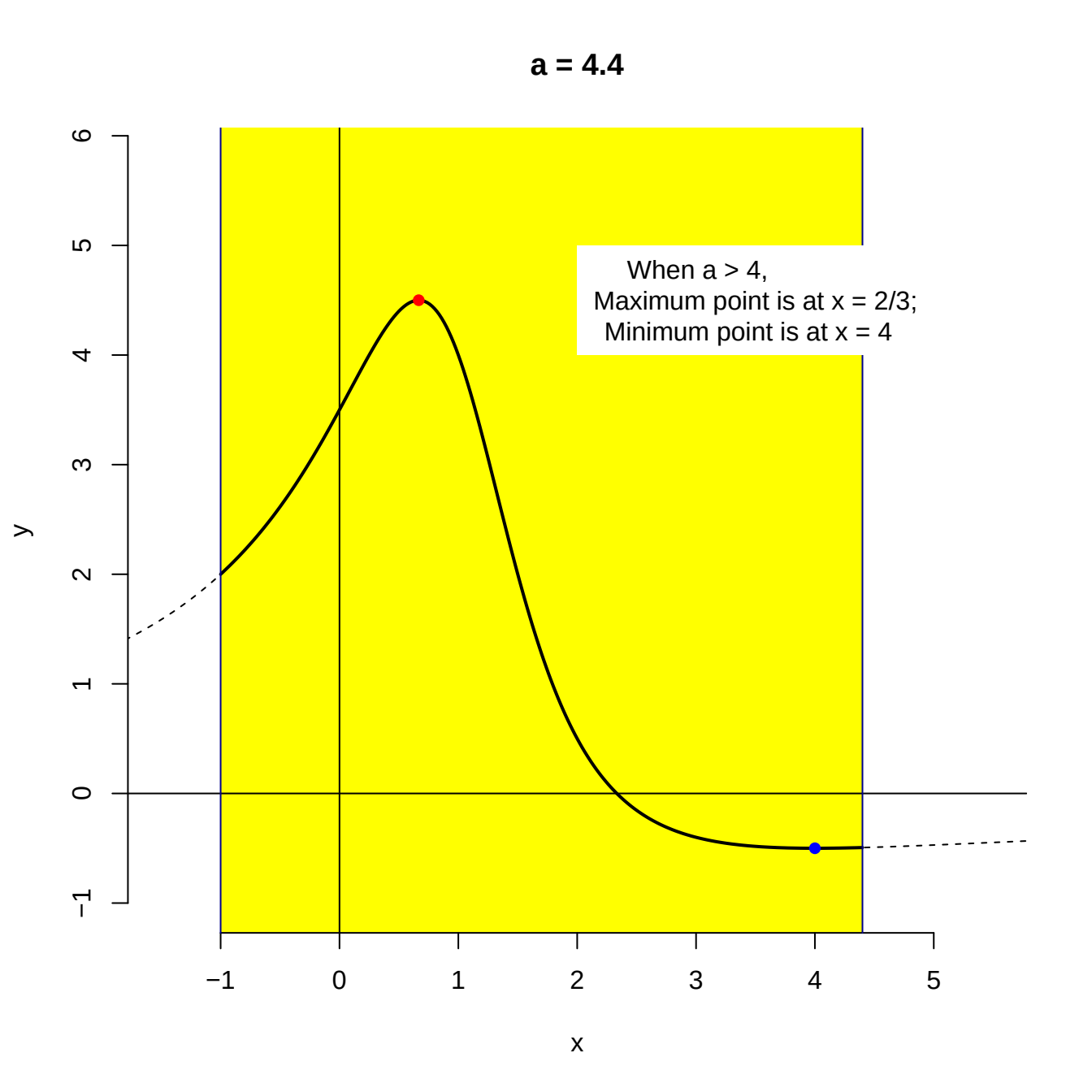

a = 4.3
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

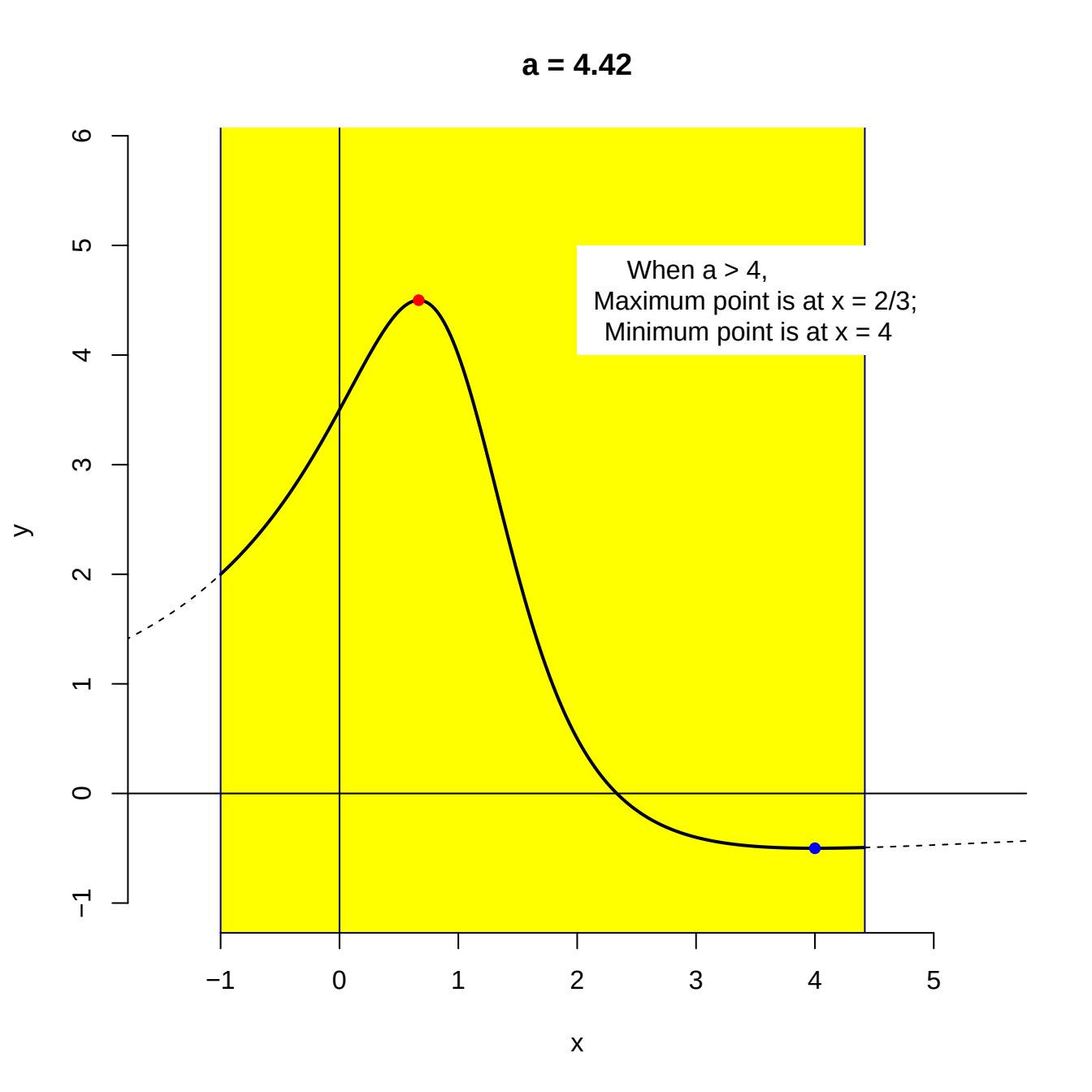

a = 4.32
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

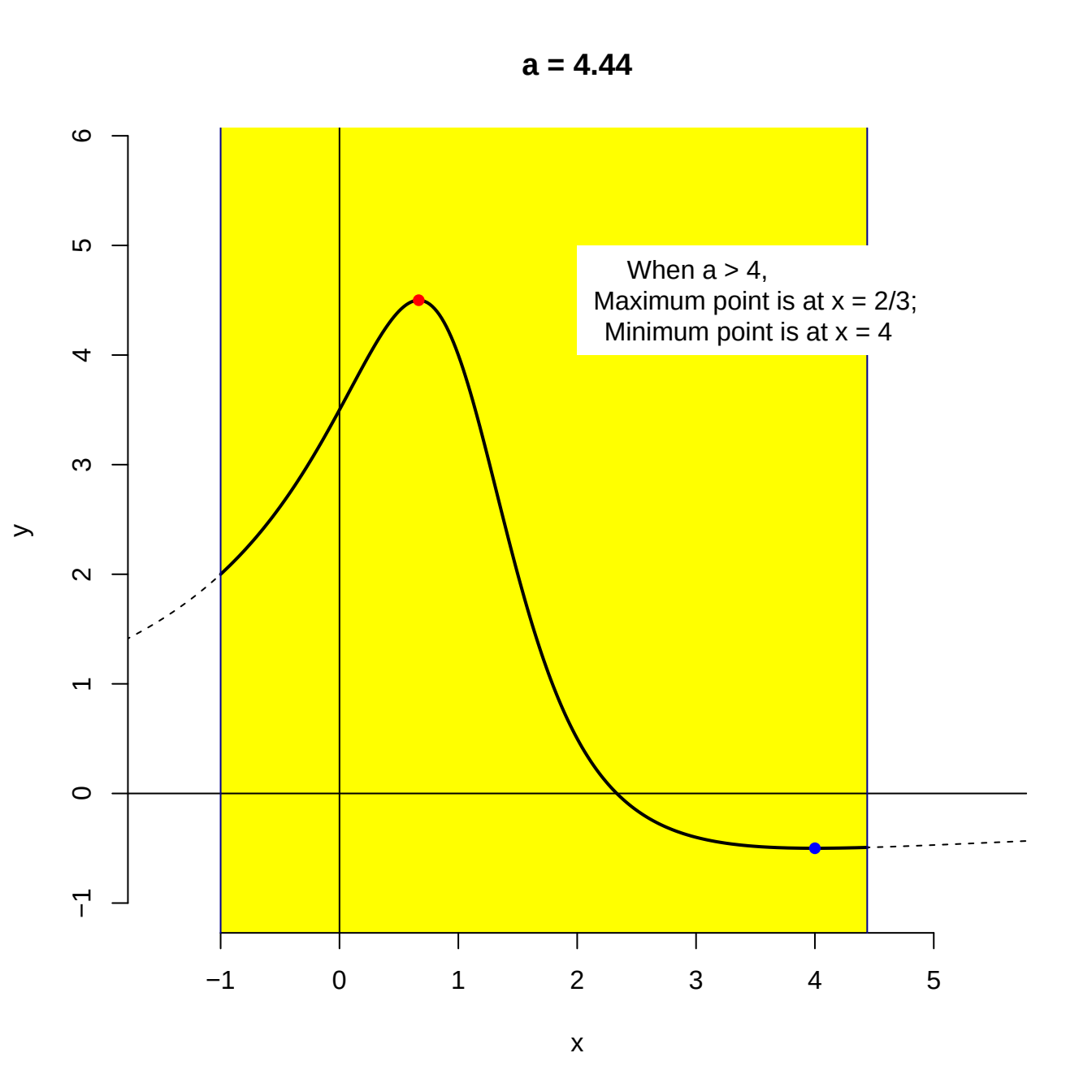

a = 4.34
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

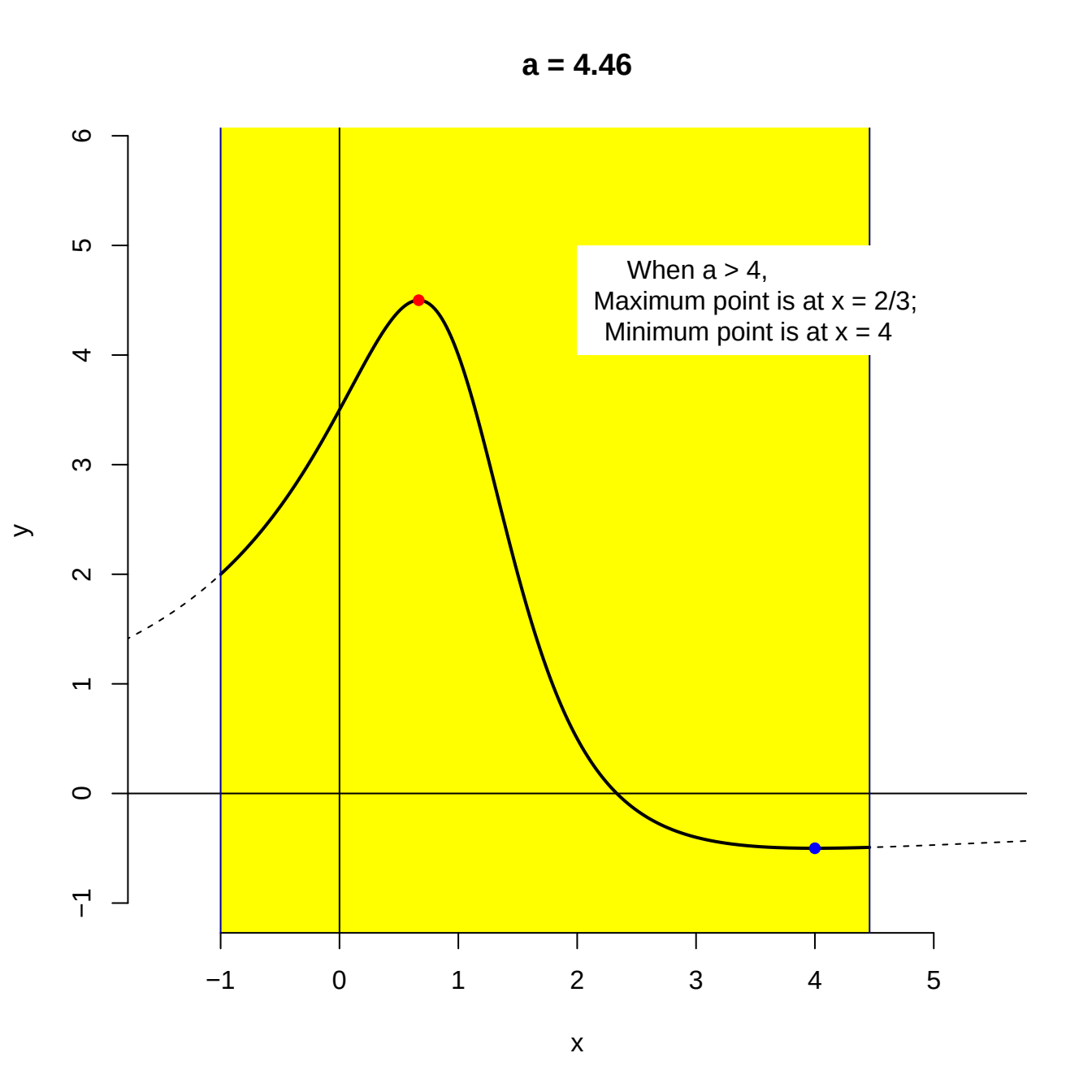

a = 4.36
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

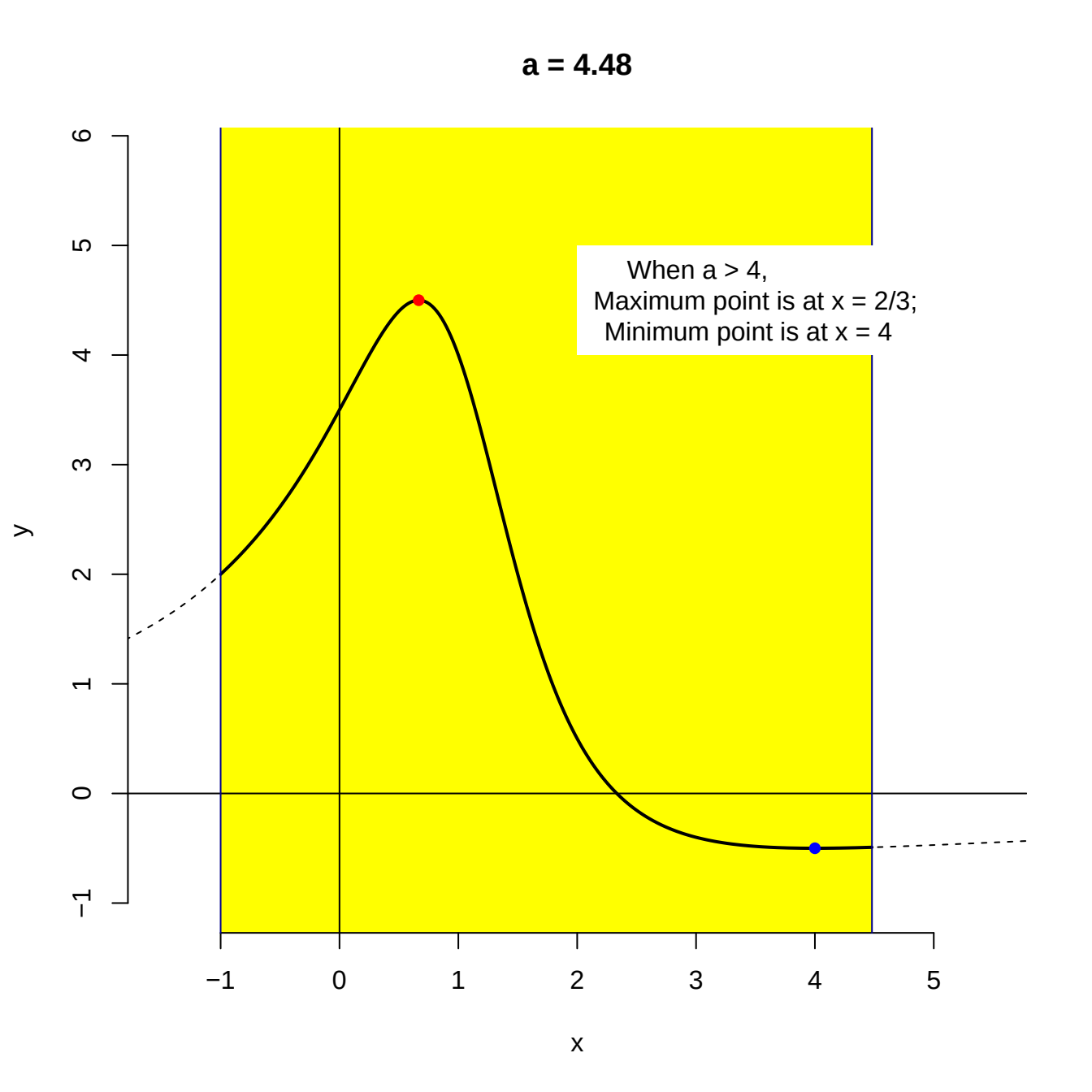

