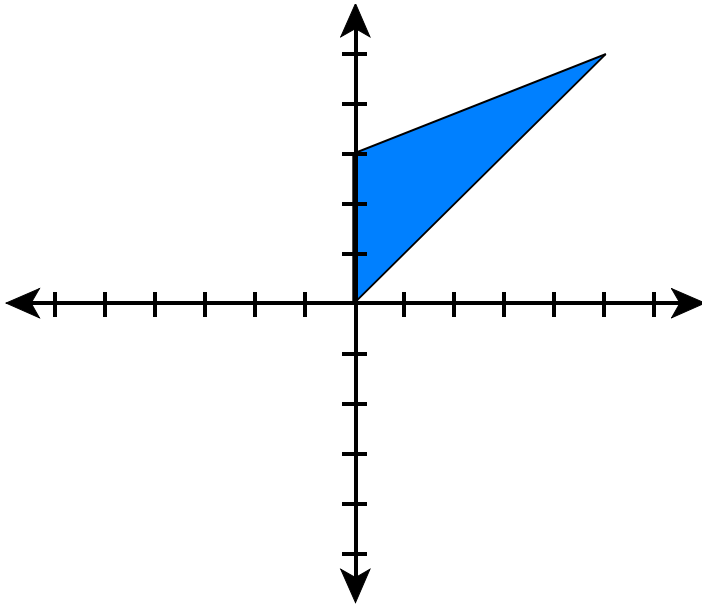


3. Set up an iterated integral for the volume below $z = x^2y$, above the region shown below. Set up in terms of a single coordinate system, i.e., if you use cylindrical your integral should involve no x or y , etc.



4. Set up iterated integrals for the x coordinate of the center of mass of the first-quadrant portion of a circle of constant density with radius 5 centered at the origin.

5. Evaluate $\int_0^1 \int_y^1 e^{x^2} dx dy$.

6. Find the Jacobian for converting from rectangular to polar coordinates.

7. Bunny is a calculus student at Enormous State University, and she's having some trouble. Bunny says "Ohmygod, this Calc 3 stuff is soooo confusing! Like, our exam review sheet has a bunch of true/false questions, right? And one of them was, like, if you know a function is positive in the first, second, and third quadrants, but negative in the fourth quadrant, then you know its integral on a circle with radius 5 around the origin has to be positive. So I think it's probably true, 'cause it's like the positive part outnumbered the negative part three to one, so it averages positive, right? But I'm afraid of trick questions, and that seems too easy."

Explain clearly to Bunny what the correct answer to her question is, and why.

8. Use spherical coordinates to set up an integral for the volume of the region bounded above by the sphere $\rho = 2\cos\phi$ and below by the hemisphere $\rho = 1, z \geq 0$.

9. Set up integrals for the z coordinate of the center of mass of the tetrahedron (with constant density) in the first octant bounded by $z = 4 - x - y$ and the coordinate planes.

10. Suppose a solid has a density given by $d(x,y,z) = kz$ for some constant k , and the solid is shaped like the region above $z = 4 - x^2 - y^2$, below $z = 9 - x^2 - y^2$, and also above the xy -plane. Set up an integral or integrals to compute the total mass of such a solid.

Extra Credit (5 points possible): Evaluate $\iint_R |x + y| dA$, where R is the circle with radius a centered at the origin.

