

PAPER 1 – NO CALCULATOR ALLOWED

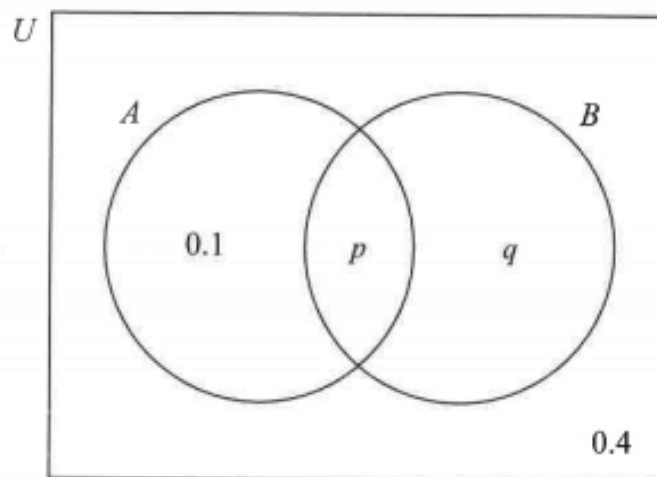
Full marks are not necessarily awarded for a correct answer with no working. Answers must be supported by working and/or explanations. Where an answer is incorrect, some marks may be given for a correct method, provided this is shown by written working. You are therefore advised to show all working.

Section A

Answer **all** questions. Answers must be written within the answer boxes provided. Working may be continued below the lines if necessary.

1. [Maximum mark: 6]

The following Venn diagram shows the events A and B , where $P(A) = 0.3$. The values shown are probabilities.



- (a) Find the value of p . [2]
- (b) Find the value of q . [2]
- (c) Find $P(A' \cap B)$. [2]

(This question continues on the following page)

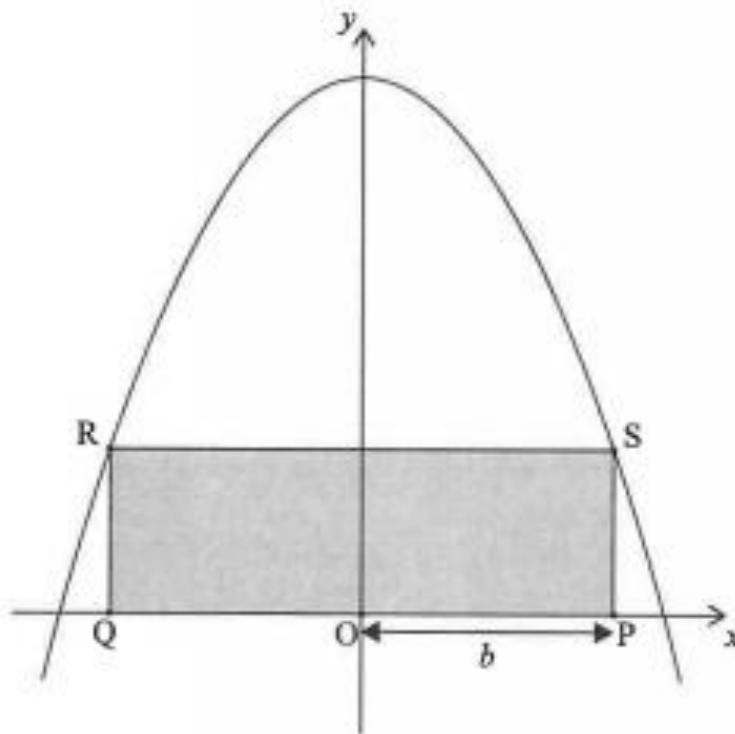
8. [Maximum mark: 16]

Let $f(x) = 9 - x^2$, $x \in \mathbb{R}$.

(a) Find the x -intercepts of the graph of f .

[2]

The following diagram shows part of the graph of f .



Rectangle PQRS is drawn with P and Q on the x -axis and R and S on the graph of f .

Let $OP = b$.

(b) Show that the area of PQRS is $18b - 2b^3$.

[2]

(c) Hence find the value of b such that the area of PQRS is a maximum.

[5]

Consider another function $g(x) = (x - 3)^2 + k$, $x \in \mathbb{R}$.