a = 4.38
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

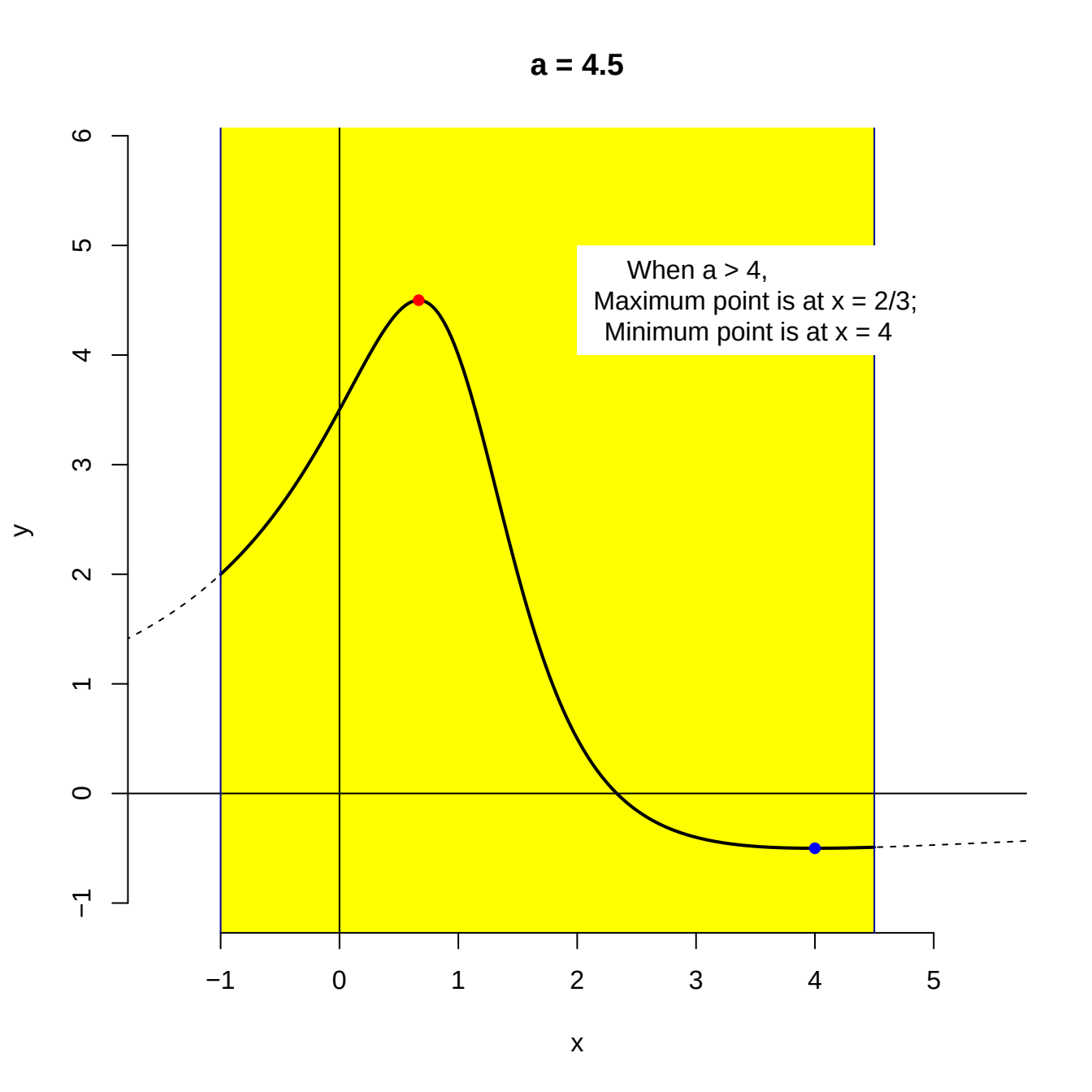

a = 4.4
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

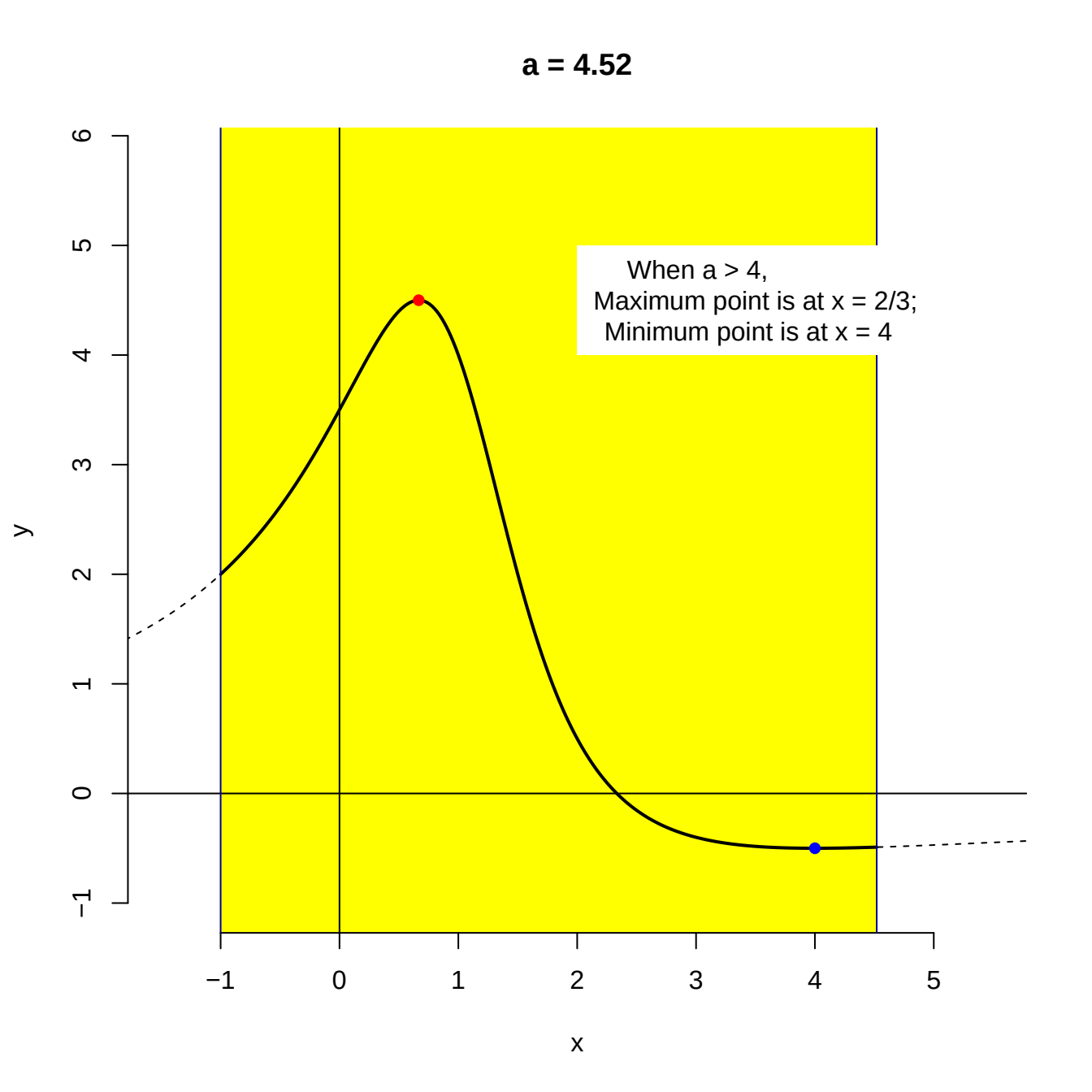

a = 4.42
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

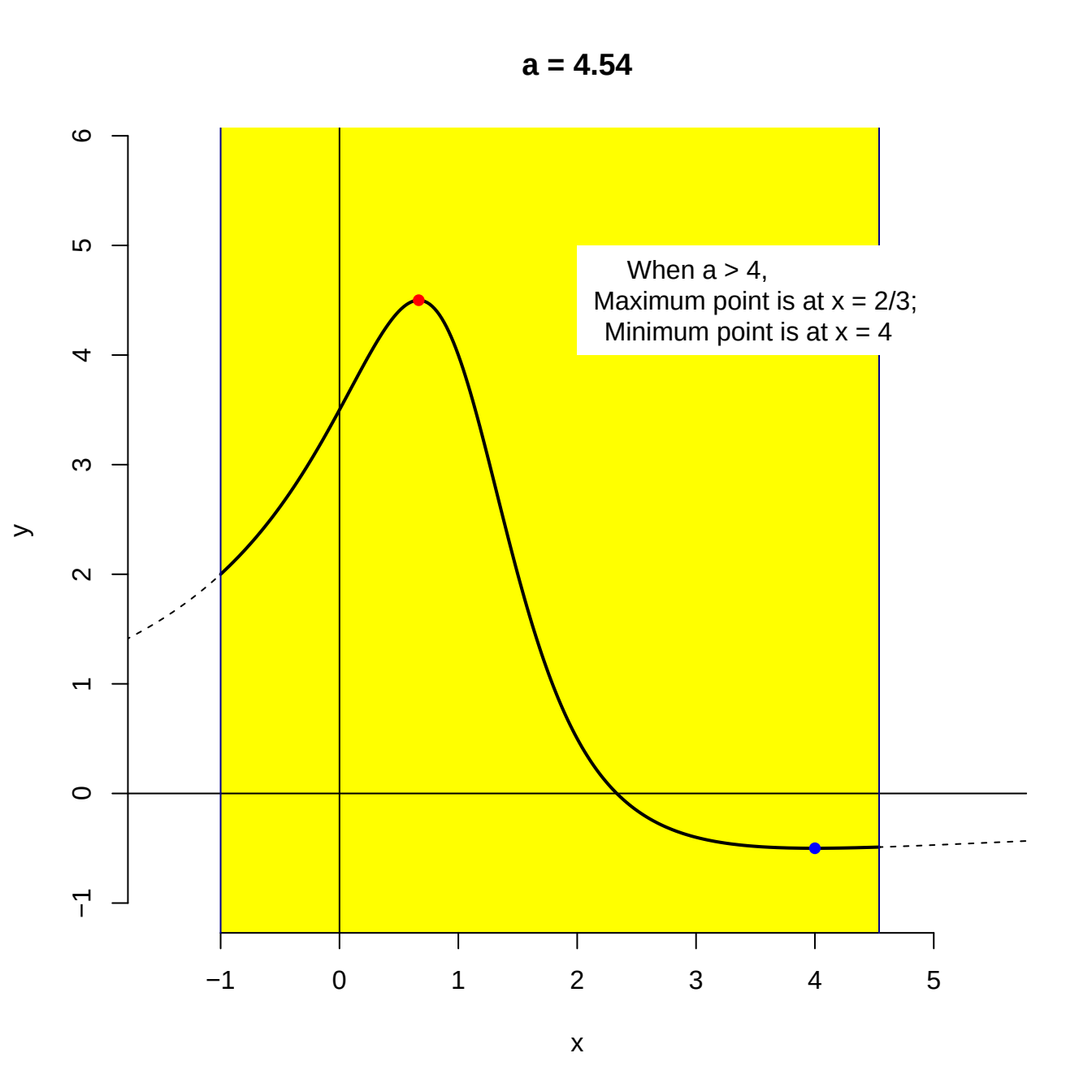

a = 4.44
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

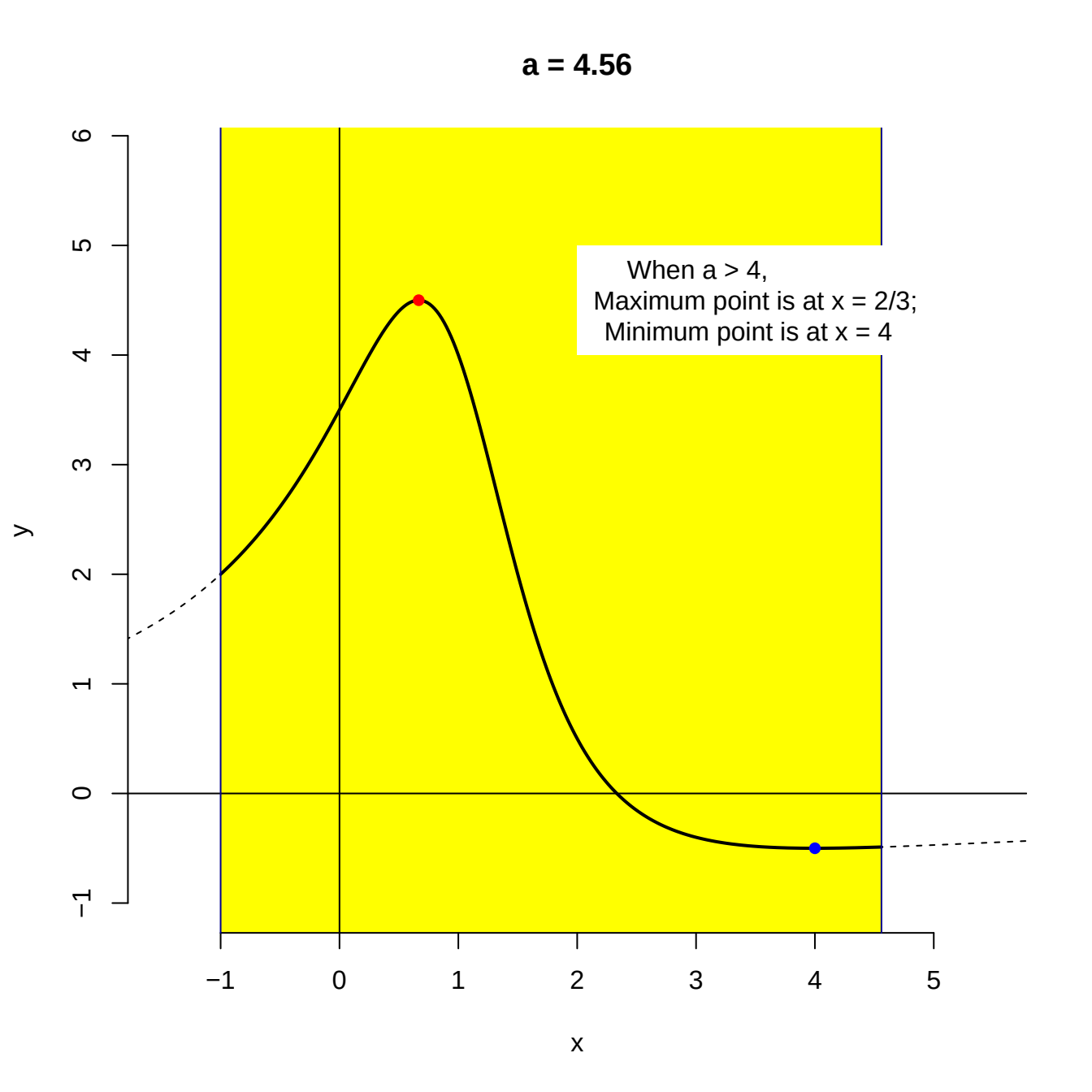

a = 4.46
