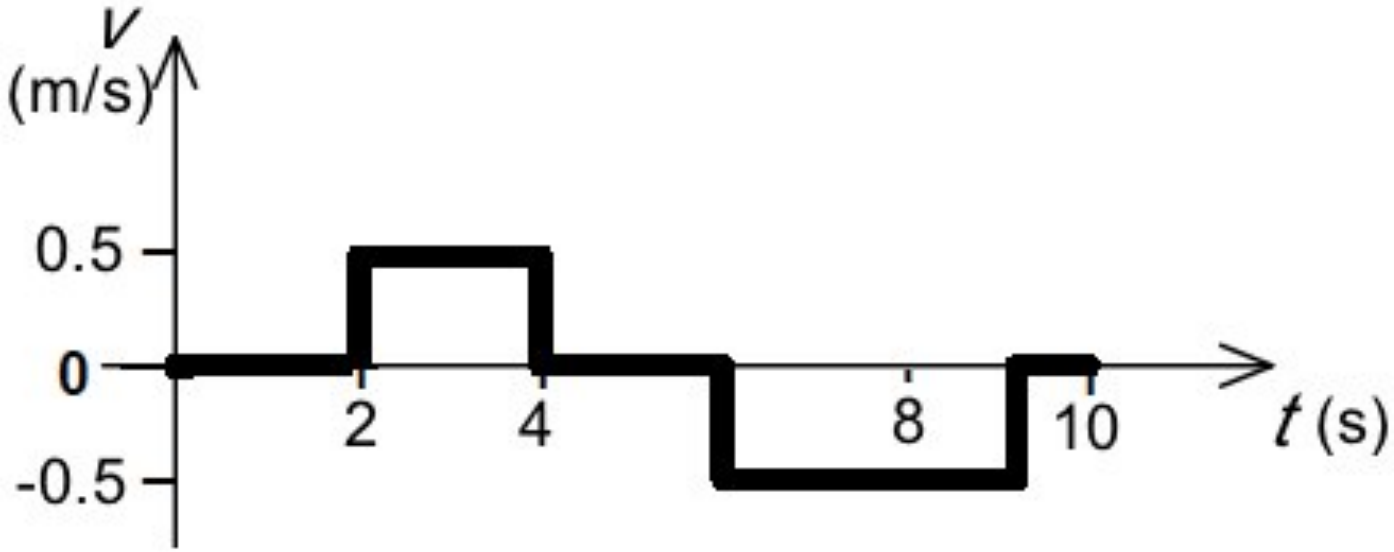
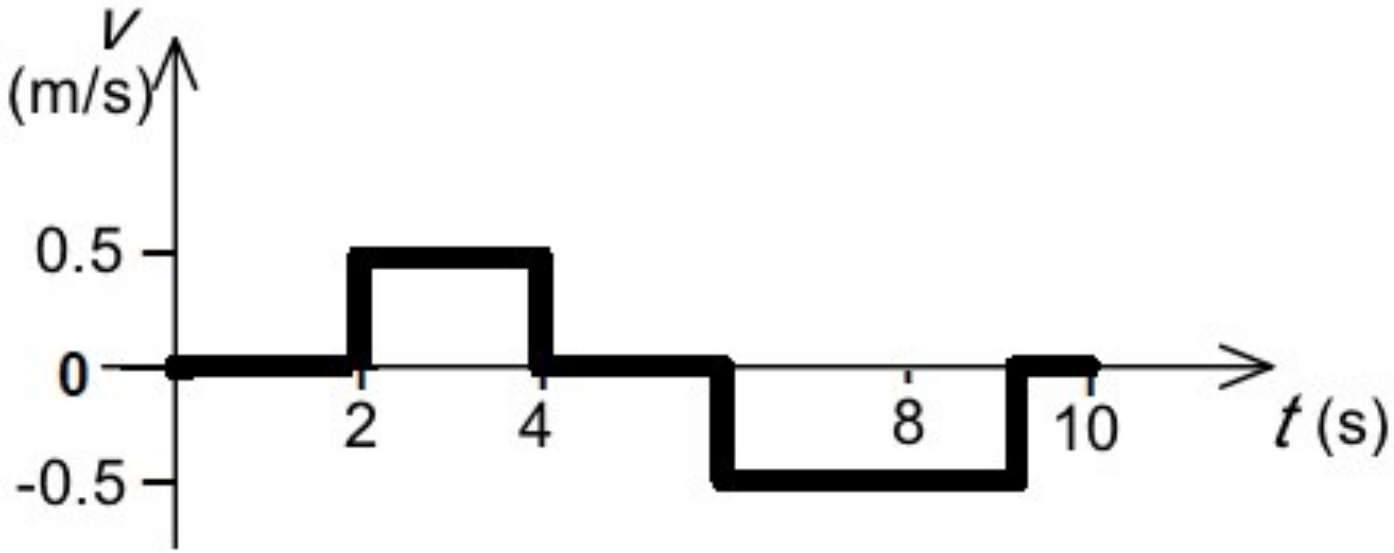
# Example

- Describe in words how do you have to walk to make the sonic ranger produce the following velocity graph.



