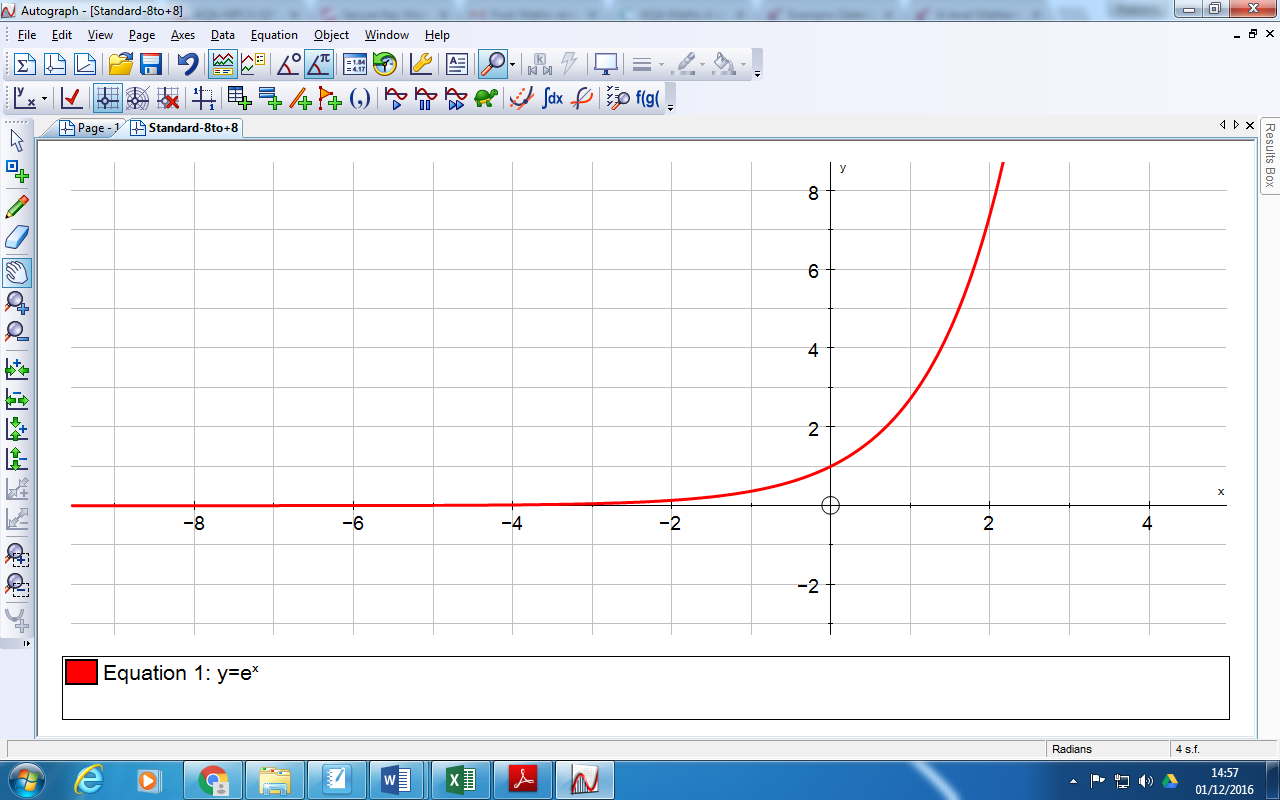
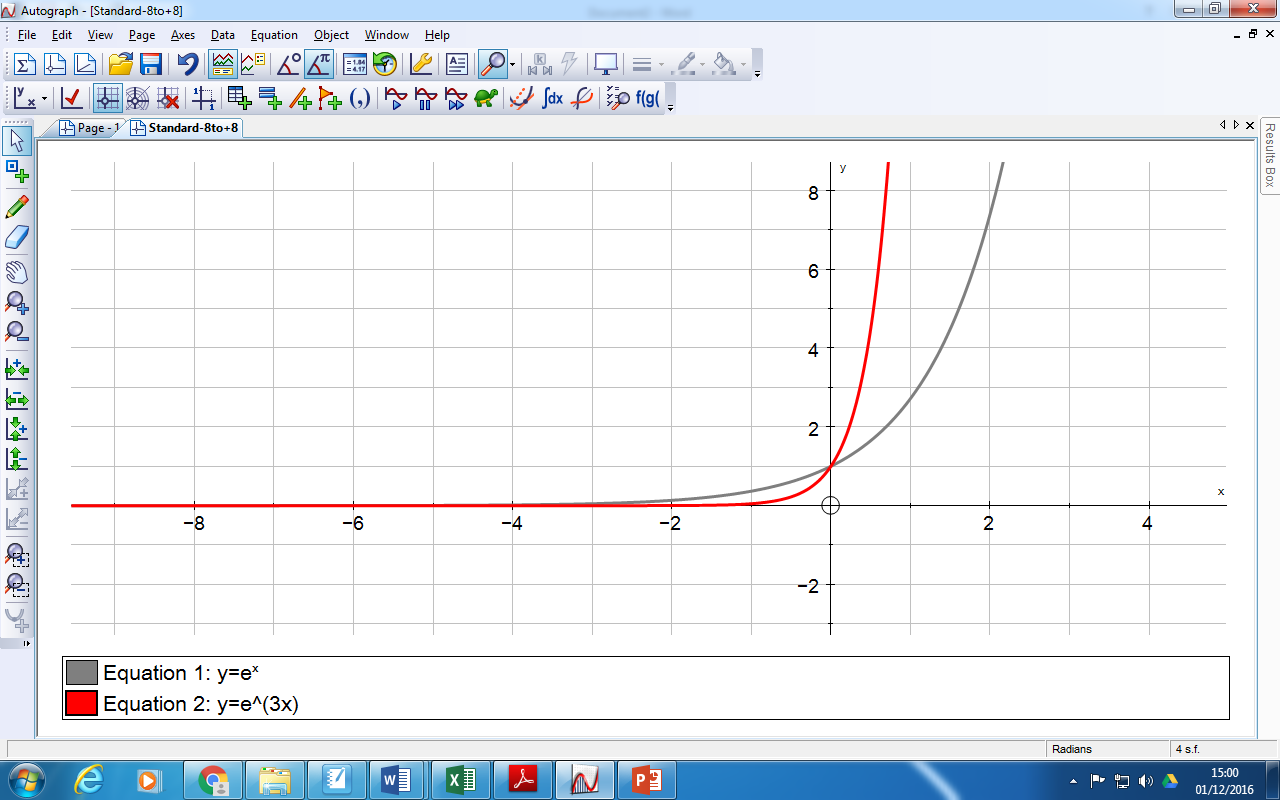
Find the range of .

