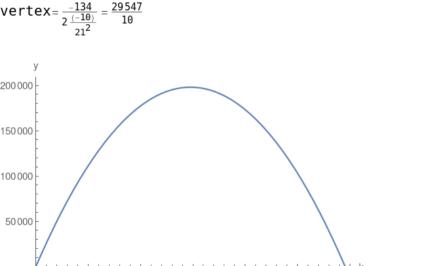
3. (1) To compute the MIN/MAX, first calculate the vertex:



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