Please check your responses with <http://qrgames.org> or scan the QR code. You will be given values for the problem variables when you put in your Problem Number

s== Directions for contributors: The QRP solve BringMN macro will delete anything between s double equal and double equal s markup tags.

1 for Game variables copy and paste the following:

##varname,g1\_sqr##

##varname,g2\_oval##

##varname,g3\_trap##

Replace the varname and change the size of the figure to accommodate hand written values for the longest possible value. (Use g1\_arr, g2\_arr and g3\_arr if the input is a data set or other arrays of data- unusual)

2) solve the problem – see QRPsolve template for directions on this.

3) Upload required files to QRPproblems web site and provide metadata. A simple example is shown below, and this can be deleted or replaced – it is colored red so you remember to delete it:

==s

t== A disc was made of ##material,g1\_sqr##, had a diameter of ##diameter,g2\_oval##meters and a thickness of 10 mm. If the material costs $ ##cost,g3\_trap##per pound, determine the

p==a==p volume of the disc in cubic centimeters

p==b==p mass of the disc in kg

p==c==p the material cost (in $) for one of these discs

Note: The Specific Gravity (density of the material/ density of water at 4°C) for some materials are given below

|  |  |
| --- | --- |
| **Material** | **Specific Gravity** |
| Iron | 7.86 |
| Titanium | 4.5 |
| Aluminum | 2.7 |
| HDPE | 0.95 |

==t