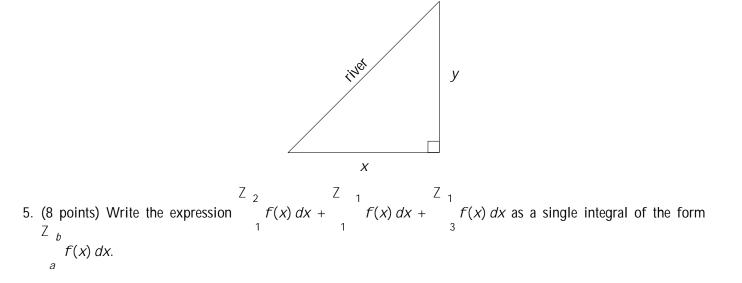
1. (28 points) The following problems are not related.

(a) (10 points) Evaluate the definite integral
$$\begin{bmatrix} Z & =2 \\ \cos(x) \end{bmatrix} \stackrel{\text{p}}{1+2\sin(x)} dx.$$
(b) (10 points) Evaluate the definite integral
$$\begin{bmatrix} Z^0 \\ 0 \\ 1 \end{bmatrix} \stackrel{\text{l}}{x^2} dx.$$
(c) (8 points) Suppose that $f(x) = \begin{bmatrix} Z & P_{\overline{X}} \\ 0 \\ 3 \end{bmatrix} \frac{t^2+2}{t-1} dt.$ Find $f^{\emptyset}(4)$.

- 2. (24 points) The following problems are not related.
 - (a) (10 points) Approximate the area of the region bounded by the function $f(x) = 2\cos(x) + 2$ and the *x*-axis on the interval $\begin{bmatrix} -2/3 & -2 \end{bmatrix}$ by using four approximating rectangles; take the sample points to be the right endpoints.
 - (b) (14 points) Evaluate the limit $\lim_{n \neq 1} \frac{x^n}{n} = \frac{1}{n} \frac{i^3}{n^3} + \frac{2i}{n}$ using summation formulas, or by evaluating an appropriate definite integral.
- 3. (16 points) The following problems are not related.
 - (a) (6 points) Suppose we want to approximate a solution to the equation $3x + 2 \cos(x) = 0$ using Newton's Method. What would the formula for x_{n+1} be? (*To get full points for this question, you must provide the explicit formula for* x_{n+1} *in terms of* x_n ; *the generic formula for Newton's Method is <u>not</u> sufficient.)*
 - (b) (10 points) Suppose the acceleration of an object (in m=s²) at any time *t* is given by $a(t) = 6t^2$ 4. Find the velocity v(t) of the object at any time *t*, if v(1) = 2 m=s.
- 4. (18 points) A farmer wants to fence off a small field in the shape of a right triangle. The hypotenuse of the triangle is along a riverbank, and the farmer will not need fencing there. If the farmer wants the area of the field to be 50 m², what is the minimum amount of fencing they will need? *Justify your answer with calculus techniques, and include appropriate units with your answer*.



6. (6 points) Suppose the velocity v(t) of a particle is given in the graph below:

