



$$I_z = \sqrt{I_x^2 + I_y^2}$$

1. a) Yes, there are restrictions on

~~(X) (X) (X) (X) (X)~~ This is possible b/c the noninverting inputs are grounded, which means V_x and V_y must be greater ^{or equal to} V_{ground} in order to stay in keep the BJTs in FA or Soft saturation.

c), d), e), f)



$$V_z = \sqrt{V_y^2 + V_x^2}$$