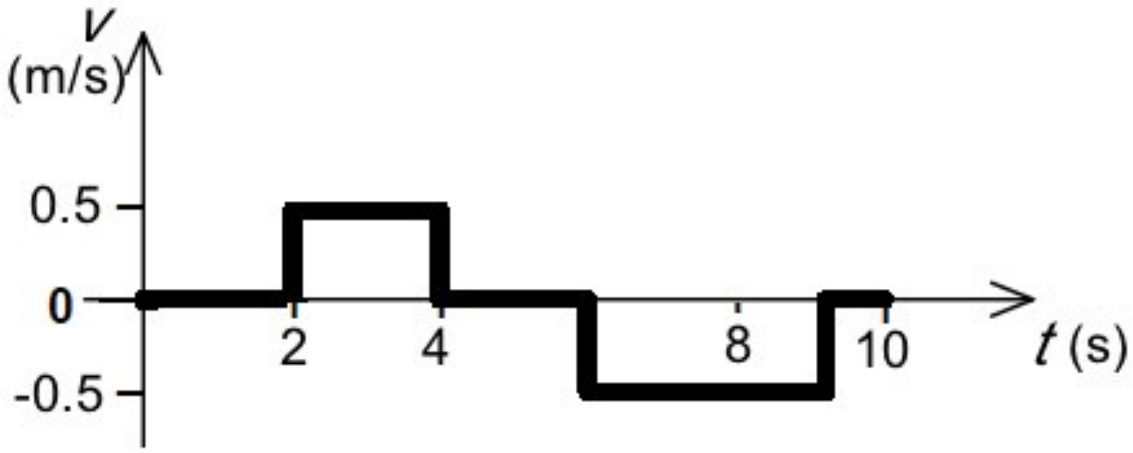
# Example

- On your whiteboard, draw the position graph corresponding to this velocity graph.



# Example

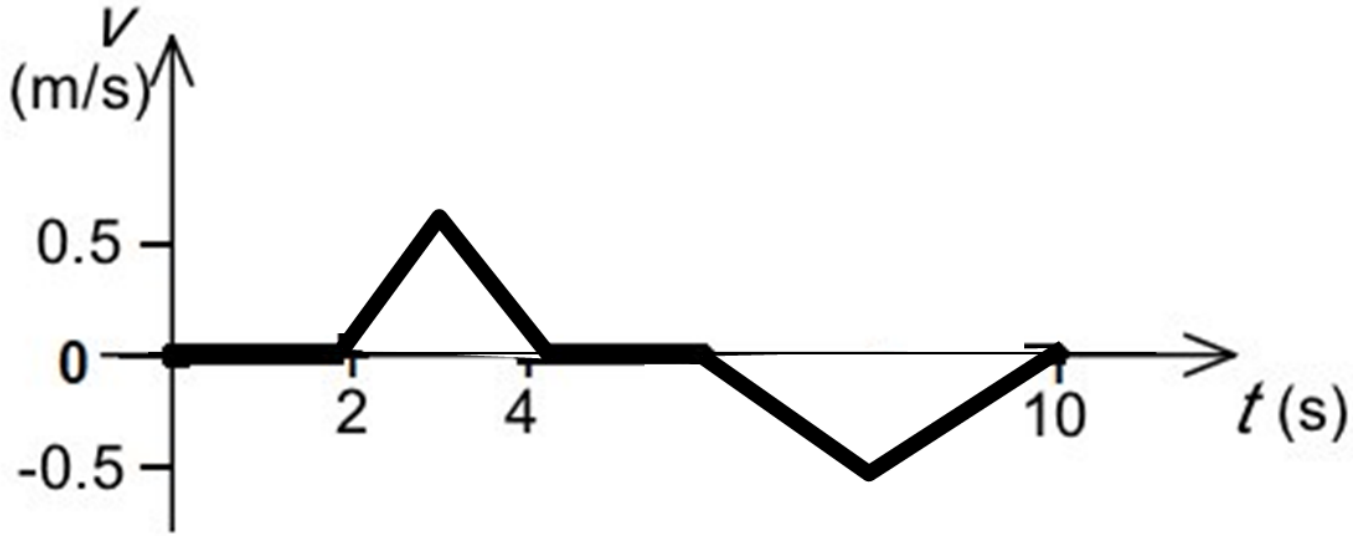
- The average velocity for the time interval 0-10 is:




