

Graph of v(t)

- Beware of the zombie apocalypse! A zombie starts at its home at time t=0 and shambles and lurches along a straight path towards your home. For [0, 24] minutes, the zombie's velocity is modeled by the piecewise function above.
 - a.) Write the equation for the piecewise graph (yes this is not calculus but algebra).

- b.) At what values of *t* does the zombie change direction? Justify your answer. (do not estimate....use your equation to find the intercept)
- c.) When is the zombie's acceleration equal to 0? Justify your answer.
- d.) If s(4)=50 (the zombie's position), write an equation for a tangent line at t=4 to the position graph.

- e.) Use the tangent line above to estimate the zombie's position at t=4.5.
- f.) Is the zombie's speed increasing or decreasing at t=1? At t=17? Justify your answers.
- 2. A particle moves along the x-axis so that its position at any time t≥0 is given by x(t) = x³ 6x² + 12x + 4.
 (a) Determine v(t).
 - (b) Determine the interval(s) on which the particle is moving right.

(c) Determine a(t)

(d) Determine the interval(s) on which the speed is increasing.

(e) Determine the interval(s) where the speed is decreasing.

- 3. A particle moves along the x-axis so that its velocity at any time $t \ge 0$ is given by $v(t) = 3t^2 16t + 5$. v(t) is measured in ft/sec.
 - a.) For $t \ge 0$ determine intervals on which the particle is moving left. Show the analysis that leads to your conclusion.
 - b.) Determine the acceleration of the particle at $t = 1 \sec$. Show your work.
 - c) When is the particle speeding up? When is it slowing down?

4. Given the graph of the position function of a particle moving on the x-axis where *t* is measured in seconds and x(t) is the x-coordinate measured in inches, answer the following. $0 \le t \le 4.2$

- (a) When is the particle moving right? Explain.
- (b) When is the particle moving left? Explain.



(c) Determine the time(s), t, when the particle's velocity is zero.

(d) When do you think the particle is farthest to the left? Why?