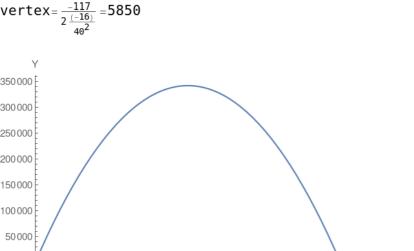
3. (a) To find the MIN/MAX, first calculate the vertex:



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