

2.1 Stuff -

The calculator skills I used were meant to *save time* on the tedious parts of 2.1, but MIGHT have just slowed you down, when you weren't sure what I was doing.

Those who came in for 1-on-1 figured it out, quickly.

The point of 2.1 was to get a numerical take on limits, and discover some of the problems that can arise with a numerical approach to sometimes slippery limits. Functions that oscillate rapidly are especially troublesome.

2.2 Stuff -

A graphical/visual approach to limits.

2.3 - Some rules to help us in practice.

Plot1	Plot2	Plot3
$\backslash Y_1 = \sin(10\pi/X)$		
$\backslash Y_2 = (Y_1(X) - Y_1(1)) / (X - 1)$		
$\backslash Y_3 = 2.5(X - 2) + 1$		
$\backslash Y_4 = 2(X - 2) + 1$		
$\backslash Y_5 =$		
$\backslash Y_6 =$		

2.1 #9

 $f(x)$

$$\frac{f(x) - f(1)}{x - 1}$$

Approaching x by tenths:

.6, .7, .8, .9 from left

1.4, 1.3, 1.2, 1.1 from right

doesn't get close enough to $a = 1$
to come very close to m_{tan}

Y_2 spits out the msec's, just by entering

$x = .6, x = .7, \dots$

This one *is* assigned. The "as in Example 9" is important. This is a kind of reasoning that's very useful, but hard to master, at first.

33. Determine $\lim_{x \rightarrow 1^-} \frac{1}{x^3 - 1}$ and $\lim_{x \rightarrow 1^+} \frac{1}{x^3 - 1}$

(a) by evaluating $f(x) = 1/(x^3 - 1)$ for values of x that approach 1 from the left and from the right,

(b) by reasoning as in Example 9, and

(c) from a graph of f .

(a) $\frac{1}{(.9)^3 - 1}$, $\frac{1}{(.999)^3 - 1}$, from left

(b) $\frac{1}{\text{small neg}}$

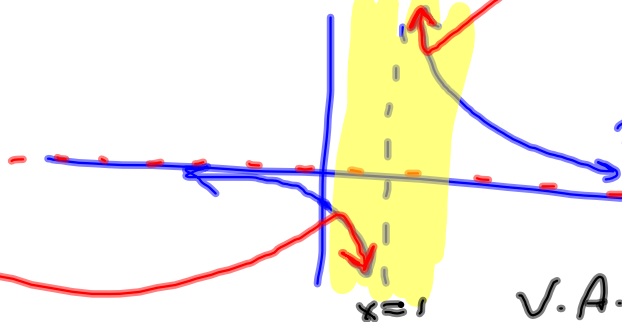
from left
-BIG

$\frac{1}{(1.0001)^3 - 1}$, from right

$\frac{1}{\text{small pos}}$

from right
+BIG

(c)



$$\lim_{x \rightarrow 1^-} \frac{1}{x^3 - 1} = -\infty$$

$$\lim_{x \rightarrow 1^+} \frac{1}{x^3 - 1} = +\infty$$

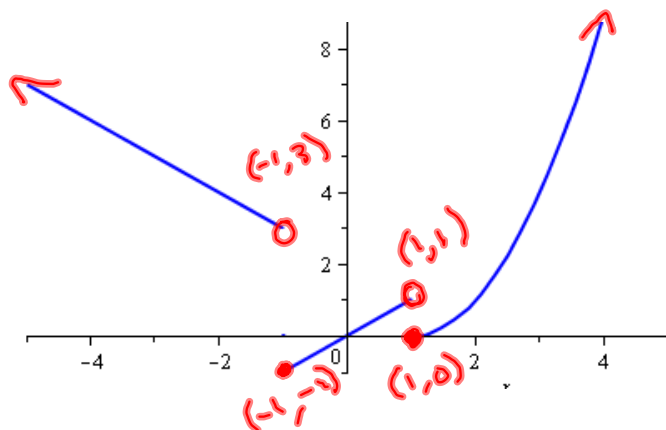
$y=0$
H.A.

12. Sketch the graph of the following function and use it to determine the values of a for which $\lim_{x \rightarrow a} f(x)$ exists:

$$f(x) = \begin{cases} 2 - x & \text{if } x < -1 \\ x & \text{if } -1 \leq x < 1 \\ (x - 1)^2 & \text{if } x \geq 1 \end{cases}$$

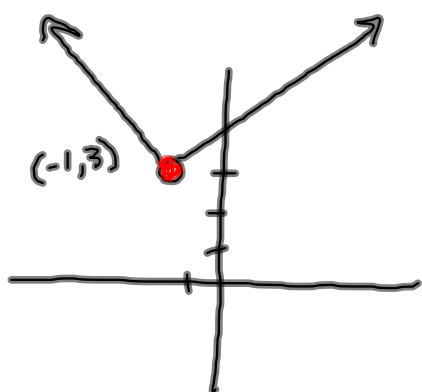
$$\rightarrow \mathbb{R} \setminus \{-1, 1\}$$

You want to be sure to have a general idea of what each piece looks like *and* make *certain* you "sew the pieces together" by checking the boundary values between pieces. (The suture points)



$$2 - (-1) = 3$$

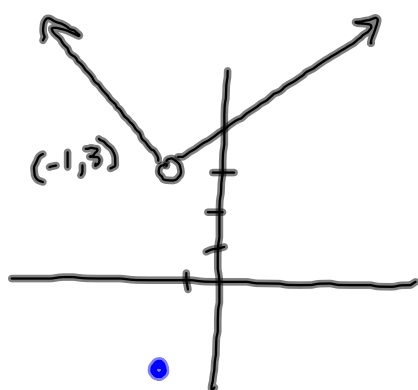
$$f(x) = \begin{cases} 2-x & \text{if } x < -1 \\ x+4 & \text{if } x \geq -1 \end{cases}$$



here $\lim_{x \rightarrow -1} f(x) = 3$

does exist at $x = -1$,
because the two pieces
happen to meet.

$$f(x) = \begin{cases} 2-x & \text{if } x < -1 \\ x+4 & \text{if } x > -1 \end{cases}$$



$\lim_{x \rightarrow -1} f(x) = 3$