Begin by sketching

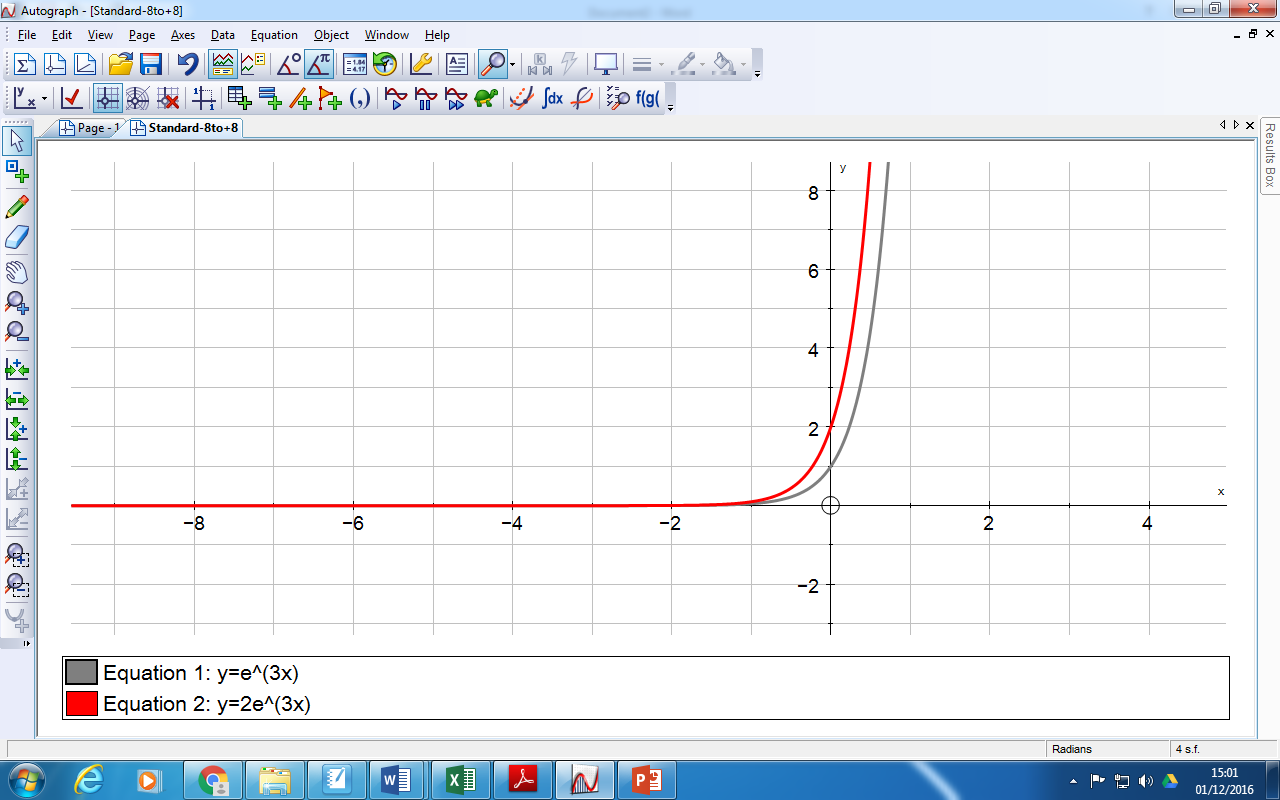


Now sketch

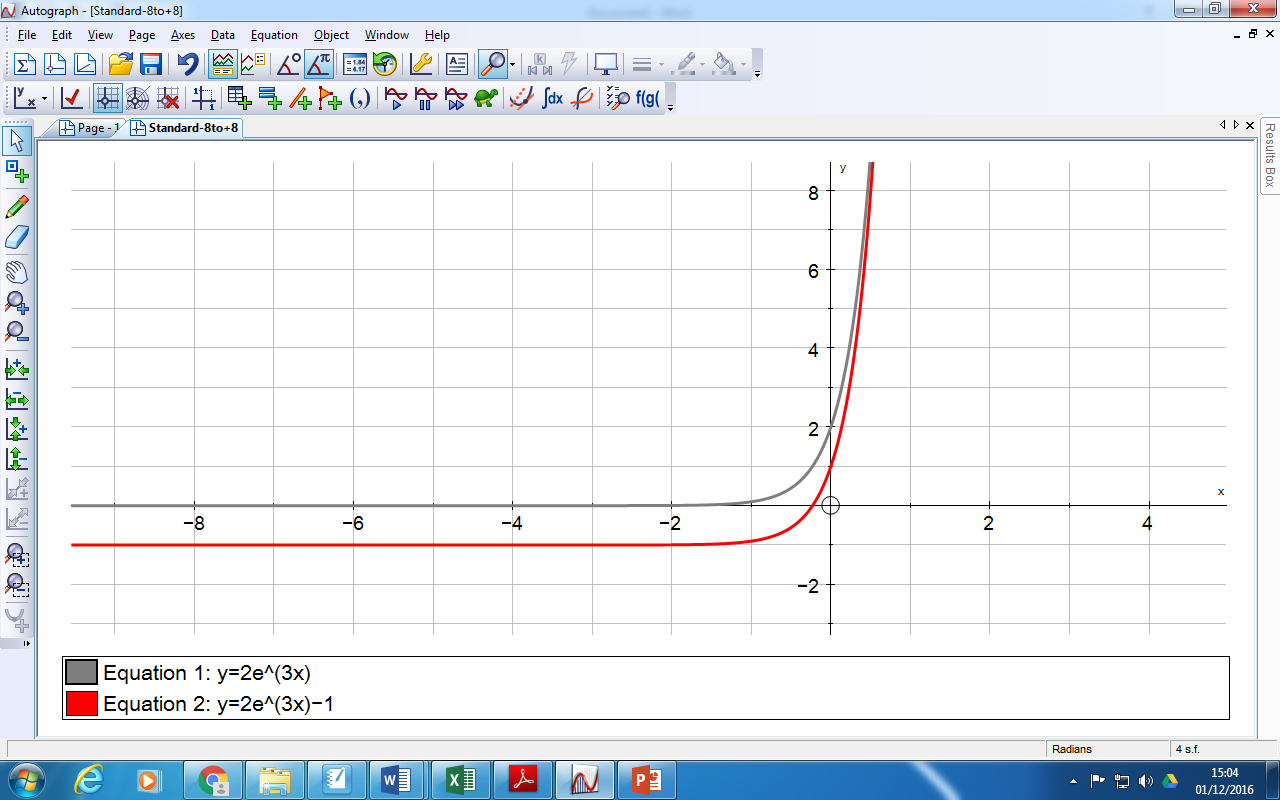


Continues overleaf…

Now sketch



Now sketch



Now state the range of y values that the function takes.

Now try

Now try

Now try

Now try