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

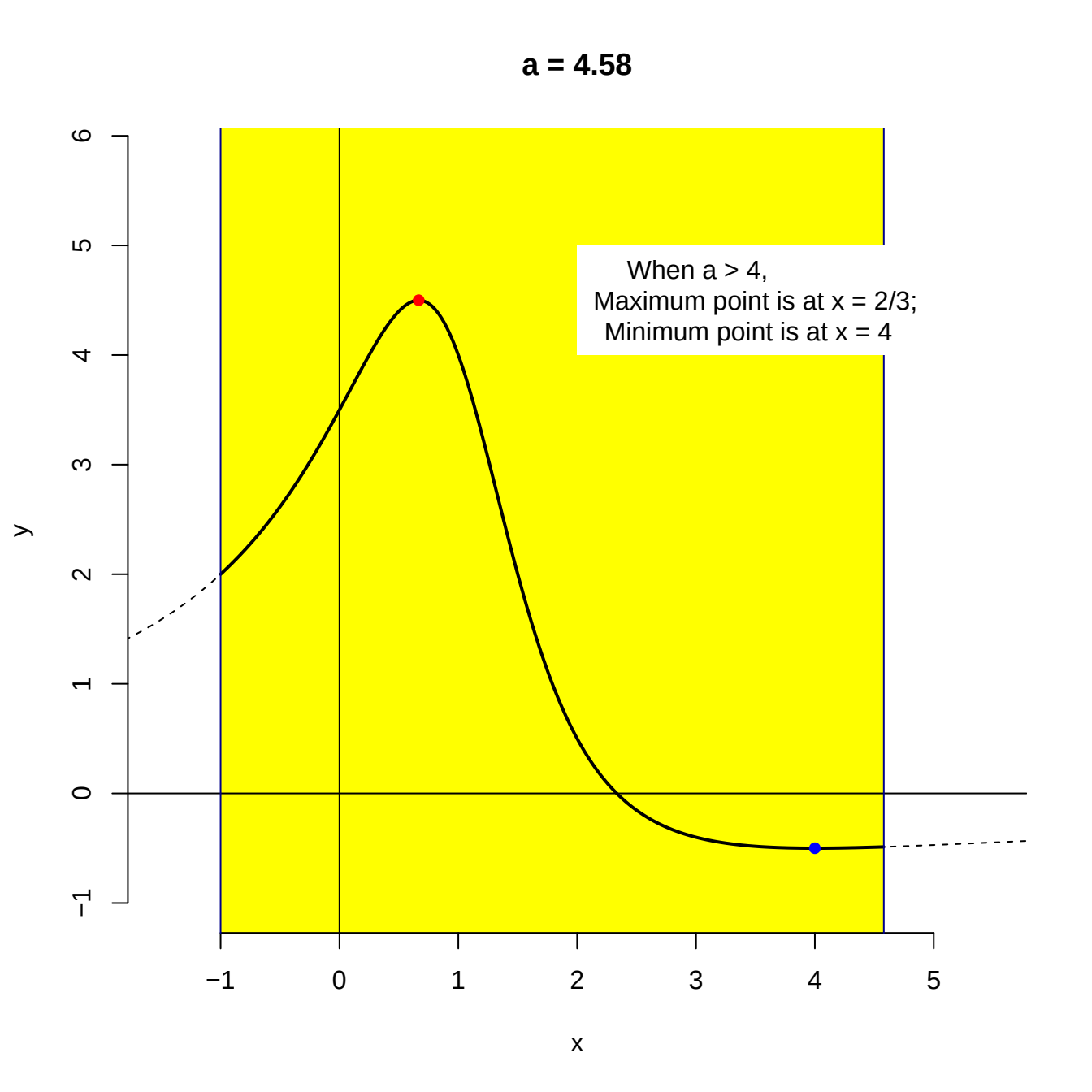

a = 4.48
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

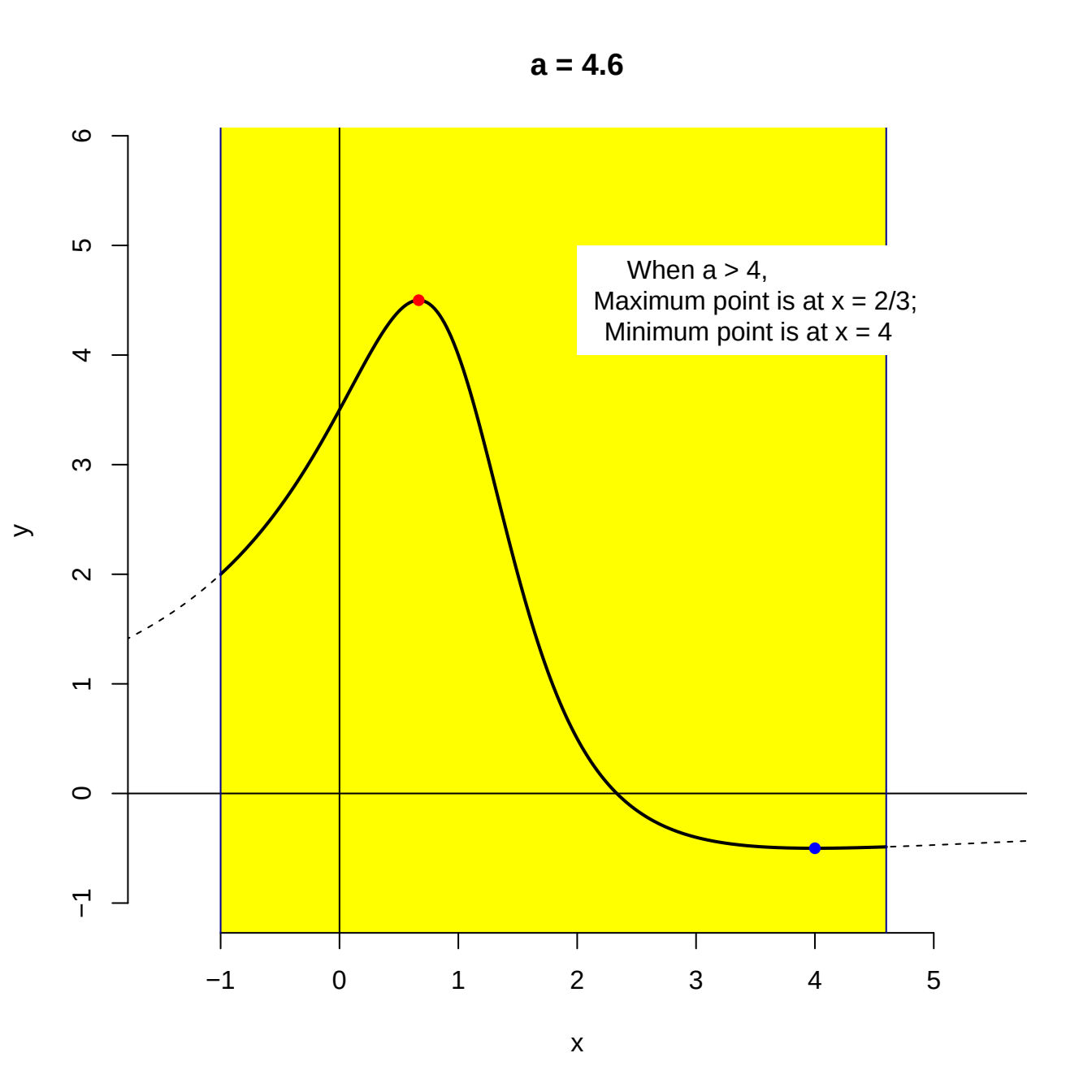

a = 4.5
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

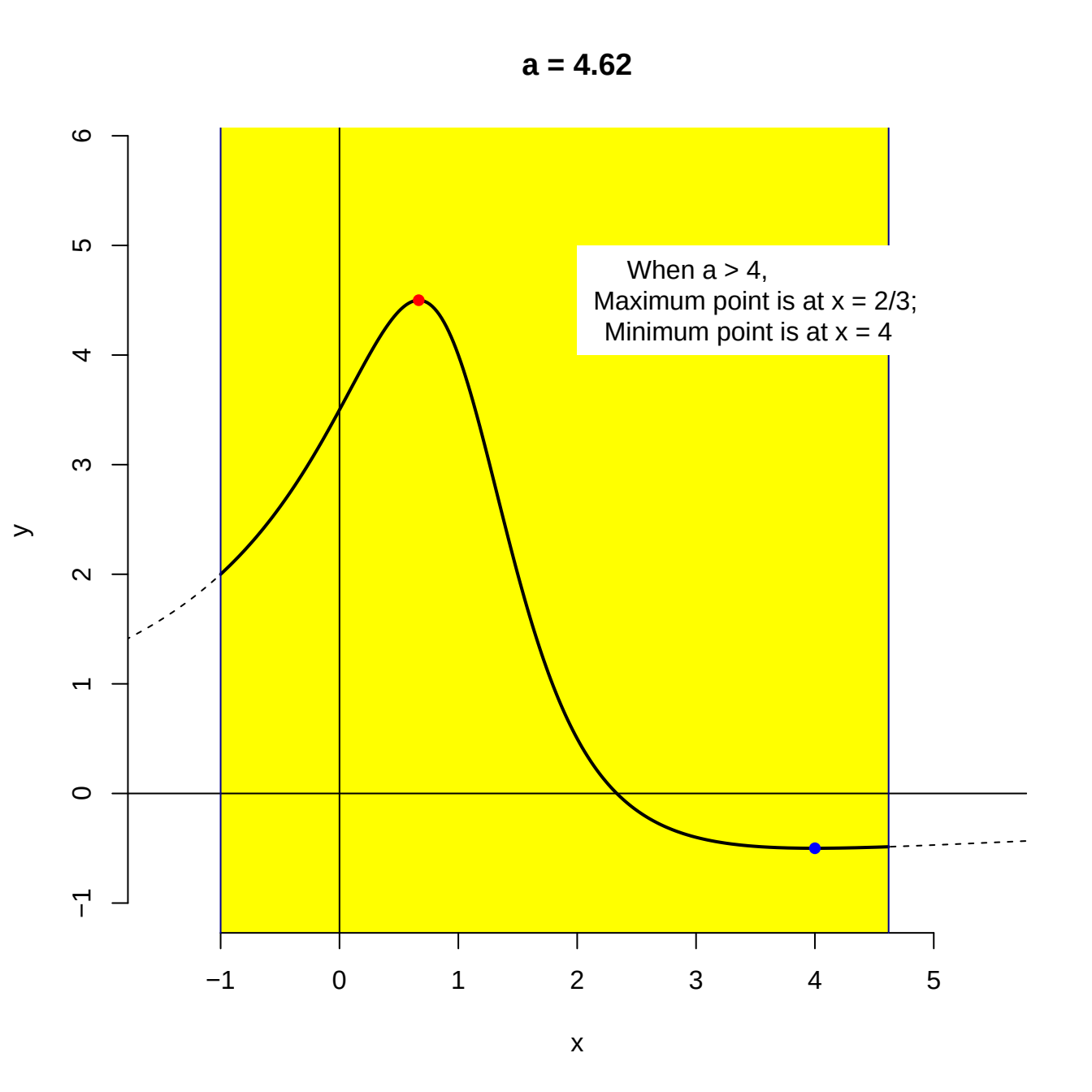

a = 4.52
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

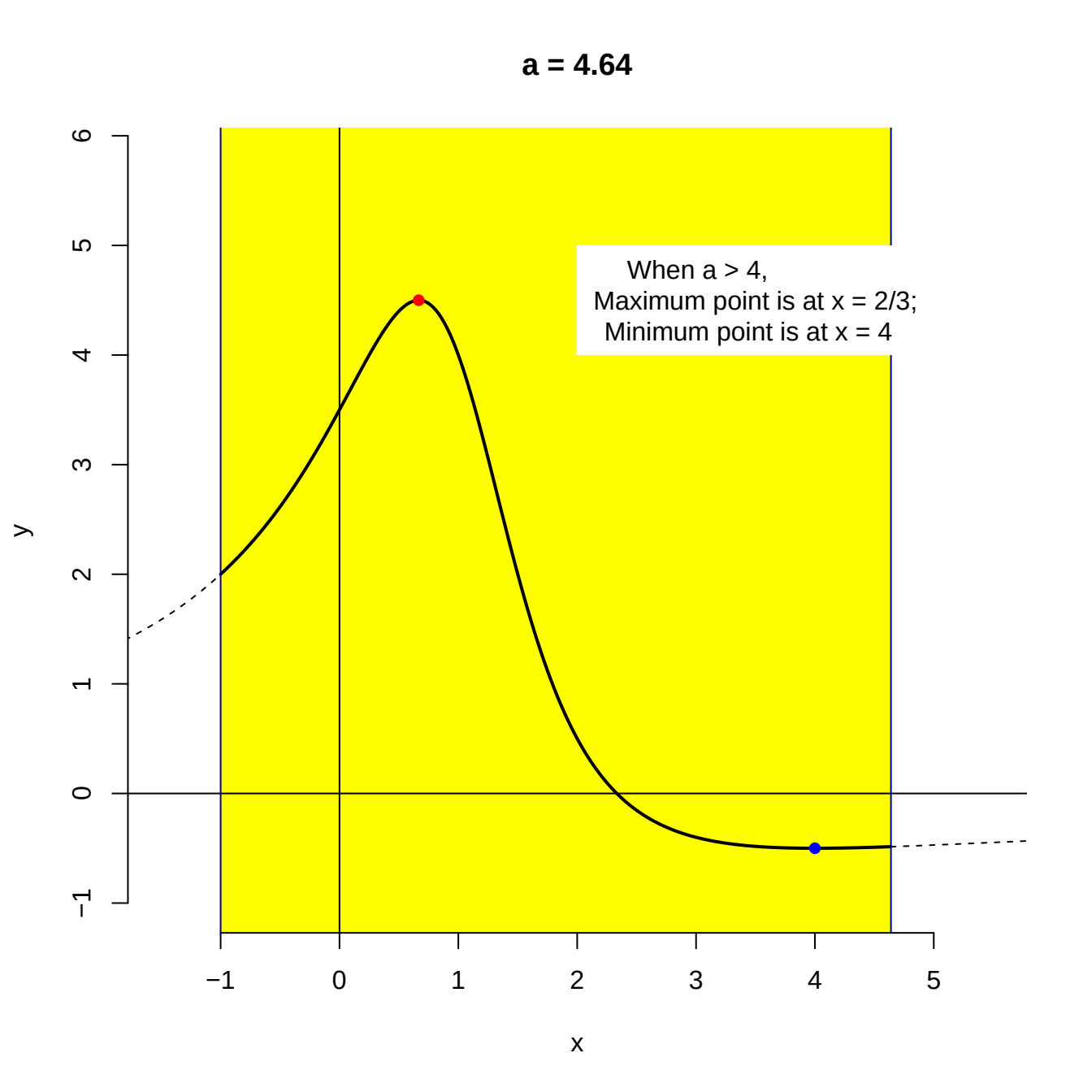

a = 4.54
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

