

Info1, 1st and 2nd midterm retakes

December 13, 2022

Download <https://math.bme.hu/~asimon/info1/retake.tex> (or `retake.tex` from Teams) and write in it your solutions to *both* the TikZ and the Sage problems (the latter after `\end{document}`). You have 60 minutes for each of the retakes. When ready, send the `.tex` file to sa42bme@gmail.com, and put your neptun code in the subject.

1 First midterm retake

1.1 L^AT_EX

1. There aren't many who know that $\arctan x = \sum_0^\infty (-1)^n \frac{x^{2n+1}}{2n+1}$ on the interval $(-1, 1]$.

(10 points)

Solution.

There aren't many who know that $\arctan x = \sum_0^\infty (-1)^n \frac{x^{2n+1}}{2n+1}$ on the interval $[-1, 1]$.

inline math, `\sum` (with limits), exponent, `\frac`, `\arctan`

- 2.

$$\begin{pmatrix} 1 & e^x & e^{-x} \\ 0 & e^x & -e^{-x} \\ 0 & e^x & e^{-x} \end{pmatrix} \neq \begin{vmatrix} 1 & e^x & e^{-x} \\ 0 & e^x & -e^{-x} \\ 0 & e^x & e^{-x} \end{vmatrix}$$

(10 points)

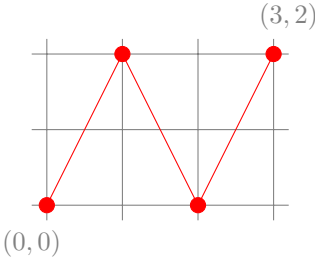
Solution.

```
\begin{pmatrix}1 & e^x & e^{-x} \\ 0 & e^x & -e^{-x} \\ 0 & e^x & e^{-x}\end{pmatrix}\neq
\begin{vmatrix}1 & e^x & e^{-x} \\ 0 & e^x & -e^{-x} \\ 0 & e^x & e^{-x}\end{vmatrix}
```

displayed math, pmatrix, vmatrix, &s and \\s, exponent

1.2 TikZ

1. Draw the red part with one command (that is, as one *path*), if you can. Do the same with the gray part, too.



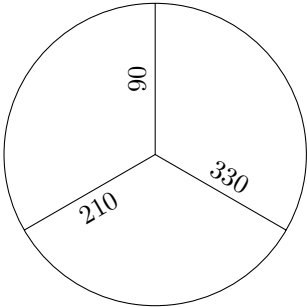
(10 points)

Solution.

```
\draw[thin,gray] (-0.2,-0.2) node[below] {(0,0)}
  grid (3.2,2.2) node[above] {(3,2)};
\draw[red,fill] (0,0) circle (0.1) -- (1,2) circle (0.1)
  -- (2,0) circle (0.1) -- (3,2) circle (0.1);
```

draw[fill] or fill, circle (4, if used as a path ext. op.), grid, node

2. The radius of the circle below is 2.



(10 points)

Solution.

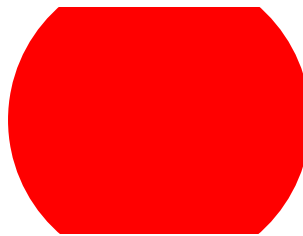
```
\draw (0,0) -- (90:2) node[midway,above,sloped]{$90$} (0,0)
  -- (210:2) node[midway,below,sloped]{$210$} (0,0) -- (330:2)
  node[midway,above,sloped]{$330$} (0,0) circle (2) ;
```

circle, polar coordinates, midway, above/below, sloped

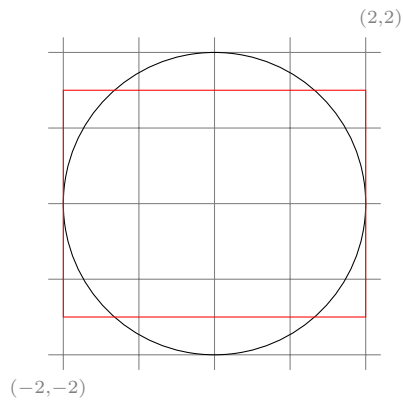
2 Second midterm retake

2.1 TikZ

1. Write TikZ code that produces the following drawing.



Hint:



