## **MATHEMATICA LAB II**

(Lab report due: Wednesday, Oct 30<sup>th</sup>)

*First read* the following sections (pp 20 - 24) of Thomas' <u>An Introduction to</u> <u>Mathematica</u>.

- Built-in commands and constants
- Command options and additional plots

Submit a *printed version* of your Mathematica notebook. You may (*and are encouraged to*) work with other students and compare results, but ultimately you must submit *your own* lab results --- *not* a shared copy. On your front page (using *Mathematica*) state your name and "Mathematica Lab II" using an appropriate style, font, size and color. *Number* each problem and *restate the problem* before giving the solution. Use *Mathematica* input, not free-form input!

- Plot the curve y = x<sup>2</sup> sin(1/x<sup>2</sup>). What happens near x = 0? What happens as x → ∞? Justify your answers by referring to appropriate versions of your graphs. (You may wish to use *at least* two different domains to answer these questions.)
- 2. Let  $f(x) = x^4 \pi x^3 19.93 x^3 + 156.567 x^2 391.693 x + 303.242$ 
  - (a) Plot y = f(x) and, using the graph, determine the *number of roots* of this polynomial. Explain how you reached this conclusion.
  - (b) Using the NSolve command, find *all the real roots* of this polynomial.
- 3. Graph the curve  $y = |x| \cos(1/x)$ .
  - (a) Graph the two curves y = |x| cos(1/x) and y = x/2 for *several different domains*. (Use the built-in function Abs[])
  - (b) Viewing this graph, how many solutions do you think the equation  $|x| \cos(1/x) = x/2$  has?
  - (c) Using NSolve, can you find a solution? What happens?

- (d) Using FindRoot, find 5 positive solutions.
- 4. Compare *logarithmic growth* with *linear growth* by plotting the two curves, (ln x)<sup>7</sup> and x on the same set of axes. Which function tends to infinity faster (as x → ∞)?: (ln x)<sup>7</sup> or x? *Note:* Be careful in choosing your domain. *Explain why your answer is correct by viewing the plot.*
- 5. Let  $g(x) = x + 4 \sin x$ .
  - (a) Find equations of the *tangent and normal lines* to y = g(x) at x = 4 (either by hand or using Mathematica).
  - (b) Graph (on the same pair of axes) the curve y = g(x) together with its tangent and normal lines at x = 4. (You may wish to use AspectRatio→Automatic to make sure that the tangent and normal lines actually appear to be perpendicular.)

If a lion could talk, we could not understand him.

- Ludwig Wittgenstein