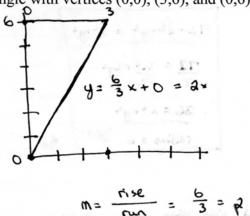
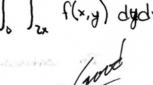
Each problem is worth 10 points. For full credit provide complete justification for your answers. All integrals should be set up in terms of a single coordinate system, i.e., if you use cylindrical your integral should involve no x or y, etc.

1. Set up an iterated integral for the volume below z = f(x, y) and above the xy-plane on the region R, a triangle with vertices (0,0), (3,6), and (0,6).

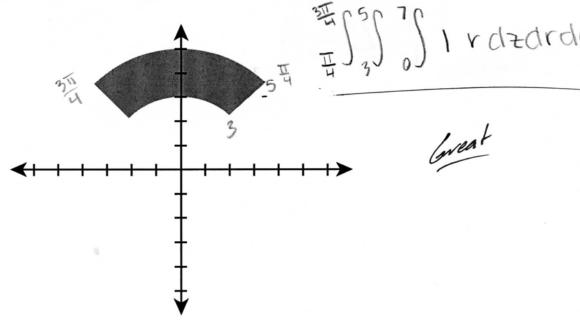
The There are



$$M = \frac{rise}{run} = \frac{6}{3} = p^2$$



2. Set up an iterated integral for the volume below z = 7 and above the xy-plane on the region R pictured below (the diagonal boundaries are the lines y = x and y = -x):

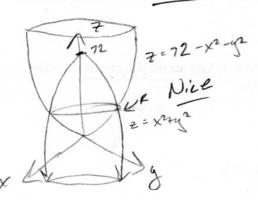


3. Set up an iterated integral for the volume of the solid enclosed between the surface $z = x^2 + y^2$ and the surface $z = 72 - x^2 - y^2$.

- paraboloid

X2 +y2=12





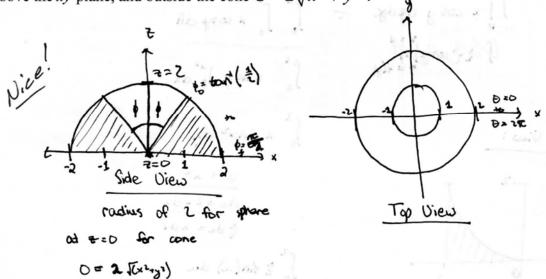
$$72 - r^{2} = (^{2}$$

$$72 = 2r^{2}$$

$$(36 = (^{2}$$

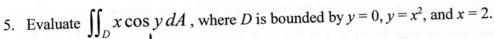
$$\pm 6$$

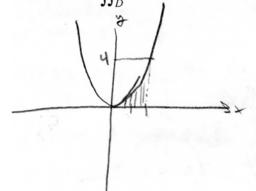
4. Set up an iterated integral for the volume of the solid lying within the sphere $x^2 + y^2 + z^2 = 4$, above the xy-plane, and outside the cone $z = 2\sqrt{x^2 + y^2}$.



$$x=0$$
 $y=0$ radius =0
at $z=2$ for one
 $a=9(x^2+y^2)$
 $(1)=x^2+y^2$
 $1=x^2+y^2$
radius = 1

0=x2+y2





$$\int_{0}^{2} \int_{0}^{x} x \cos y \, dy \, dx$$

$$= \int_{0}^{2} x \cdot \sin y \Big|_{0}^{x} dx = \int_{0}^{2} x \cdot \sin(x^{2}) \, dx$$

$$= \int_{0}^{2} x \cdot \sin y \Big|_{0}^{x} dx = \int_{0}^{2} x \cdot \sin(x^{2}) \, dx$$