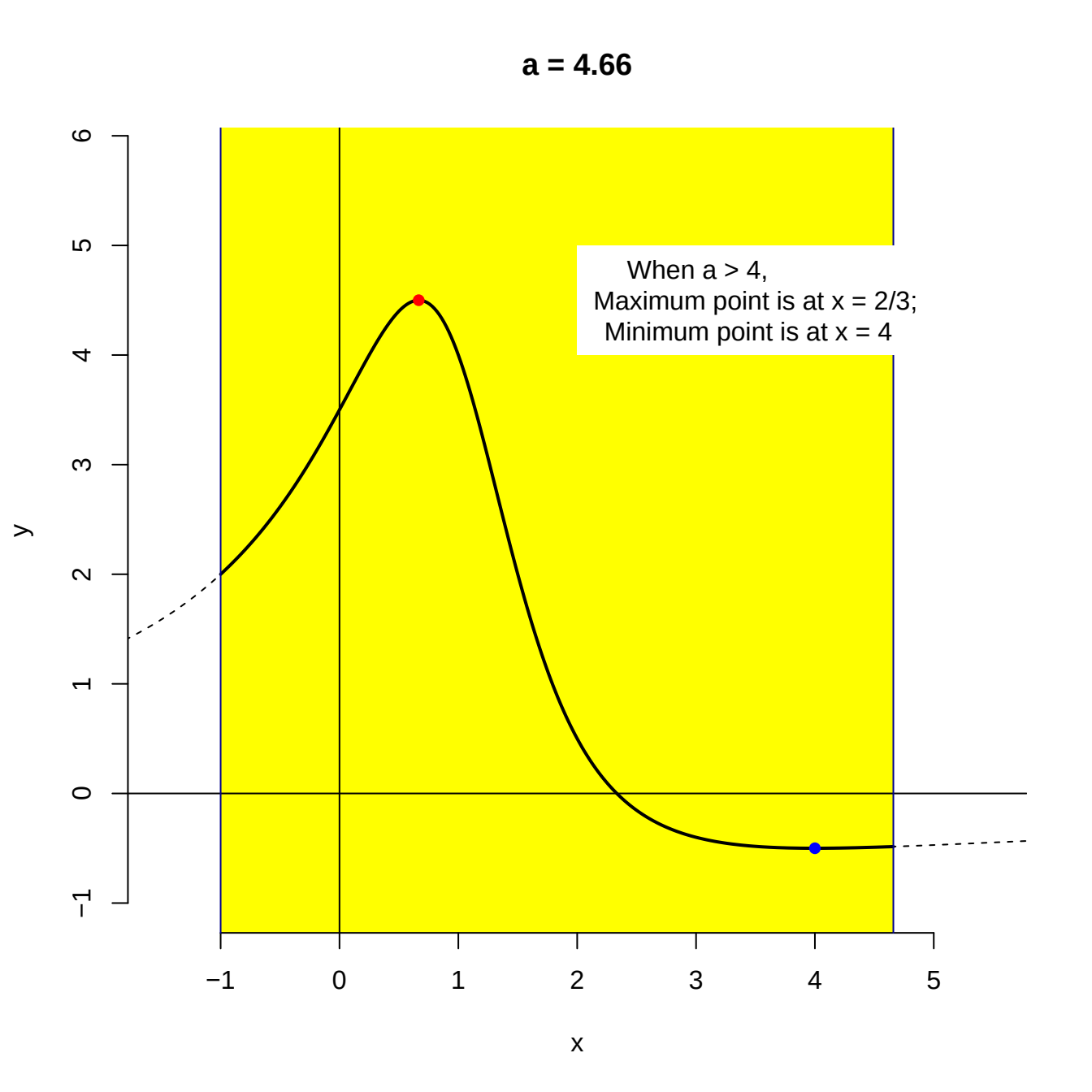

a = 4.56
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

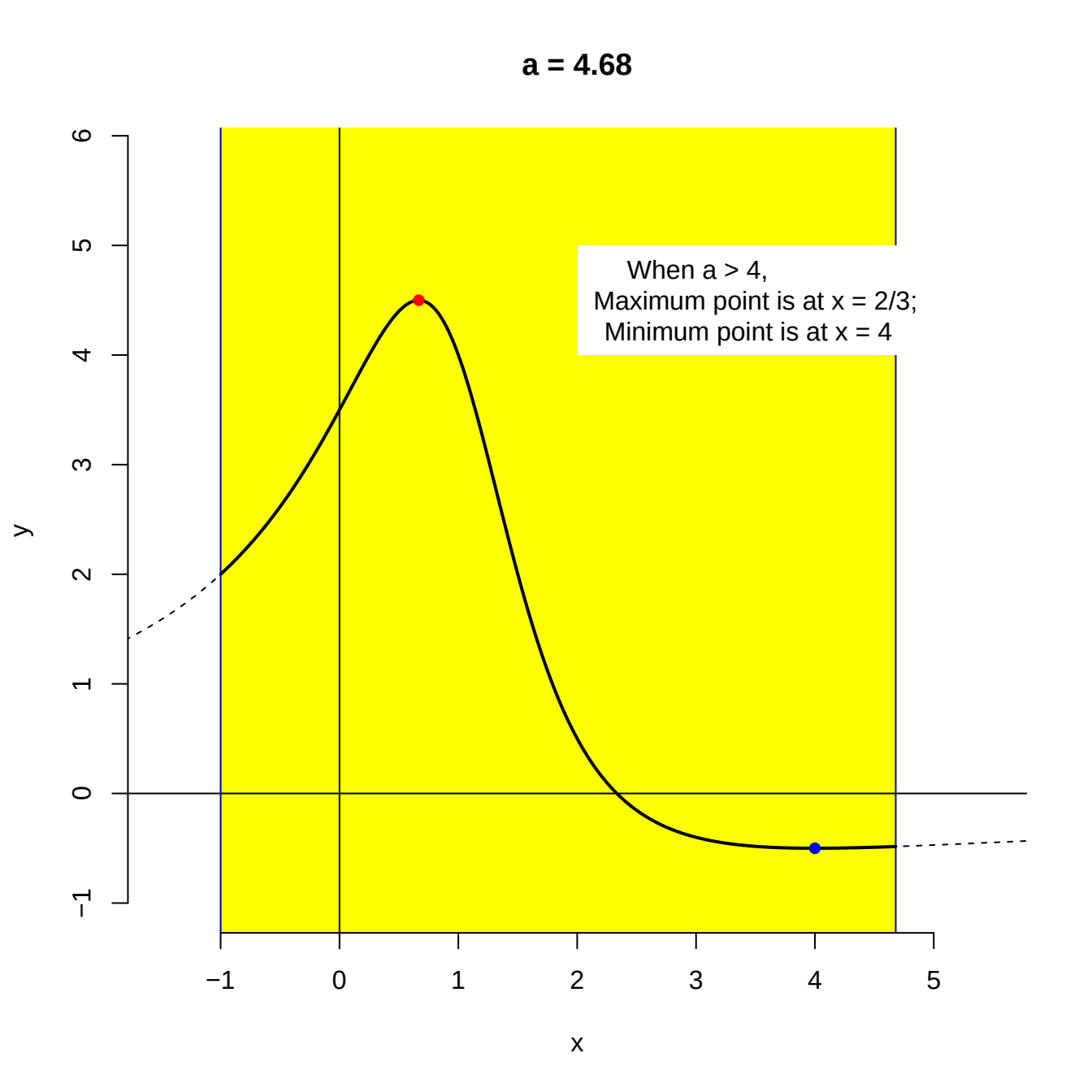

a = 4.58
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

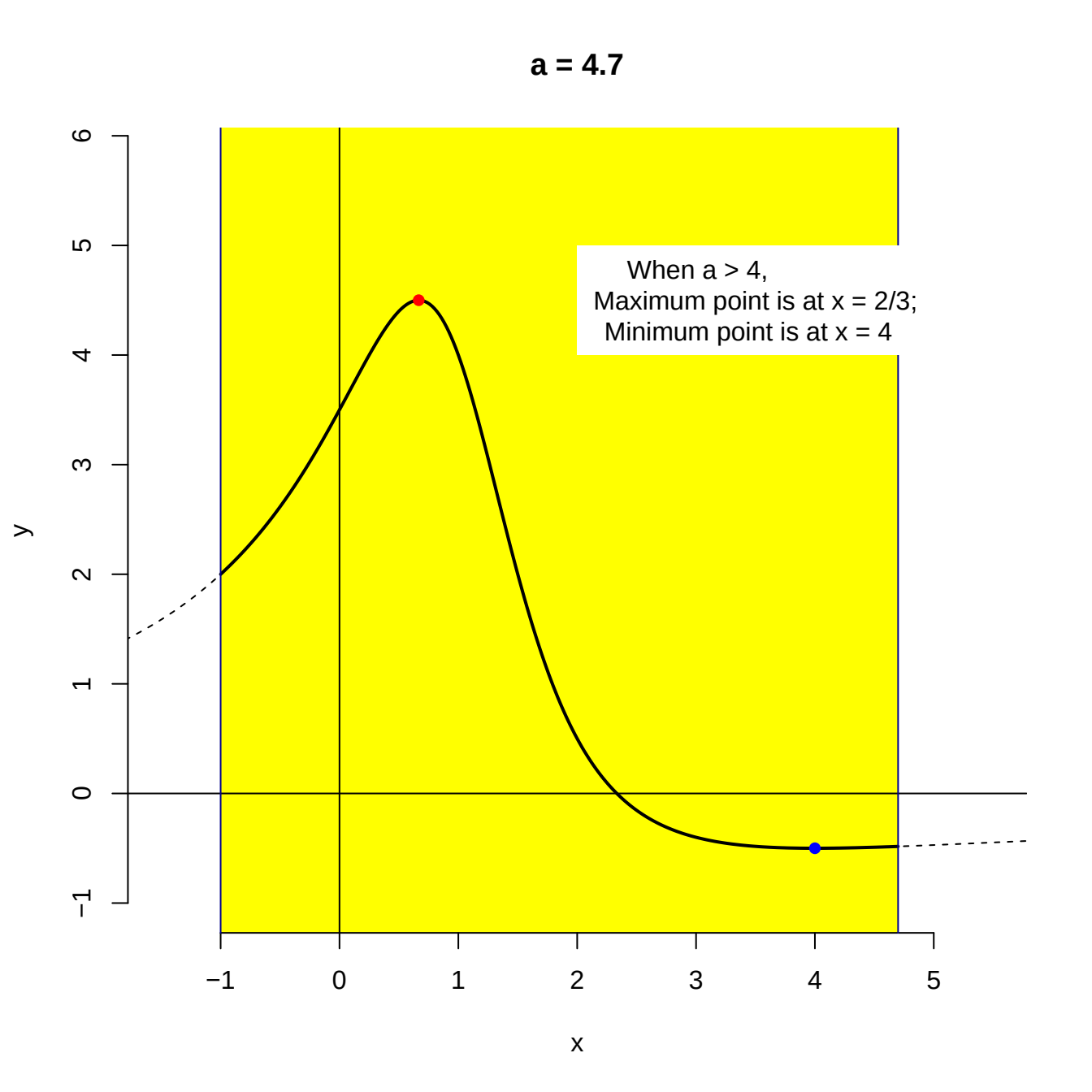

a = 4.6
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

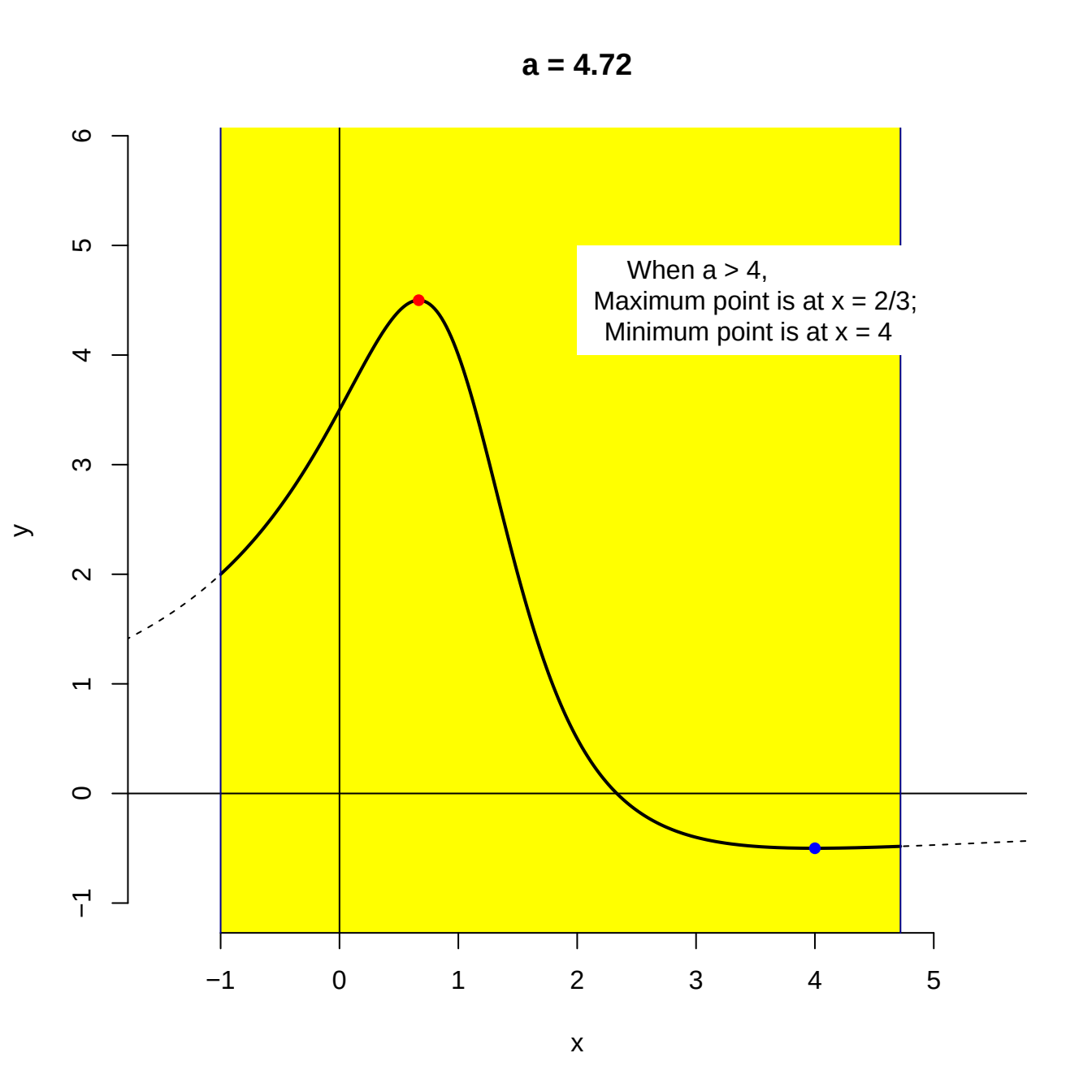

a = 4.62
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

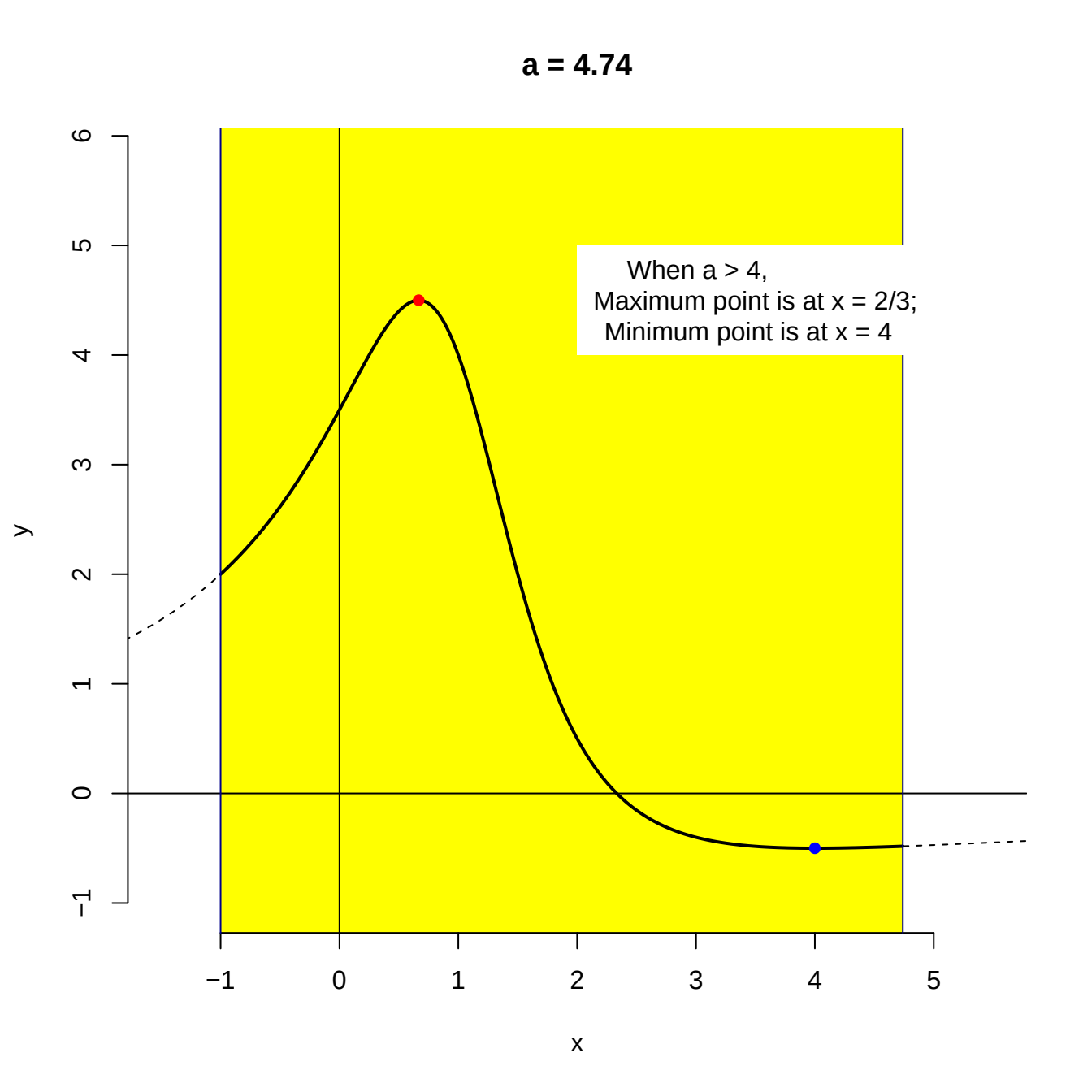