A. Positive
B. Negative
C. Zero
D. You can't tell from the information given. .

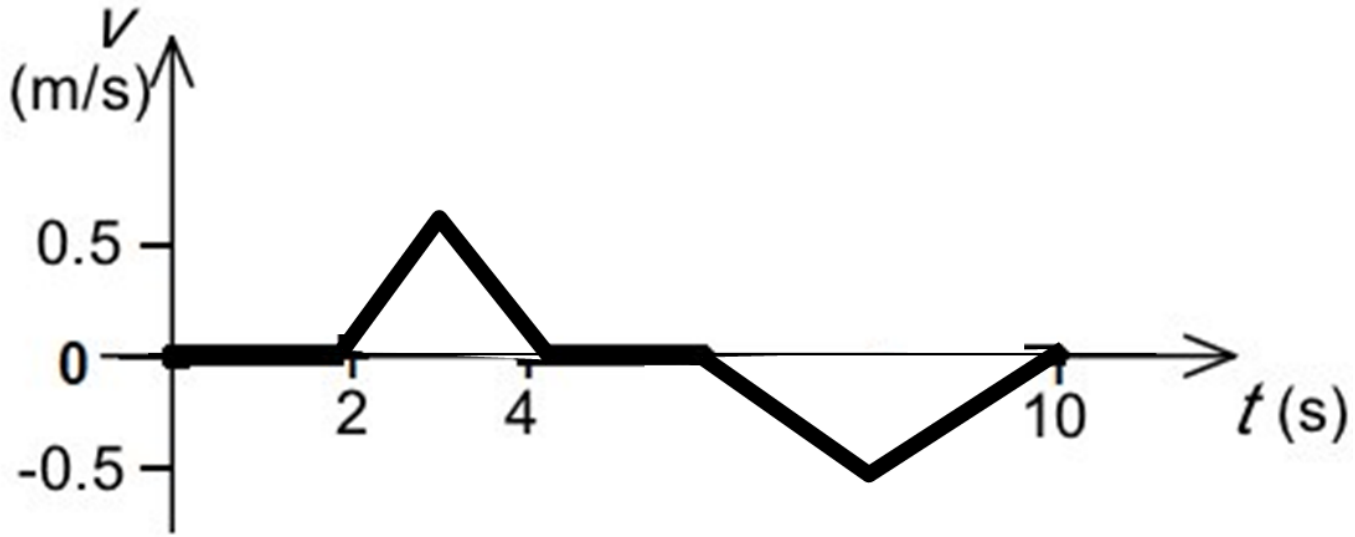
# Example

- Describe in words how do you have to walk to make the sonic ranger produce the following velocity graph.



