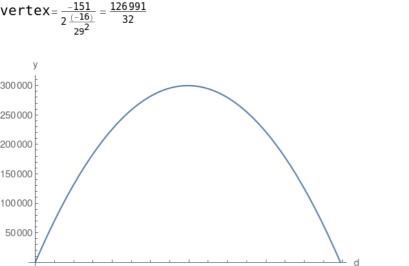
3. (a) To solve for the MIN/MAX, first calculate the vertex:

. (a) TO SOLVE FOR the MIN/MAX, TITSL Calculate the vertex:



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