(6 points)

Solution. `\clip (0,0) circle (2);`
`\fill[red] (-2,-1.5) rectangle (2,1.5);`

or

`\clip (-2,-1.5) rectangle (2,1.5) ;`
`\fill[red] (0,0) circle (2);`

clip, filled rectangle or circle, circle

2. Write TikZ code that uses a loop to produce the following picture!



Hint: the drawing contains rotated (by 30 degrees) versions of an equilateral triangle, around one of its vertices. You do *not* need any computation to draw the triangle.



(10 points)

Solution.

```
\foreach \x in {0,...,11} {
  \draw[red, fill,rotate={\x*30}] (0,0) -- (1,0) -- ++(120:1) -- cycle ;
}
```

relative coordinates, polar coordinates, loop, rotate,fill

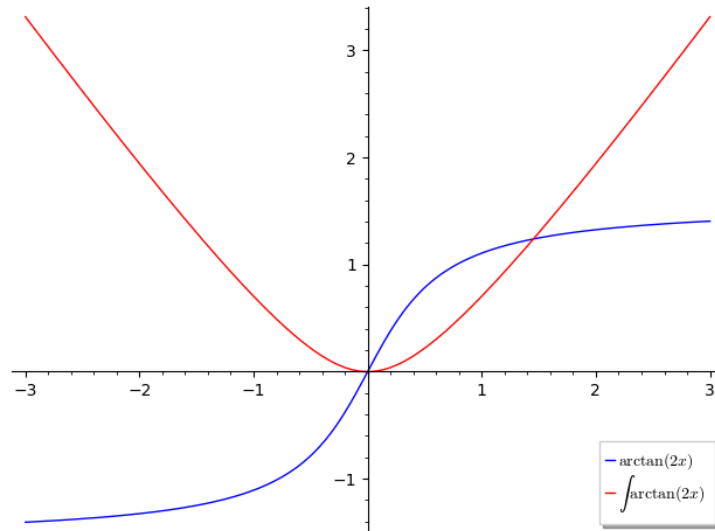
2.2 Sage

Use whichever Sage client (the one running on your own laptop, <https://sagecell.sagemath.org/>, <https://cocalc.com/>, etc.) you're used to to solve the problems below. **The solution you need to submit is the Sage command or commands that you used**, not what Sage returns as its/their result(s).

1. (a) $\lim_{x \rightarrow -0} \arctan(1/x) = ?$ (The name of the function `arctan` in Sage is `atan` or `arctan`.) (4 points)

limit, dir

- (b) Define the function $f(x) = \arctan(2x)$. (2 points)
- (c) Find a primitive function of $f(x)$. (2 points)
- (d) Plot the graphs of f and its primitive function you've found in on the interval $[-3, 3]$ with different colors and so that it is shown which color belongs to which function, as in the figure below.



(12 points)

```
plot, +, interval, legend_label, color, raw string
```

Solution. `limit(atan(1/x), x=0, dir='-')`

`f(x) = atan(2*x)`

`g = integral(f(x),x)`

`plot(f, (x,-3,3), legend_label=r'\arctan(2x)$')`

`+ plot(g, (x,-3,3),color='red', legend_label=r'\int\, \arctan(2x)$')`

or

`plot((f,g), (x,-3,3), legend_label=(r'\arctan(2x)$', r'\int\arctan(2x)$'), color=('blue','red'))`

2. Is the matrix $\begin{pmatrix} 1 & 2 & 1 \\ 0 & 1 & 0 \\ 2 & 3 & 2 \end{pmatrix}$ invertible?

Solution. `m = matrix([[1,2,1],[0,1,0],[2,3,2]]); rank(m) == 3`

or

`det(m) != 0`

(6 points)

defining a matrix, rank or det, == or !=