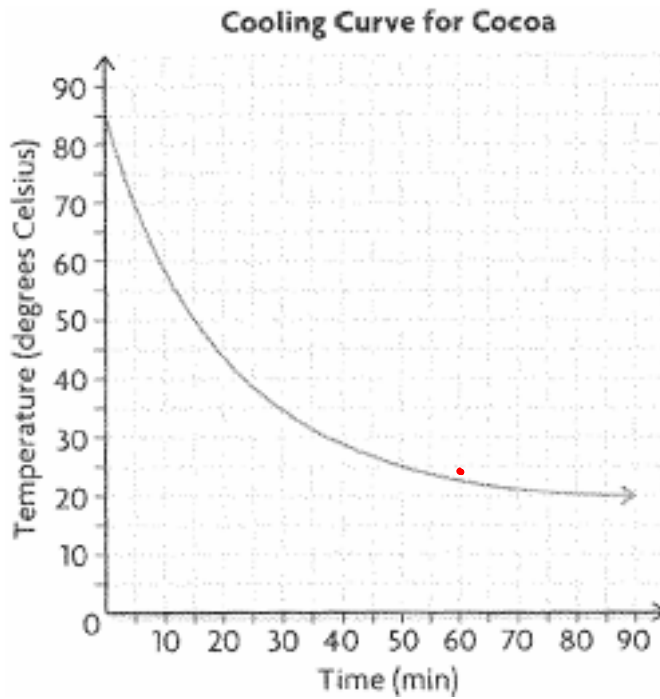
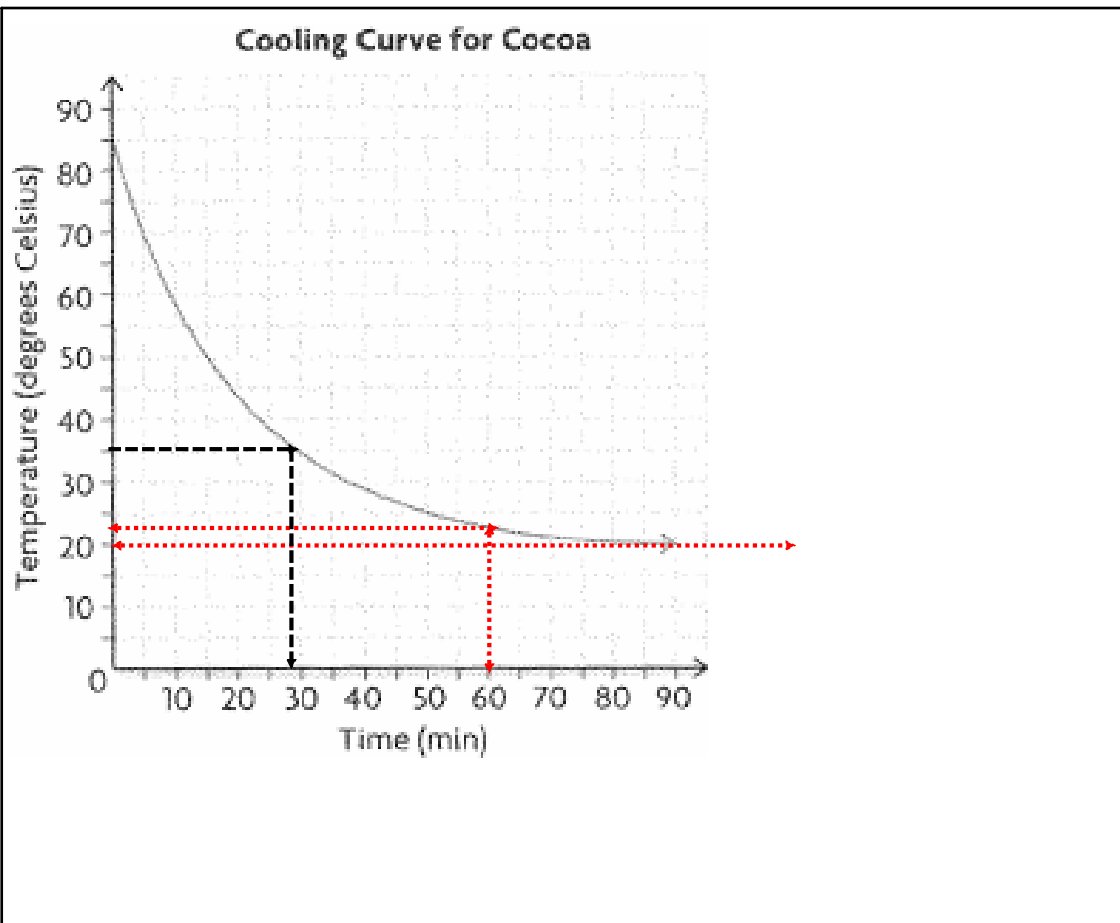


Exponential Applications (part 1)

Ex.1 A cup of hot cocoa left on a desk in a classroom had its temperature measured once every minute...



