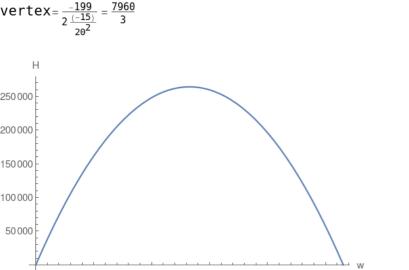
4. (a) To compute the MIN/MAX, first calculate the vertex:



since the height H of the projectile is governed by a Parabola formula.