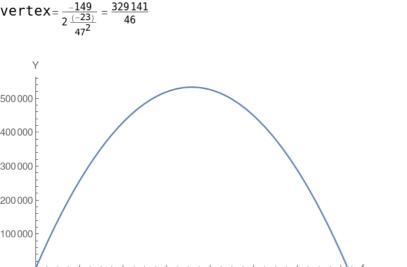
4. (1) To solve for the MIN/MAX, first calculate the vertex:



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