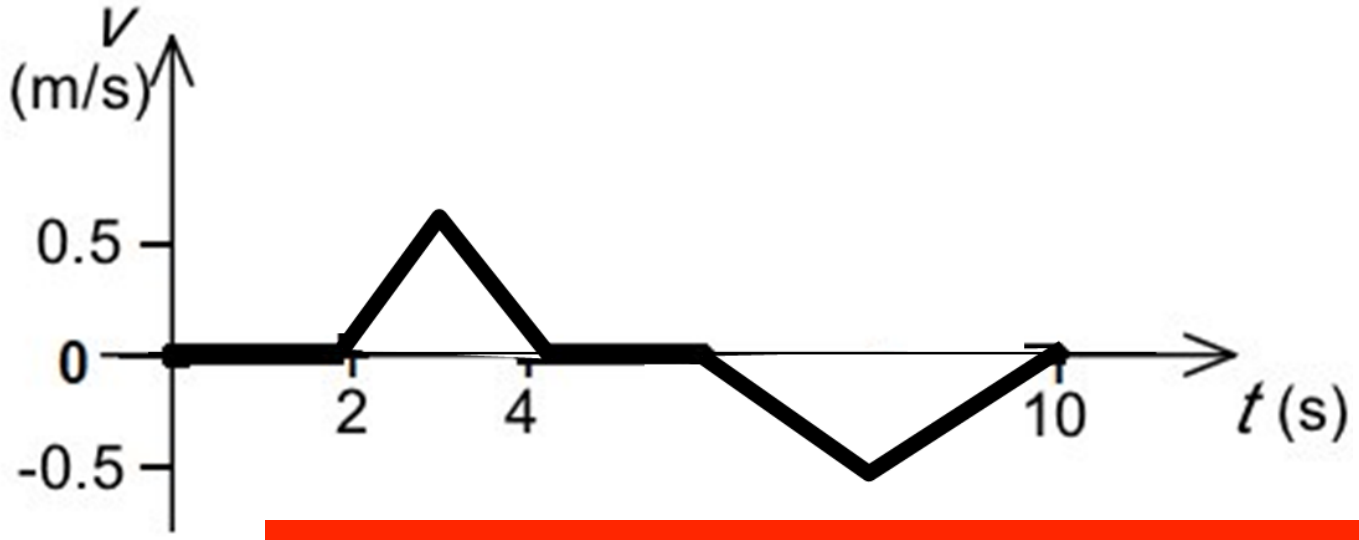
# Example

- On your whiteboard, draw the acceleration graph corresponding to this velocity graph.



# Example

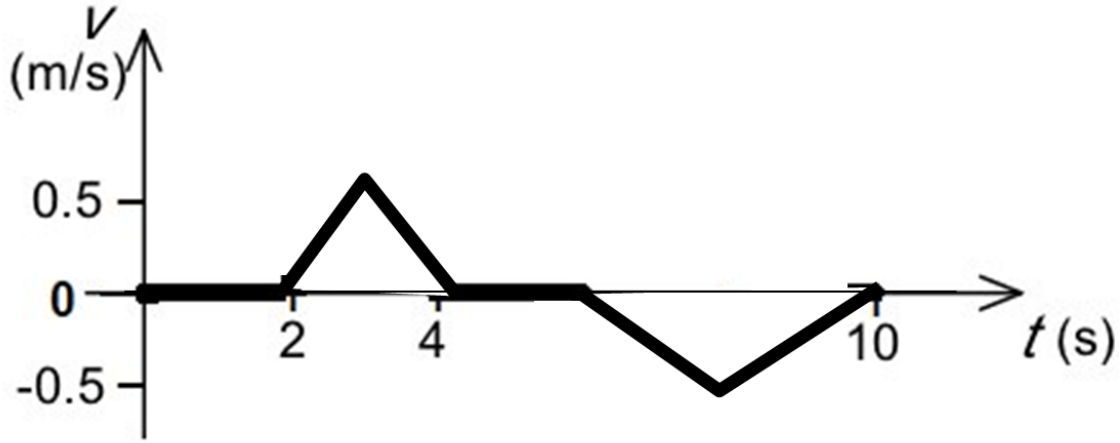
- On your whiteboard, draw the position graph corresponding to this velocity graph.




*How does your position graph distinguish THIS motion from the previous one (with the squared off velocity graph)?*

# Example

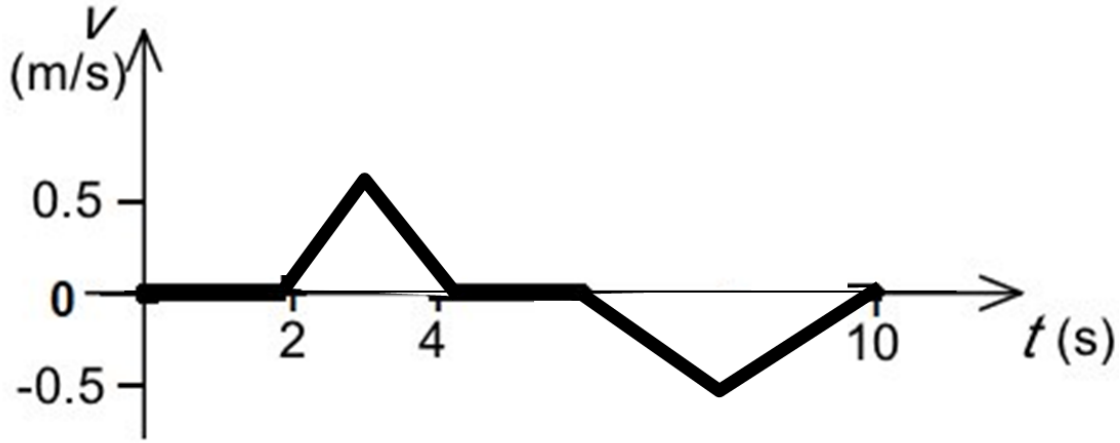
- The average velocity for the time interval 0-10 is:




A. Positive
B. Negative
C. Zero
D. You can't tell from the information given. .

# Example

- The average acceleration for the time interval 0-10 is:




A. Positive
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