

**Solutions for Introduction to Polynomial Calculus**  
**Section 3 Problems - The Derivative of a Polynomial**  
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Calling the function in each problem  $f(x)$  and using the three rules from the previous section:

The derivative of  $f(x) = x^n$  is  $f'(x) = nx^{n-1}$ .

If  $f(x) = u(x) + v(x)$  then  $f'(x) = u'(x) + v'(x)$ .

If  $f(x) = c(u(x))$  where  $c$  is a constant, then  $f'(x) = c(u'(x))$ .

(1)  $f'(x) = 9x^8$ .

(2)  $f'(x) = 100x^{49}$ .

(3)  $f'(x) = 3$ .

(4)  $f'(x) = 3x^2 - 2$ .

(5)  $f'(x) = 8x^3 + 3x^2 - 10x + 1$ .

(6)  $f'(x) = 11x^{10} - 18x^8 + 15$ .

Computing  $f'(x)$  and setting  $x$  equal to the  $x$  value at the given point on the graph:

(7)  $f'(x) = 3x^2$ , and  $f'(1) = 3$  gives the slope of the curve at  $(1, 1)$ , as in problem (7) of the previous section. If you prefer when the function is given as  $y = f(x)$  you may prefer to use  $\frac{dy}{dx}$  (Leibniz notation) instead of  $f'(x)$  (Newton notation). Then instead of  $f'(1)$  we sometimes write  $\frac{dy}{dx}|_{x=1}$  or even  $\frac{dy}{dx}(1)$ .

(8)  $f'(x) = 2x$ , and  $f'(0) = 0$  gives the slope of the curve at  $(0, 0)$ , as in problem (2) of the previous section.

(9)  $f'(x) = 3x^2 - 2x$ , and  $f'(1) = 1$  gives the slope of the curve at  $(1, 0)$ .

(10)  $f'(x) = 4x^3 - 6x^2 + 5$ , and  $f'(-1) = -5$  gives the slope of the curve at  $(-1, 1)$ . The  $y$ -value comes from evaluating  $f(-1)$ .

(11)  $f'(x) = 100x^{49} - 100x$ , and  $f'(1) = 0$  gives the slope of the curve at  $(1, -48)$ . The  $y$ -value comes from evaluating  $f(1)$ .

(12)  $f'(x) = 2x - 2$ , and  $f'(x) = 0$  when  $2x - 2 = 0$  or  $x = 1$ ,  $f'(x) > 0$  when  $2x - 2 > 0$  or  $x > 1$ , and  $f'(x) < 0$  when  $2x - 2 < 0$  or  $x < 1$ . In words, the curve has positive slope for  $x > 1$ , negative slope for  $x < 1$  and zero slope for  $x = 1$ .

(13) The (vertical) velocity of the ball  $t$  seconds after it is thrown is given by  $\frac{ds}{dt} = s'(t) = -32t + 32$ . The ball reaches its maximum height when its velocity changes from positive to negative, i.e., when  $s'(t) = -32t + 32 = 0$  or  $t = 1$ . The height of the ball at  $t = 1$  is  $s(1) = 22$  feet.

(14) The (vertical) acceleration of the ball  $t$  seconds after it is thrown is given by  $\frac{d^2s}{dt^2} = s''(t) = -32$  feet per second per second or feet per second squared. The velocity loses a constant 32 feet per second upward every second.