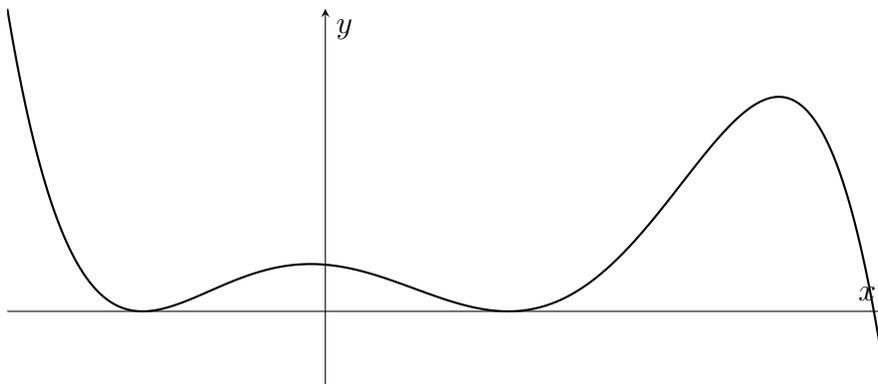


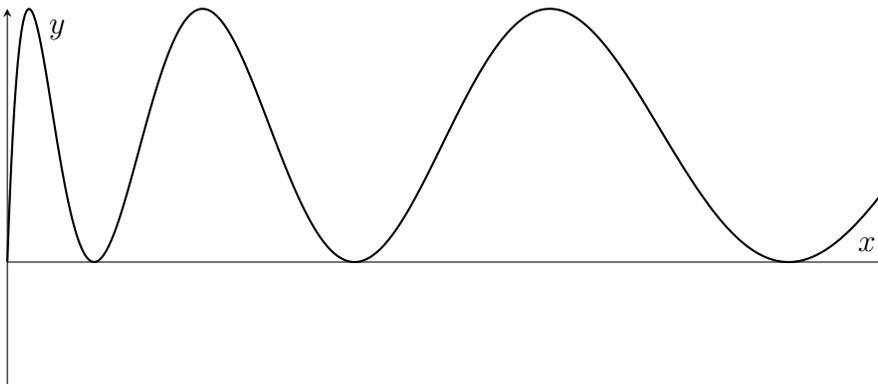
**Warm-up** (based on MAT 2012 Q1E, 2010 Q1D, 2007 Q1E)

Which one of the following equations could possibly have this graph?



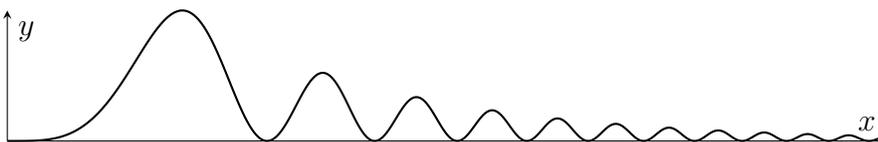
- (a)  $y = (3 - x)^2(3 + x)^2(1 - x)$ ,      (b)  $y = -x^2(x - 9)(x^2 - 3)$ ,  
 (c)  $y = (x - 6)(x - 2)^2(x + 2)^2$ ,      (d)  $y = (x^2 - 1)^2(3 - x)$ ,  
 (e)  $y = (x + 1)(x - 1)(x - 3)$ .

Which one of the following equations could possibly have this graph?



- (a)  $y = \sin(\sqrt{x})$ ,      (b)  $y = \sin^2(\sqrt{x})$ ,      (c)  $y = \sin(x^2)$ ,  
 (d)  $y = \sin^2(x^2)$ ,      (e)  $y = \sin(e^x)$ .

Which one of the following equations could possibly have this graph?

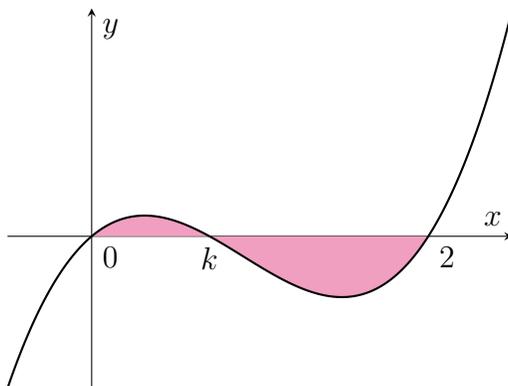


- (a)  $y = 2^{-x} \sin(x)$ ,      (b)  $y = 2^{-x} \sin^2(x)$ ,      (c)  $y = 2^{-x} \sin(x^2)$ ,  
 (d)  $y = 2^{-x} \sin^2(x^2)$ ,      (e)  $y = 2^{-\sin(x)}$ .