a = 4.64
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

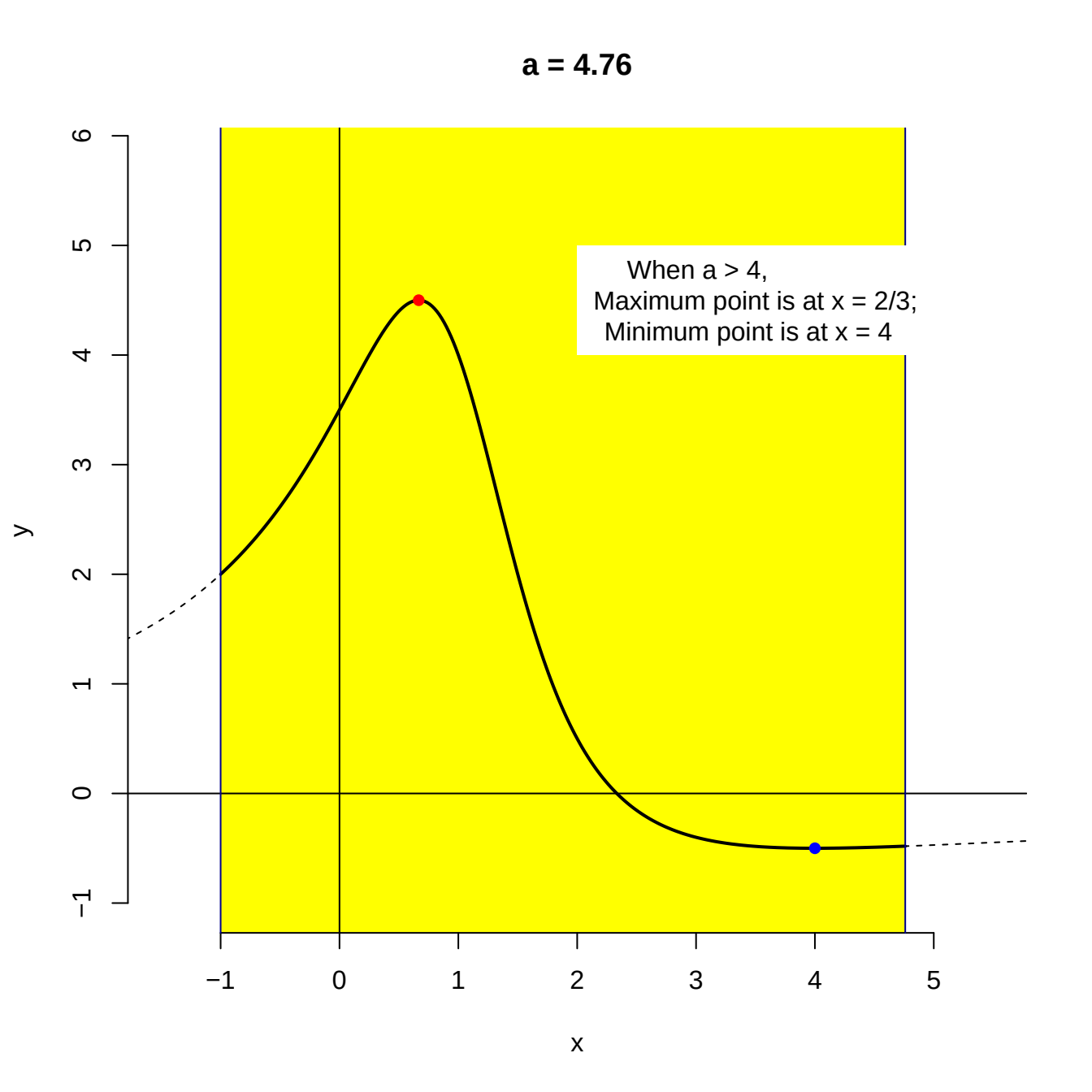

a = 4.66
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

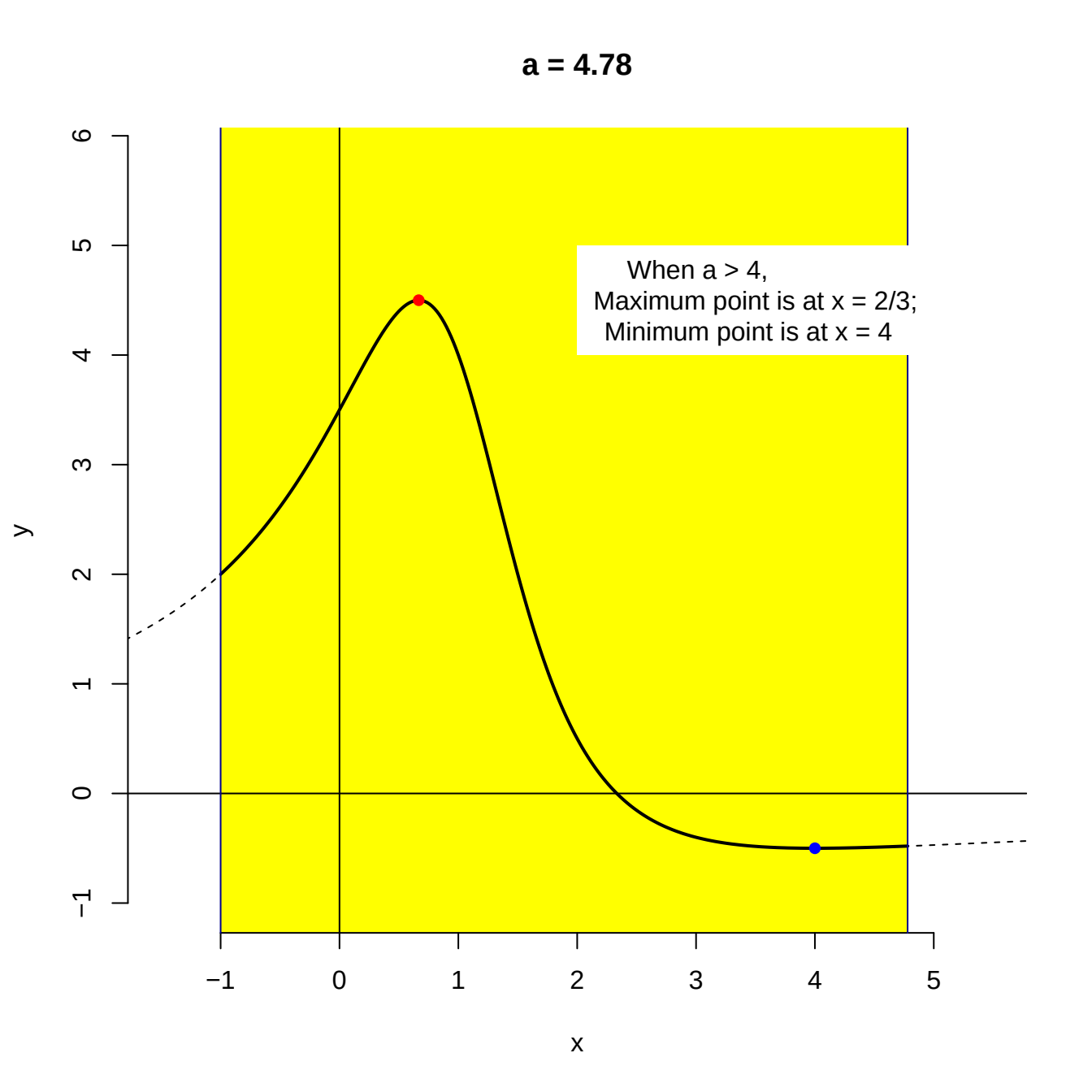

a = 4.68
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

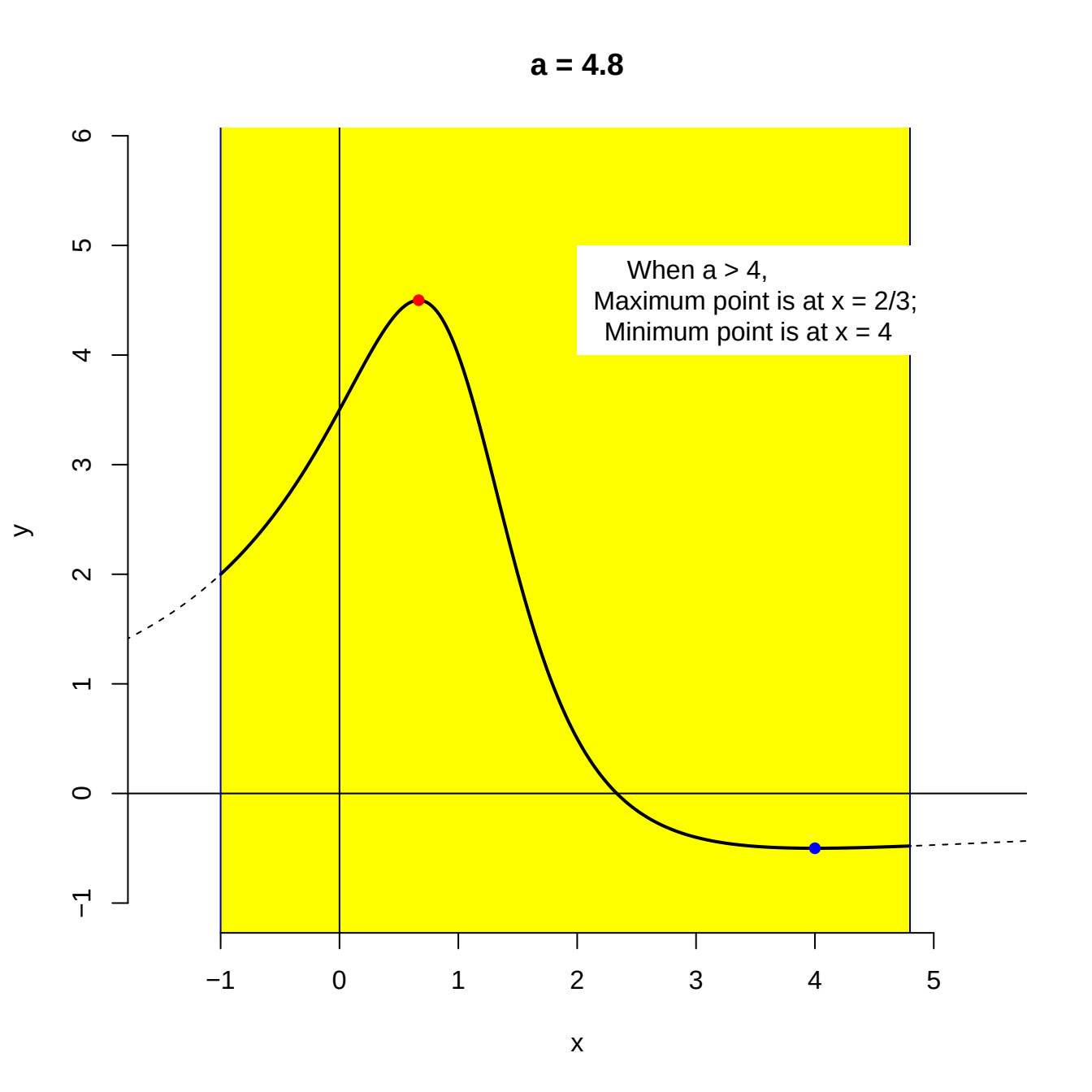

a = 4.7
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

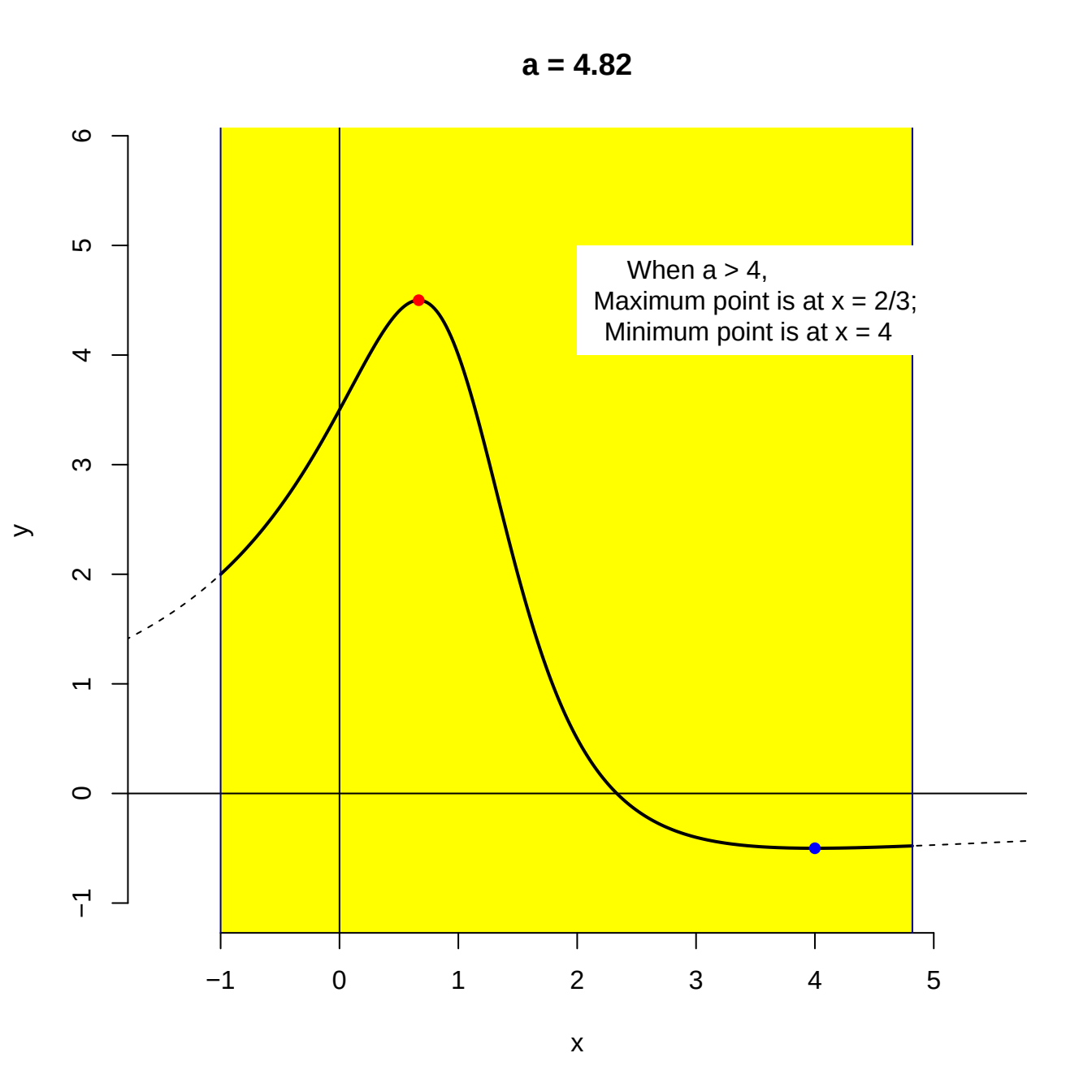

a = 4.72
