

1. Refer to the figure and consider the volume generated by rotating the given region about the specified line. For each subproblem below,

- (i) Use the diagram to setup a washer *volume element* (dV). Be sure to sketch an area element on region S and the graph of the given line.
 (ii) Set up (*but do not evaluate*) an integral to compute the volume of the solid obtained by rotating region S about the given line.

(a) \mathcal{R}_1 about \overline{OA}

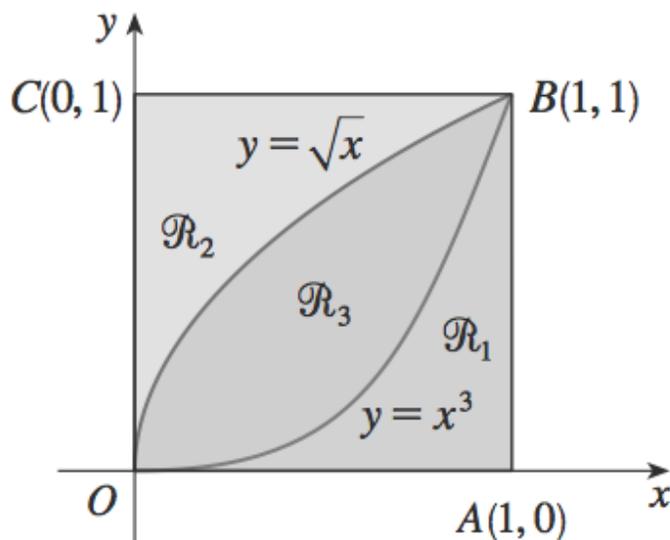
(b) \mathcal{R}_1 about \overline{AB}

(c) \mathcal{R}_2 about \overline{OA}

(d) \mathcal{R}_2 about \overline{AB}

(e) \mathcal{R}_3 about \overline{OA}

(f) \mathcal{R}_3 about \overline{AB}

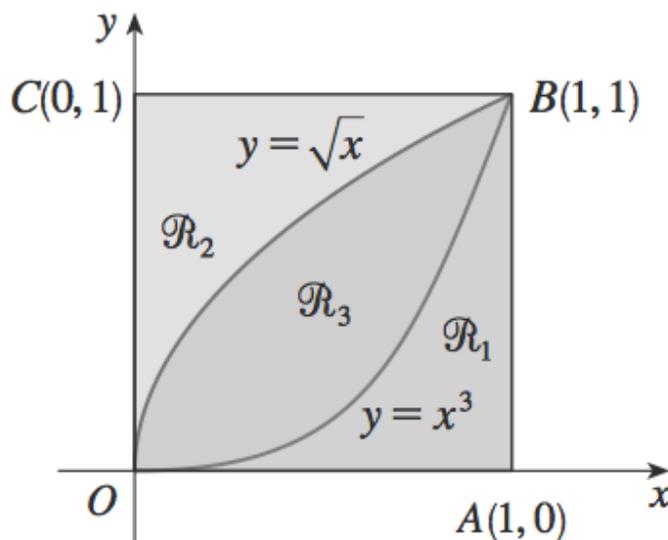


2. Repeat the previous question using cylindrical shells.
3. **Particle the Dog:** You are taking your dog (named Particle) for a walk. Like most dogs, Particle walks further than you do, even though you start and end in the same places. Unlike most dogs, Particle walks along a path described by a sine curve. As you walk along the x -axis, Particle moves along the curve $y = \sin x$, so that his x -coordinate changes at a constant rate of one unit per second. Assume that Particle starts at $(0,0)$ and moves to the right. (Imagine moving along the x -axis at one unit per second, with Particle always staying directly above or below you on the curve)
- (a) Develop a *distance element*, dP , for computing Particle's distance. Use this to come up with a method to obtain how far Particle has walked at any point in time. [Note that you will not need to actually give a numerical answer to this part.]

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- (a) \mathcal{R}_1 about \overline{OA}
(b) \mathcal{R}_1 about \overline{AB}
(c) \mathcal{R}_2 about \overline{OA}
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