Apr 11-10:11 AM



Apr 14-7:54 PM

a) What was the temperature at the start? 85°C

b) What was the temperature after 1 hour? 22.5°C

c) What was the temperature of the classroom? 20°C (HA)

d) At what time was the cocoa 35°C? 28 mins

Apr 12-9:19 PM

e) Determine an algebraic model using hours:

$$y = ab^x + q \Rightarrow T = ab^t + q$$

↑
temperature

← time

$q = 20$

$$b = \frac{d_2}{d_1}$$

$$= \frac{2.5}{65}$$

$$= \frac{1}{26}$$

$y = a\left(\frac{1}{26}\right)^x + 20$
sub $P(0, 85)$
 $85 = a\left(\frac{1}{26}\right)^0 + 20$
 $65 = a$

$y = 65\left(\frac{1}{26}\right)^x + 20$
or
 $T = 65\left(\frac{1}{26}\right)^t + 20$

Cooling Curve for Cocoa

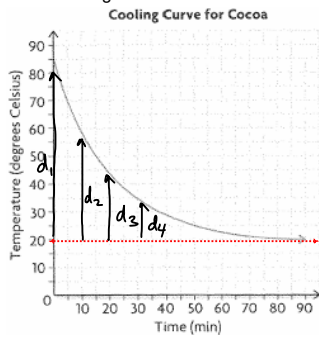
The graph shows Temperature (degrees Celsius) on the y-axis (0 to 90) and Time (min) on the x-axis (0 to 90). A curve starts at (0, 85) and asymptotically approaches a horizontal line at 20°C. Handwritten annotations include $d_1 = 65$ pointing to the initial temperature difference and $d_2 = 2.5$ pointing to the final temperature.

Apr 12-9:20 PM

f) Modify the algebraic model using *minutes*:

$y = ab^x + q$
 $y = ab^x + 20$

$d_1 = 65$
 $d_2 = 35$
 $d_3 = 25$
 $d_4 = 15$



$\frac{35}{65} \doteq 0.538$
 $\frac{25}{35} \doteq 0.714$
 $\frac{15}{25} \doteq 0.600$

average $= \frac{0.538 + 0.714 + 0.6}{3} \doteq 0.617$

$y = a(0.617)^{\frac{x}{10}} + 20$ *b value for 10min per 10 minutes*

sub (0, 85) $\frac{0}{10}$
 $85 = a(0.617)^{\frac{0}{10}} + 20$
 $65 = a$

$\therefore y = 65(0.617)^{\frac{x}{10}} + 20$ *x in minutes*

sub $x = 60 \Rightarrow y = 65(0.617)^{\frac{60}{10}} + 20 \doteq 23.6$

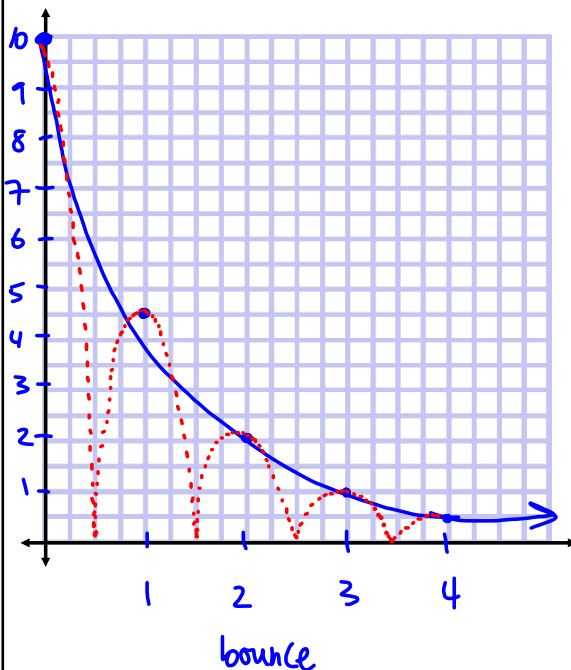
Apr 12-9:21 PM

Ex.2 A tennis ball is dropped from 10 m. After each bounce, its height is 45% of the previous height.

a) Create a TOV and graph

# bounces	height (m)
0	10
1	$10(0.45) = 4.5$
2	2.025
3	0.911
4	0.410

d_1
 d_2
 d_3
 d_4
 d_5



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(b) Determine the equation that models the max height after n bounces.

$g = 0$ (HA: floor) $y = a b^x + q$
 $b = 0.45$

$\frac{d_2}{d_1} = \frac{4.5}{10} = 0.45$ $\frac{d_3}{d_2} = \frac{2.025}{4.5} = 0.45$ $y = a(0.45)^x + 0$

Sub $(0, 10)$
 $10 = a(0.45)^0$
 $a = 10$

$y = 10(0.45)^x$

(c) Estimate the number of bounces required for the bounce height to be 10% or less of the starting height.

What is 1% of start height? $0.01(10)$
 $y = 0.1$

$\frac{0.1}{10} = \frac{10(0.45)^x}{10}$

$0.01 = 0.45^x$ Solve by guess & check

try	0.45^x
8	0.0016
6	0.008 too low
5	0.018 too high

↑
 must only use integers \therefore require 6 bounces for 1% or less.

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Exercises:
 handout # 1-4

1. (a)

let $t = 0$ represent 2004

$\frac{d_2}{d_1}$ $\frac{d_3}{d_2}$ $\frac{d_4}{d_3}$
 average

Apr 6-9:18 PM

4. p. 25 #16

☀

100%

$$S = (0.8)^d \times 100\%$$

(a) at 2m, 64%
reaches diver

80% 1

64% 2

↓
d

$$\frac{64\%}{100\%} = \frac{(0.8)^d \times 100\%}{100\%}$$

$$0.64 = (0.8)^d$$

see that $0.8^2 = 0.64$ guess & check

(b) at 10m, $d=10$

$$S = (0.8)^{10} \times 100\%$$

Apr 17-1:46 PM