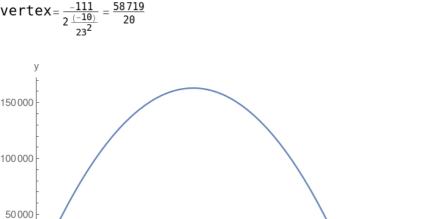
2. (A) To solve for the MIN/MAX, first calculate the vertex:



1000 2000 3000 4000 5000 6000 since the height y of the projectile is modeled by a Parabola formula.