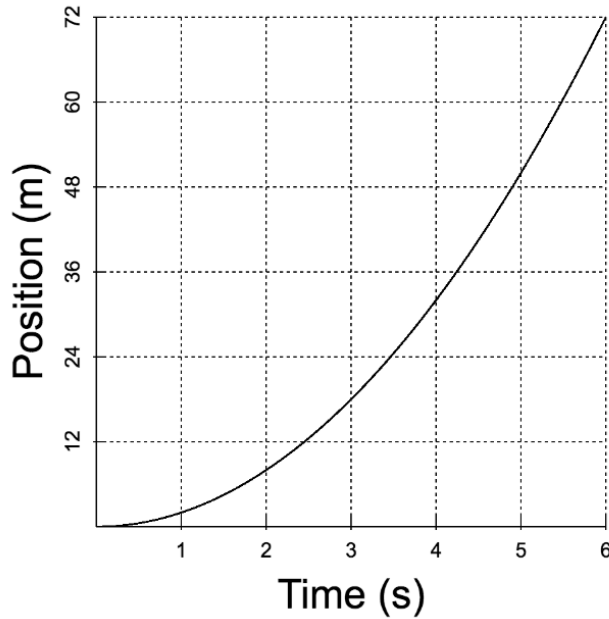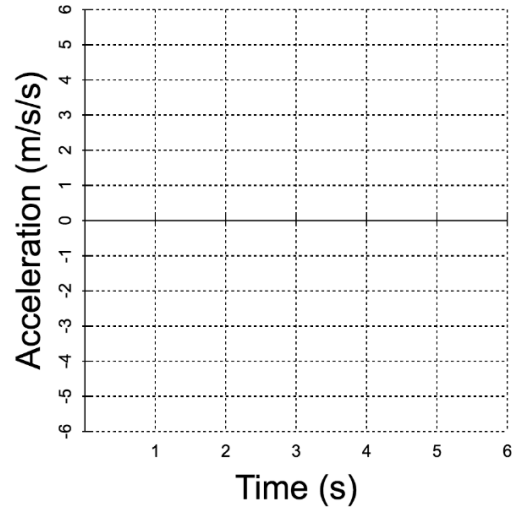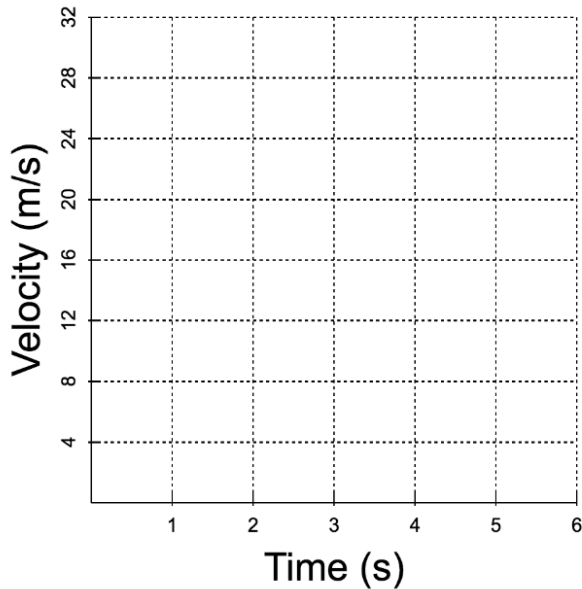K: Quantitative Kinematic Graphs 4A
  - You must complete the following problems without a *graphing* calculator.
  - When solving the following problem, please write down any formulas you use and how you used them. You must explain how you solved it for full credit.
  - If you do know calculus, please also solve the problems without using differentiation or integration. If you know how to use these methods, you may do them as well, but I want to see that you know how to figure out the problems using algebra alone.
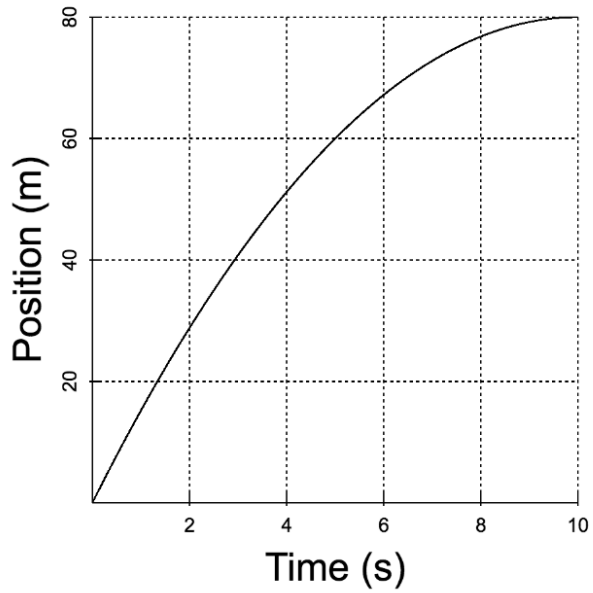
#1: Given the following position-time graph, complete a velocity-time and acceleration-time graph for the following object:

The graph is flat at t = 0.

#2: Given the following position-time graph, complete a velocity-time and acceleration-time graph for the following object:

The object has an initial velocity of 16 m/s and the graph is flat at t = 10 s.