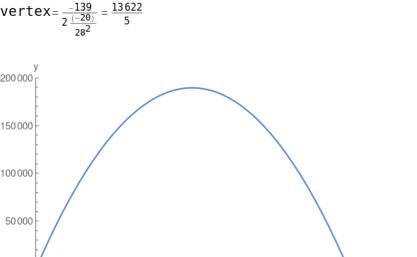
3. (1) To find the MIN/MAX, first calculate the vertex:



since the height y of the projectile is modeled by a Parabola equation.