**Extension** Sketch graphs for the other 12 equations on this page.

**Long question 1** (MAT 2013 Q3)

Let  $0 < k < 2$ . Below is sketched a graph of  $y = f(x)$  where  $f_k(x) = x(x - k)(x - 2)$ . Let  $A(k)$  denote the area of the shaded region.



- (i) Without evaluating them, write down an expression for  $A(k)$  in terms of two integrals.
- (ii) Explain why  $A(k)$  is a polynomial in  $k$  of degree 4 or less. You are not required to calculate  $A(k)$  explicitly.
- (iii) Verify that  $f_k(1 + t) = -f_{2-k}(1 - t)$  for any  $t$ .
- (iv) How can the graph of  $y = f_k(x)$  be transformed to the graph of  $y = f_{2-k}(x)$ ?

Deduce that  $A(k) = A(2 - k)$ .

- (v) Explain why there are constants  $a, b, c$  such that

$$A(k) = a(k - 1)^4 + b(k - 1)^2 + c.$$

You are not required to calculate  $a, b, c$  explicitly.

**Extension** Calculate  $A(k)$ , and  $a, b$ , and  $c$  explicitly.

**Long question 2** (Very slightly adapted from MAT 2012 Q5)

A particular robot has three commands;

**F**: Move forward a unit distance;

**L**: Turn left  $90^\circ$

**R**: Turn right  $90^\circ$

A *program* is a sequence of commands. We consider particular programs  $P_n$  (for  $n \geq 0$ ) in this question. The basic program  $P_0$  just instructs the robot to move forward:

$$P_0 = \mathbf{F}.$$

The program  $P_{n+1}$  (for  $n \geq 0$ ) involves performing  $P_n$ , turning left, performing  $P_n$ , turning left, performing  $P_n$  again, then turning right:

$$P_{n+1} = P_n \mathbf{L} P_n \mathbf{R}.$$

So, for example,  $P_1 = \mathbf{FLFR}$ .

(i) Write down the program  $P_2$ .

(ii) How many **F** commands does the robot perform during the program  $P_n$ ?

(iii) Let  $l_n$  be the total number of commands in  $P_n$ ; so, for example,  $l_0 = 1$  and  $l_1 = 4$ . Write down an equation relating  $l_{n+1}$  to  $l_n$ . Hence write down a formula for  $l_n$  in terms of  $n$ .

**Hint**: consider  $l_n + 2$ .

(iv) The robot starts at the origin, facing along the positive  $x$ -axis. What direction is the robot facing after performing the program  $P_n$ ? Justify your answer.

(v) Draw the path the robot takes when it performs the program  $P_4$ .

(vi) Let  $(x_n, y_n)$  be the position of the robot after performing the program  $P_n$ , so  $(x_0, y_0) = (1, 0)$  and  $(x_1, y_1) = (1, 1)$ . Give an equation relating  $(x_{n+1}, y_{n+1})$  to  $(x_n, y_n)$ .

Where is the robot after performing  $P_8$ ? Where is it after performing  $P_{8k}$ ?

**Bonus problem** (not MAT)

When you roll two normal fair six-sided dice, the sum is one of the following totals with the following probabilities;

Total	2	3	4	5	6	7	8	9	10	11	12
Probability	$\frac{1}{36}$	$\frac{2}{36}$	$\frac{3}{36}$	$\frac{4}{36}$	$\frac{5}{36}$	$\frac{6}{36}$	$\frac{5}{36}$	$\frac{4}{36}$	$\frac{3}{36}$	$\frac{2}{36}$	$\frac{1}{36}$

I've got two six-sided dice, and each has a whole number greater than or equal to 1 on each side. My two dice are not the same, but they are each 'fair' in the sense that each of the six sides is equally likely to be rolled. When I roll my two dice, the sum might be any one of the same totals as above with the same probabilities as above. What are the numbers on my dice?

*If you want to check your solution, search for "Sicherman dice"*

**Extension** 3D-print these dice and use them to spice up Monopoly or D&D.