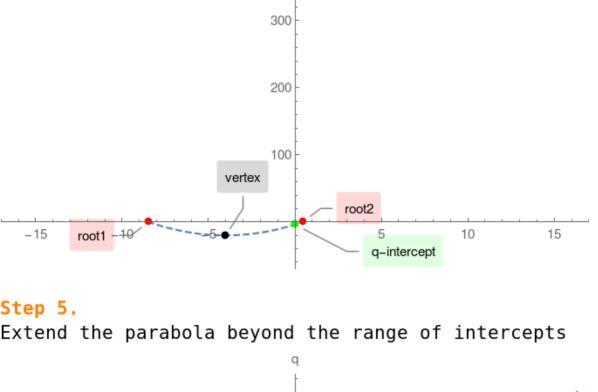


Step 4. connect the above computed points:



400

300

200

100

root2

5

q-intercept

10

15

vertex

-15

root1