Worksheet # 3: Limits: A Numerical and Graphical Approach

- 1. Comprehension check:
 - (a) In words, describe what " $\lim_{x\to a} f(x) = L$ " means.
 - (b) In words, what does " $\lim_{x\to a} f(x) = \infty$ " mean?
 - (c) Suppose $\lim_{x\to 1} f(x) = 2$. Does f(1) = 2?
 - (d) Suppose f(1) = 2. Does $\lim_{x \to 1} f(x) = 2$?
- 2. Compute the value of the following functions near the given x-value. Use this information to guess the value of the limit of the function (if it exist) as x approaches the given value.
 - (a) $f(x) = (x-2)^3 1, x = 1$
 - (b) $f(x) = \frac{4x^2 9}{2x 3}, x = \frac{3}{2}$
 - (c) $f(x) = \frac{x}{|x|}, x = 0$
 - (d) $f(x) = 2^{x-1} + 1, x = 1$
 - (e) $f(x) = \frac{x^2 3x + 2}{x^2 + x 6}$, x = 2
- 3. Let $f(x) = \begin{cases} x^2 & \text{if } x \le 0 \\ x 1 & \text{if } 0 < x \text{ and } x \ne 2 \\ -3 & \text{if } x = 2 \end{cases}$
 - (a) Sketch the graph of f.
 - (b) Compute the following:

i.
$$\lim_{x \to 0^-} f(x)$$

ii.
$$\lim_{x \to 0^+} f(x)$$

iii.
$$\lim_{x \to 0} f(x)$$

iv.
$$f(0)$$

v.
$$\lim_{x \to 0^{-}} f(x)$$

v.
$$\lim_{x \to 2^{-}} f(x)$$

vi. $\lim_{x \to 2^{+}} f(x)$

vii.
$$\lim_{x\to 2} f(x)$$

viii.
$$f(2)$$

- 4. In the following, sketch the functions and use the sketch to compute the limit.
 - (a) $\lim_{x\to 3} \pi$
 - (b) $\lim_{x \to \pi} x$
 - (c) $\lim_{x \to a} |x|$
 - (d) $\lim_{x\to 3} 2^x$
- 5. Compute the following limits or explain why they fail to exist:
 - (a) $\lim_{x \to -3^+} \frac{x+2}{x+3}$
 - (b) $\lim_{x \to -3^-} \frac{x+2}{x+3}$
 - (c) $\lim_{x \to -3} \frac{x+2}{x+3}$
 - (d) $\lim_{x \to 0^-} \frac{1}{x^3}$

6. In the theory of relativity, the mass of a particle with velocity v is:

$$m = \frac{m_0}{\sqrt{1 - \frac{v^2}{c^2}}}$$

where m_0 is the mass of the particle at rest and c is the speed of light. What happens as $v \to c^-$?

7. Let
$$f(x) = \begin{cases} 2x + 2 & \text{if } x > -2 \\ a & \text{if } x = -2. \text{ Find } k \text{ and } a \text{ so that } \lim_{x \to -2} f(x) = f(-2). \\ kx & \text{if } x < -2 \end{cases}$$