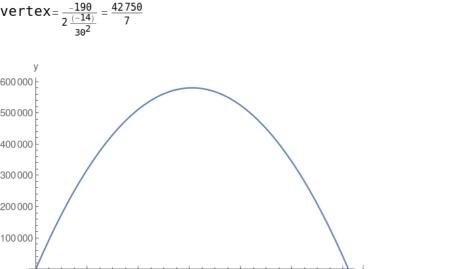
3. (a) To compute the MIN/MAX, first calculate the vertex:



since the height y of the projectile is modeled by a Parabola function.