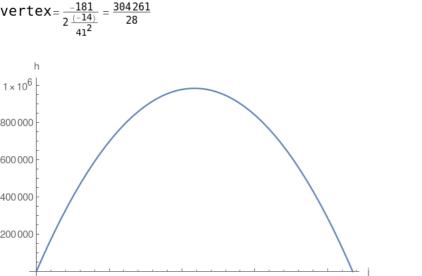
2. (a) To find the MIN/MAX, first calculate the vertex:



since the height h of the projectile is modeled by a Parabola formula.