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so then:

$$\frac{1}{2} \int_{x=0}^{2} \sin(u) du = -\frac{1}{2} \cos(x^2) \Big|_{0}^{2}$$

 $= -\frac{1}{2} \left(\cos(4) - 1 \right)$

$$=\frac{1}{2}-\frac{\cos(4)}{2}$$

6. Compute the Jacobian for the conversion from rectangular to cylindrical coordinates.

$$T = \begin{vmatrix} \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & 0 \\ \cos \theta & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & 0 \\ \cos \theta & \frac{\sin \theta}{r} & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & 0 \\ \cos \theta & \frac{\sin \theta}{r} & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & 0 \\ \cos \theta & \frac{\sin \theta}{r} & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & 0 \\ \cos \theta & \frac{\sin \theta}{r} & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \sin \theta & \cos \theta \\ \cos \theta & \cos \theta & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix} = \begin{vmatrix} \cos \theta & \cos \theta & \sin \theta \\ \cos \theta & \cos \theta & \cos \theta \\ \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} & \frac{\partial z}{\partial r} \end{vmatrix}$$



Great

7. Bunny is a calculus student at Enormous State University, and she's having some trouble. Bunny says "Ohmygod, this Calc 3 stuff is just too much. I used to think symmetrical always made things easier, but now I'm really confused. I guess sometimes with the double integral thingies you can go from, like, – 3 to 3 both ways, or instead go from 0 to 3 and then times it by 4, right? But I think they were saying that you can't always. How do you tell when you can?

Give Bunny examples and explain why sometimes it would be okay in a double integral to use symmetry, and which times it wouldn't (at least one example each way).

It is going to depend on the <u>Entegrand</u> you are integrating over. The region you are using is a square going from -3 to 3 as shown here: If the integrand you are using

that it is equivalent to 4 multiplied by a double integral in a square from 0 to 3. However, if the integral is not symetric across your bounds, such as z=10+x+y, the the integral across one 0 to 3 square does not necessarily equal the integrals across the other squares, and thus you cannot use symetry to evaluate the integral.

Great

8. Set up iterated integrals for the z-coordinate of the centroid of the solid bounded between the xy-plane and $z = 9 - x^2 - y^2$.

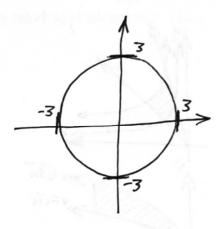
Intersection:

$$0 = 9 - x^2 - y^2$$

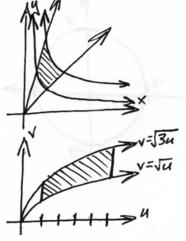
$$x^2 + y^2 = 9$$

x2+y2=9 Circle with radius 3

$$\overline{z} = \frac{\int \int \int_{E} \rho(x, y, \overline{z}) z dV}{\int \int \int_{E} \rho(x, y, \overline{z}) dV}$$



So here . Solo z.k.rdzdrd0 9. Evaluate $\iint_R xy \, dA$, where R is the region in the first quadrant bounded by the lines y = x and y = 3x and the hyperbolas xy = 1, xy = 5 by using the transformation x = u/v, y = v.



$$T = \begin{vmatrix} \frac{1}{2}x & \frac{1}{2}y \\ \frac{1}{2}x & \frac{1}{2}y \end{vmatrix}$$

$$= \begin{vmatrix} \frac{1}{2}x & \frac{1}{2}y \\ \frac{1}{2}x & \frac{1}{2}y \end{vmatrix}$$

$$= \frac{1}{2}x - 0$$

$$= \frac{1}{2}x - 0$$

$$= \frac{1}{2}x - 0$$

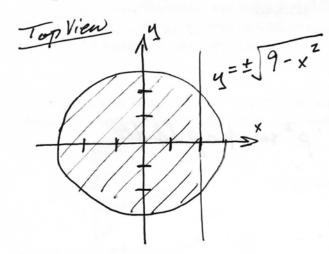
$$(v) = \left(\frac{u}{v}\right) \implies u = v^{2}$$

$$(v) = 3\left(\frac{u}{v}\right) \implies u = \frac{1}{3}v^{2}$$

$$(\frac{u}{v})(v) = 1 \implies u = 1$$

$$(\frac{u}{v})(v) = 5 \implies u = 5$$

10. Consider the region under the surface $z = 18 - 2x^2 - 2y^2$, above the xy-plane, and with $x \le 2$. Set up an iterated integral for the volume of this solid.



$$0 = 18 - 2x^{2} - 2y^{2}$$

$$y = \pm \sqrt{9 - x^{2}}$$

$$2x^{2} + 2y^{2} = 18$$

$$x^{2} + y^{2} = 9$$