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

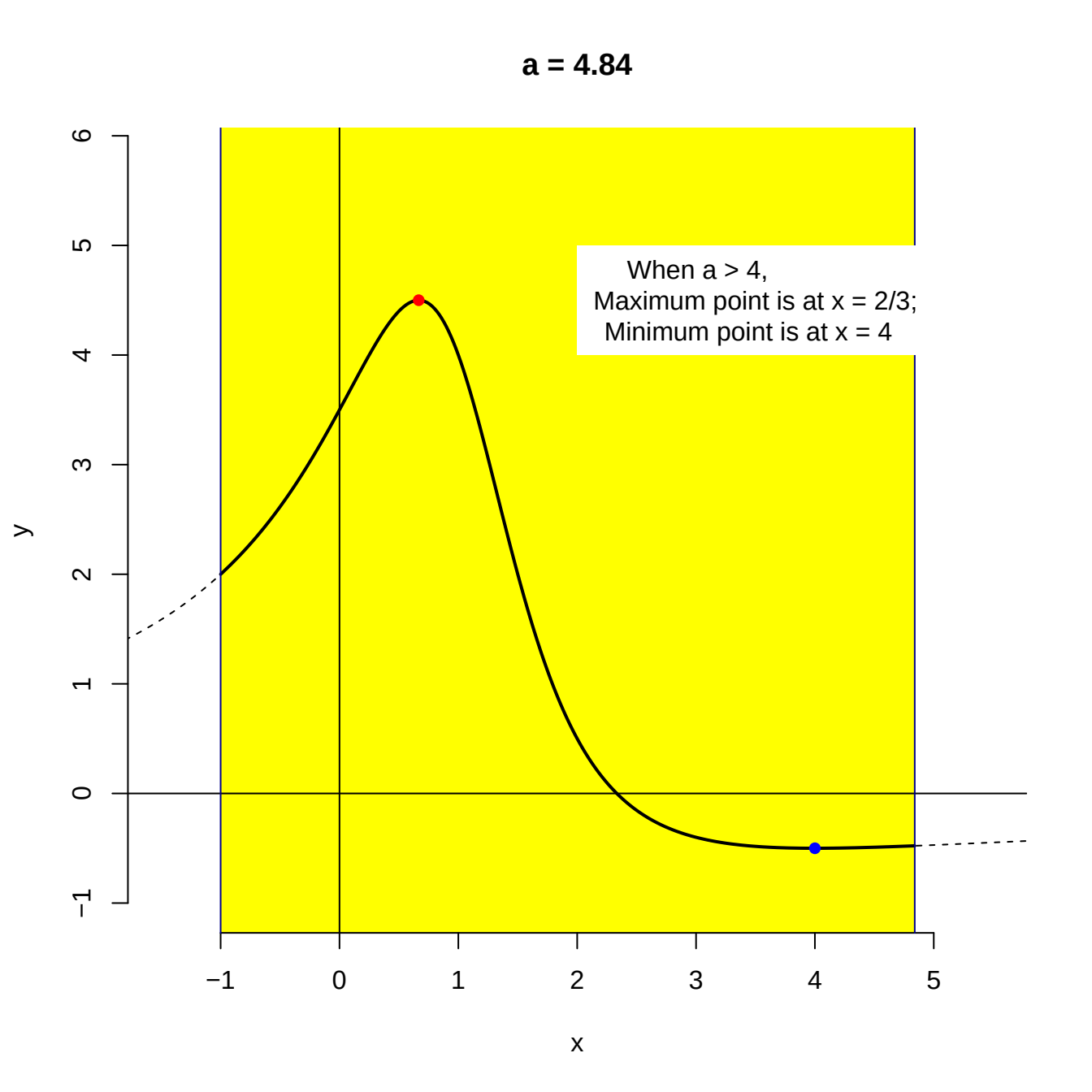

a = 4.74
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

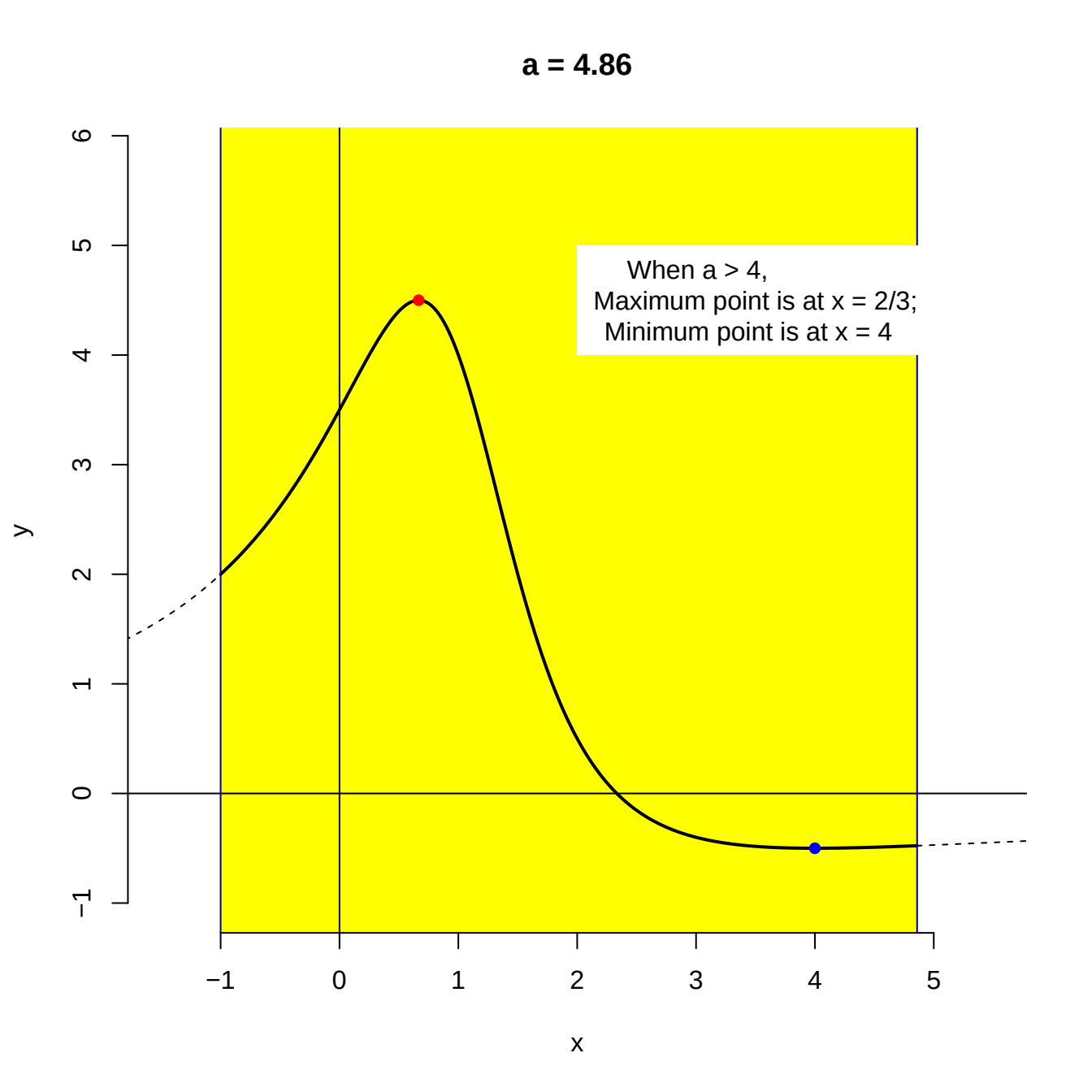

a = 4.76
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

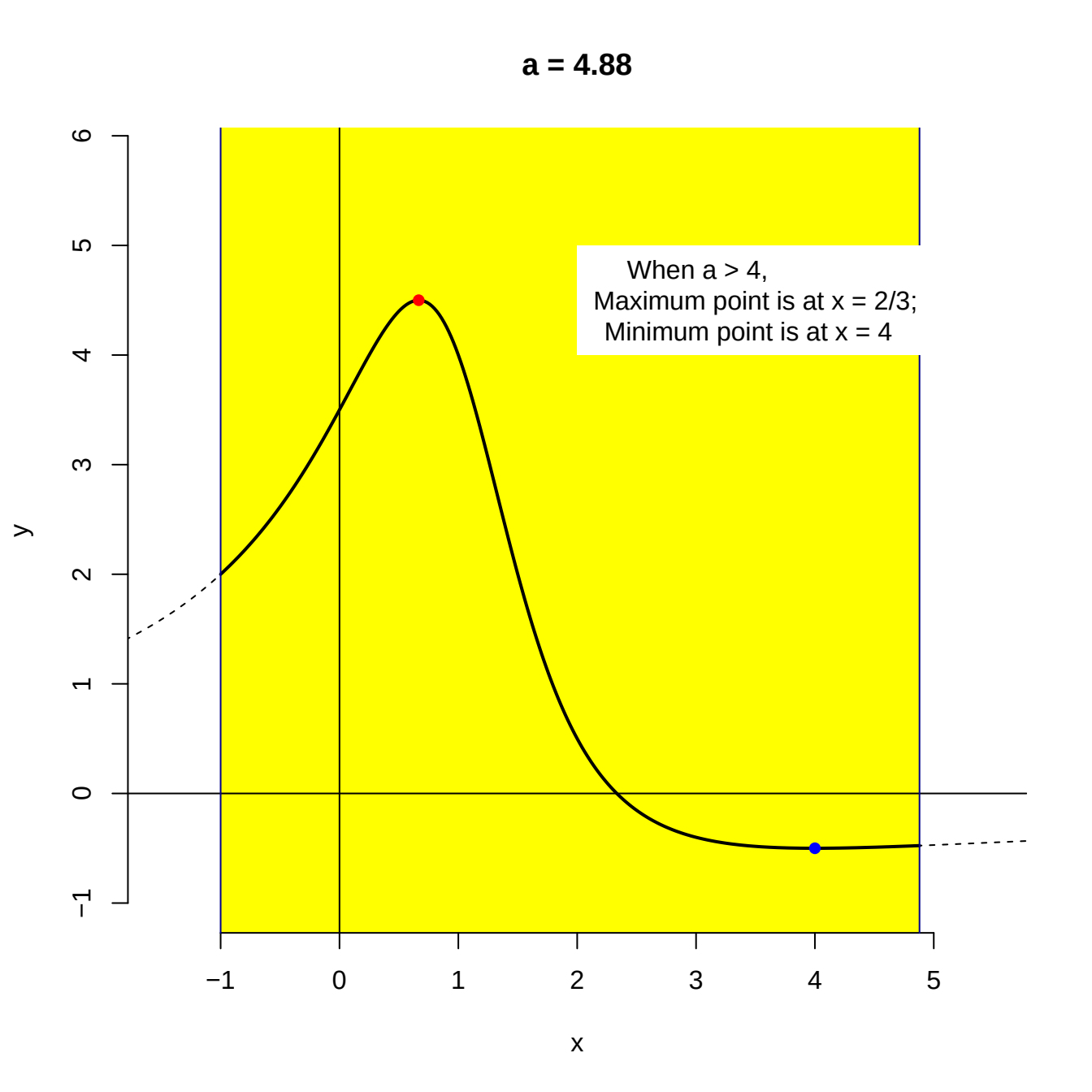

a = 4.78
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

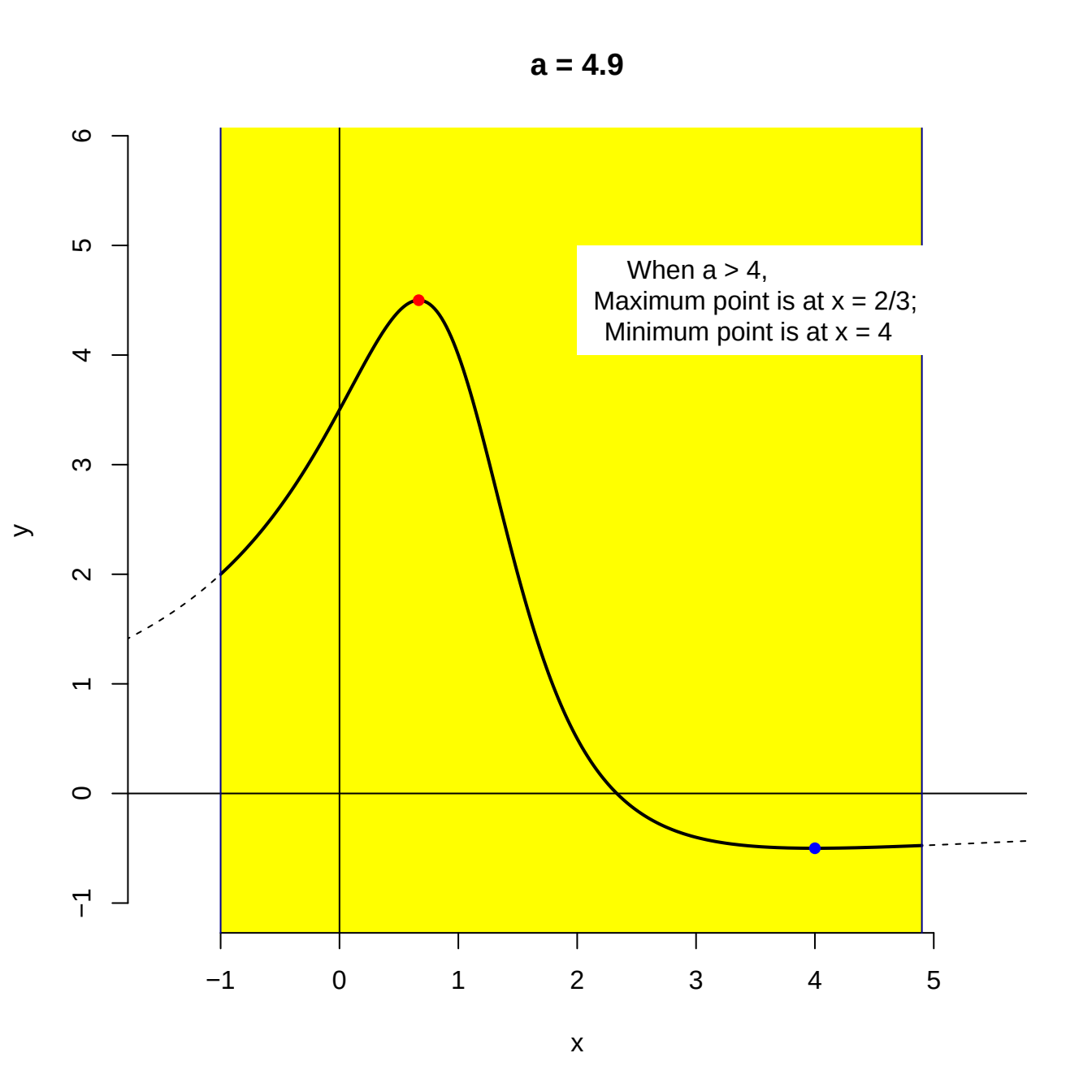

a = 4.8
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

