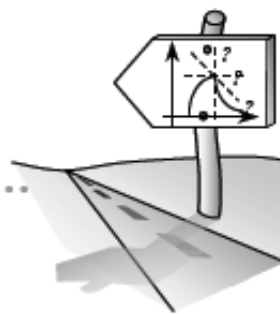


3.4.3 How do I apply differentiability rules to functions?

Differentiability of Specific Functions



3-170. FUNKY FUNCTIONS, Part Two

One of the reasons we need to analyze functions analytically is that the graphs can at sometimes be misleading. When viewed with a standard window, the graph of $f(x) = 2 + (0.1 - |x|)^2$ can look differentiable at $x = 0$ when it is not! If the curve is continuous and has a local linearization at a point $(c, f(c))$ then the function is differentiable at $(c, f(c))$. Examine the graphs of the following "funky functions" and their graphs to determine if they are differentiable at $x = c$.

a. $f(x) = \frac{\sin x}{x}, c = 0$

b. $f(x) = \begin{cases} |x|^x & \text{for } x \neq 0 \\ 1 & \text{for } x = 0 \end{cases}$

c. $f(x) = |x^3 + 0.125|, c = -0.5$

3-171. Graph the function defined by $g(r) = \begin{cases} 0 & \text{for } -2 \leq r \leq 2 \\ r^3 + 2r^2 - 4r - 8 & \text{otherwise} \end{cases}$.

a. Is g continuous at $r = 2$? Explain your answer.

b. Do you think g is differentiable at $r = 2$? Explain your answer.

3-172. Sketch the graph of a function defined for all real numbers that satisfies all of the following properties. (There are lots of possible answers.)

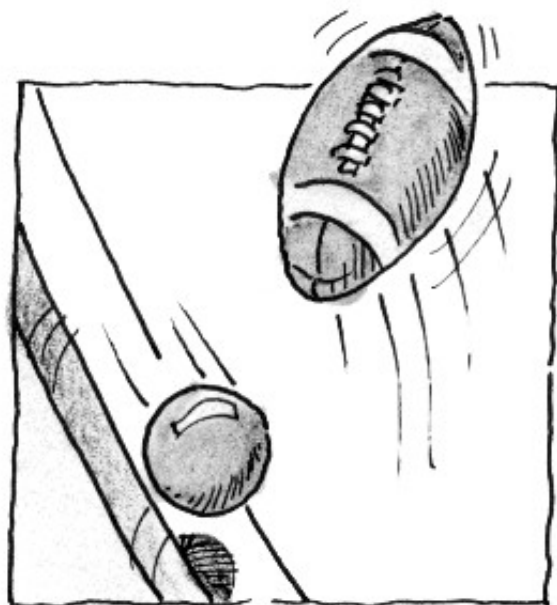
- $f(0) = -1$
- $f(x)$ is not differentiable at $x = 2$.
- $f(x)$ is decreasing for all $x \neq 2$.

3-173. Compare how distance and velocity are related with these two scenarios:

a. A ball is thrown down a ramp so that the distance it has traveled in feet at time t is $d(t) = 6t^2 + 2t$. Without

your calculator, find the velocity, $d'(t)$, at times $t = 1$, 3, and 10 seconds. Explain what concepts of calculus you applied in order to solve this problem.

- b. When a football is kicked from the ground straight up into the air its velocity, measured in feet per second, is $v(t) = -32t + 80$. Sketch a graph of distance and velocity and find the maximum height obtained the ball. Explain what calculus concepts you applied to solve this problem.
- c. Both (a) and (b) involve distance and velocity. However, each required a different method or approach. Describe the relationship between distance and velocity, as well as the derivative and area under a curve.



3-174. Sketch the graph of $f(x) = x(x - 1)$, and use this graph to sketch the graph of the slope function, $f'(x)$.
[Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

3-175. Use the *definition of a derivative* as a limit to find the slope function, $f'(x)$, of $f(x) = 2x^2 - 3x + 4$. Confirm your slope function with the Power Rule. Then use your slope function to find $f'(3)$ and $f'(-2)$. [Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

3-176. Find the following limits quickly. (Hint: Review your solution for problem 3-92 first!) [Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

a.
$$\lim_{h \rightarrow 0} \frac{(x+h)^5 - x^5}{h}$$

b.
$$\lim_{h \rightarrow 0} \frac{2\sqrt{x+h} - 2\sqrt{x}}{h}$$

3-177. Write a Riemann sum to estimate $A(g, 0 \leq x \leq 2)$ for $g(x) = -x^2 + 4$ using n left endpoint rectangles.
[Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

- a. Then calculate for $n = 20$.

b. How can you use your result to estimate $A(g, -2 \leq x \leq 0)$? $A(g, -2 \leq x \leq 2)$?

3-178. Find the end behavior function for the following functions: [Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

a. $f(x) = \frac{2x^2 - 3x + 1}{x + 2}$

b. $g(x) = \frac{1}{x} + \sin x$

c. $h(x) = \frac{\sin x}{x}$

3-179. Find the inverse of each of the following functions. Assuming that no domains are restricted, which of the following has an *inverse function*? How do you know? [Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

a. $f(x) = -10x + 8$

b. $g(x) = (x + 4)^2$

c. $f(x) = x^3 + 2$

d. $h(x) = 3 \sin x$

3-180. Let f be the function given by $f(x) = x^3 - 3x^2 - 24x + k$ where k is a constant. On what intervals is f increasing? [Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

3-181.

Find the volume of the flag below rotated about the pole. In a complete sentence, describe the rotated shape.

[Help \(Html5\)](#) \Leftrightarrow [Help \(Java\)](#)

