Exam 2b Calc 3 10/25/2013

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 area of the rectangle shown (assuming tick marks are at unit intervals)



2. Set up an iterated integral for the volume under z = 10 + x inside the circle $x^2 + y^2 = 4$.

3. Set up an iterated integral for the volume below z = 10 - 2x, above the region shown below.



4. Set up an iterated integral for the volume of the region beneath the surface z = xy + 10 and above the annular region outside $x^2 + y^2 = 4$ but inside $x^2 + y^2 = 16$.

5. Reverse the order of integration in $\int_0^2 \int_{x^2}^{2x} f(x, y) dy dx$.

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 multiple guess questions, right? And one of them was, like, if you know a function has an average value of 2 for some region, then what's the max it could be someplace on that. How can I do that without a formula or anything?"

Explain clearly to Bunny what can be said about this, and why.

8. Set up iterated integrals for the *z* coordinate of the centroid of the paraboloid below $z = 25 - x^2 - y^2$ but above z = 0.

9. Evaluate the integral $\iint_R xy \, dA$ on the region *R* with vertices (0,0), (2,2), (4,0), and (2,-2) by using the Jacobian to convert using the transformation x = u + v, y = u - v.

10. Set up an iterated integral (or integrals) for the volume of the region under **both** $z = \cos x$ and $z = \cos y$, but above the plane z = 0, and within 3 units of the origin.

Extra Credit (5 points possible):

If a function f(x, y) has the property that its integral is 0 on every circle centered at the origin, can you conclude that the function is 0 everywhere? Why or why not?