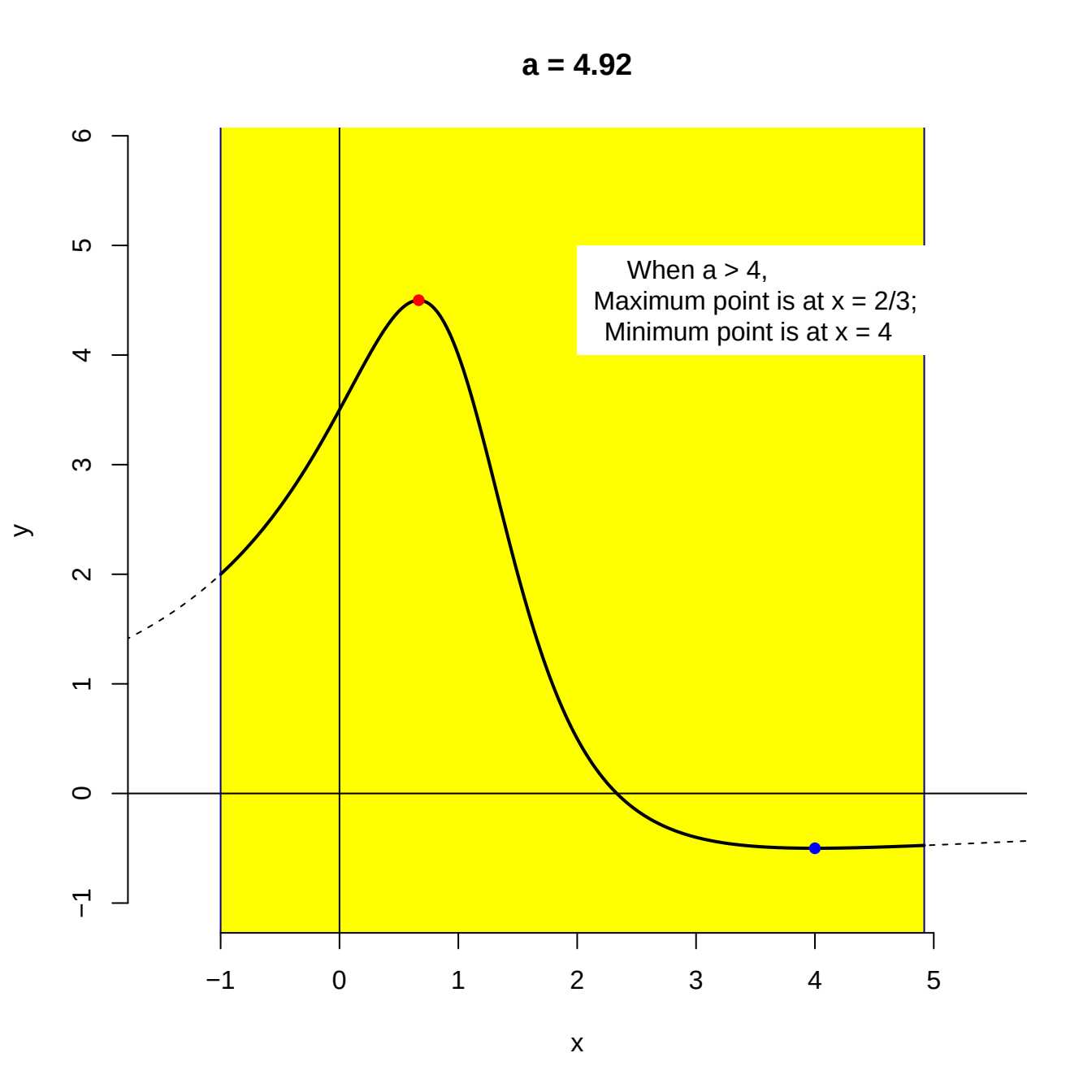

a = 4.82
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

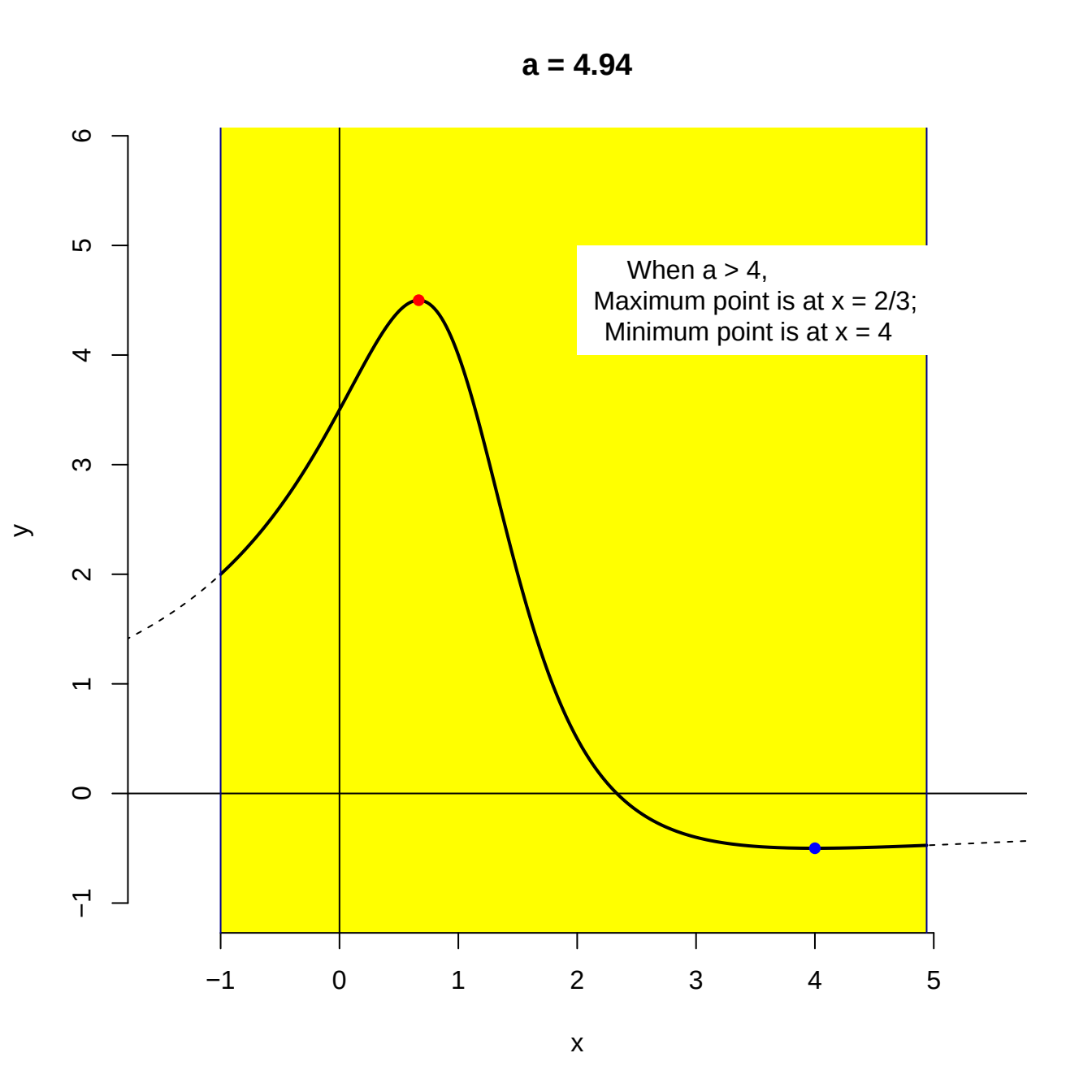

a = 4.84
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

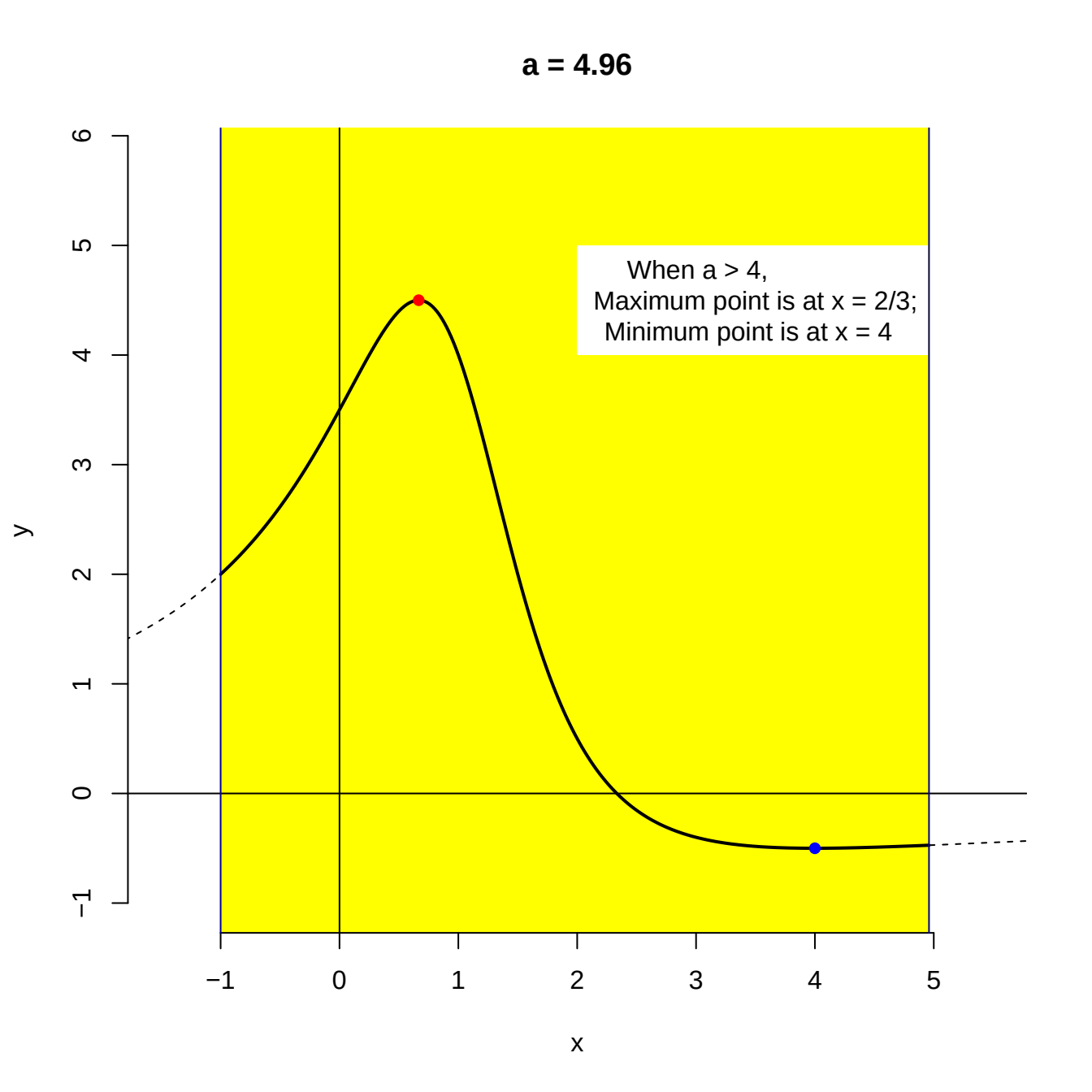

a = 4.86
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

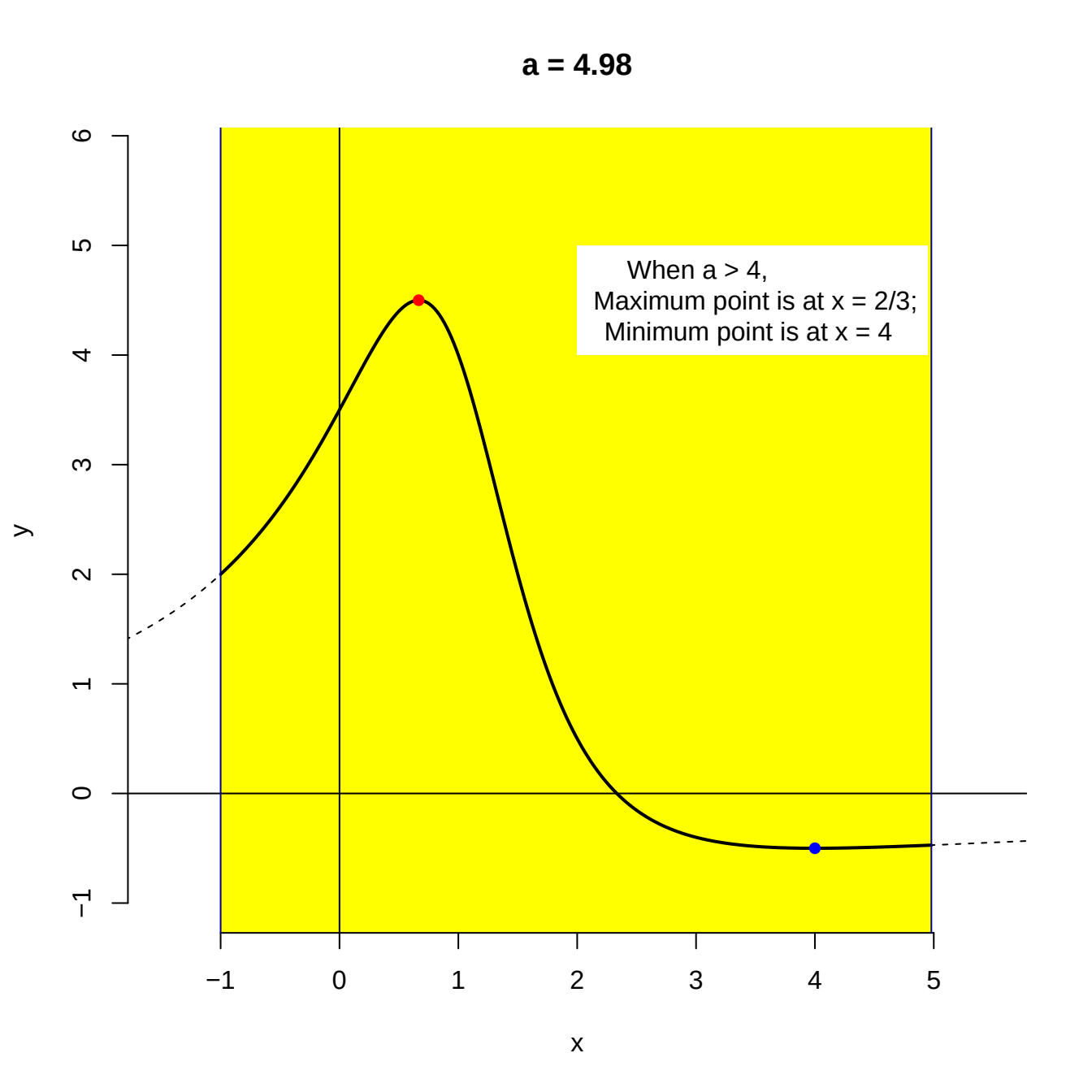

a = 4.88
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5

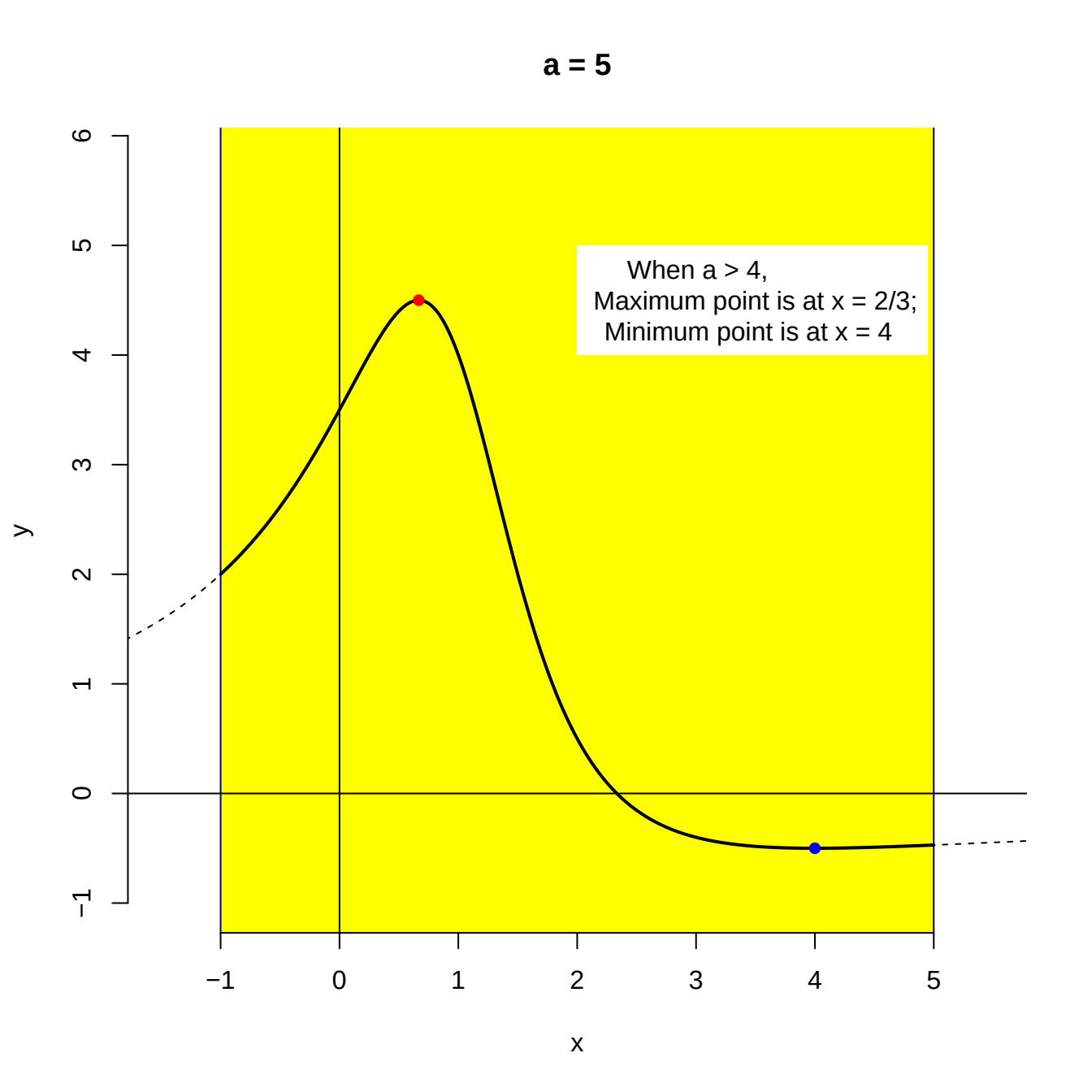

a = 4.9
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5


a = 4.92
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5


a = 4.94
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5


a = 4.96
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5


a = 4.98
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5


a = 5
When a > 4,
Maximum point is at x = 2/3;
Minimum point is at x = 4
y
x
6
5
4
3
2
1
0
−1
−1
0
1
2
3
4
5