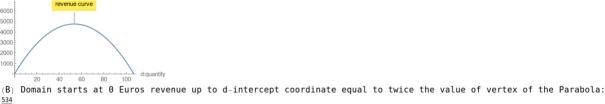
```
1. (A) Basis for the Revenue model is a simple multiplication:
Revenue = Price×Quantity = \left(-\frac{5}{3}d+178\right) \times d = 178 d - \frac{5 d^2}{3}
Notice the latter is a quadratic:
w:price
```



or the amount 4752.6 Euros .

The maximum occurs at the vertex d-intercept coordinate: