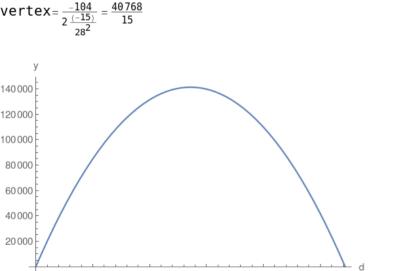
4. (1) To find the MIN/MAX, first calculate the vertex:



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