(d) Show that when the graphs of f and g intersect, $2x^2 - 6x + k = 0$.

[2]

(e) Given that the graphs of f and g intersect only once, find the value of k .

[5]

10. [Maximum mark: 17]

Consider $f(x) = \sqrt{x} \sin\left(\frac{\pi}{4}x\right)$ and $g(x) = \sqrt{x}$ for $x \geq 0$. The first time the graphs of f and g intersect is at $x = 0$.

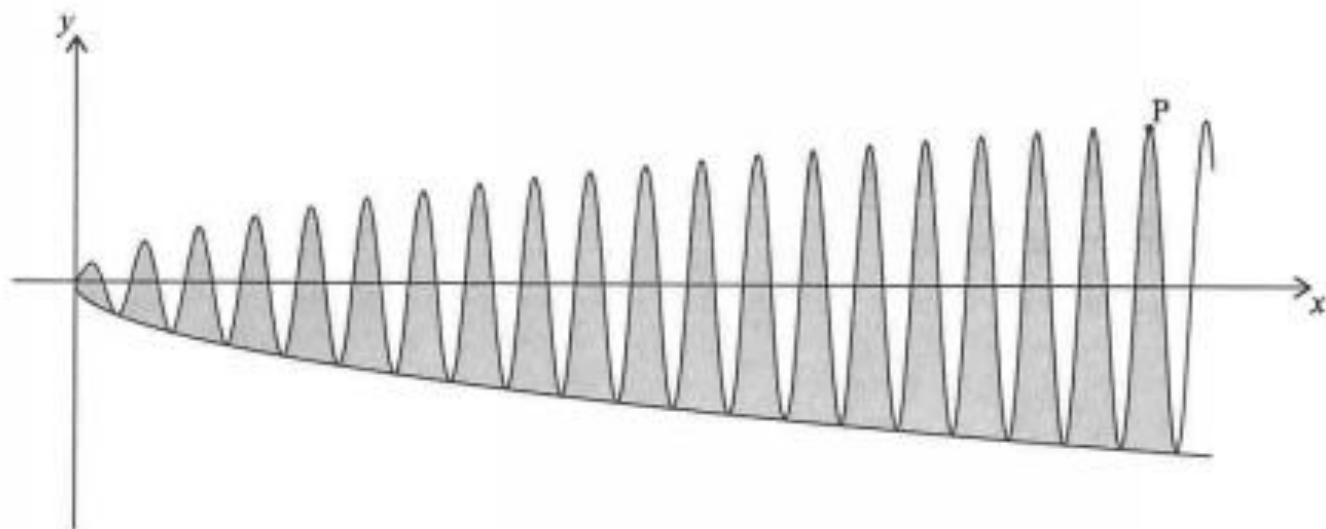
- (a) Find the **two** smallest non-zero values of x for which $f(x) = g(x)$. [5]

The set of all non-zero values that satisfy $f(x) = g(x)$ can be described as an arithmetic sequence, $u_n = a + bn$ where $n \geq 1$.

- (b) Find the value of a and of b . [4]

- (c) At point P, the graphs of f and g intersect for the 21st time. Find the coordinates of P. [4]

The following diagram shows part of the graph of g reflected in the x -axis. It also shows part of the graph of f and the point P.



- (d) Find an expression for the area of the shaded region. Do not calculate the value of the expression. [4]

10. [Maximum mark: 16]

There are three fair six-sided dice. Each die has two green faces, two yellow faces and two red faces.

All three dice are rolled.

- (a) (i) Find the probability of rolling exactly one red face.
(ii) Find the probability of rolling two or more red faces. [5]

Ted plays a game using these dice. The rules are:

- Having a turn means to roll all three dice.
- He wins \$10 for each green face rolled and adds this to his winnings.
- After a turn Ted can either:
 - end the game (and keep his winnings), or
 - have another turn (and try to increase his winnings).
- If two or more red faces are rolled in a turn, all winnings are lost and the game ends.

- (b) Show that, after a turn, the probability that Ted adds exactly \$10 to his winnings is $\frac{1}{3}$. [5]

The random variable D (\$) represents how much is added to his winnings after a turn.

The following table shows the distribution for D , where S_w represents his winnings in the game so far.

D (\$)	$-w$	0	10	20	30
$P(D = d)$	x	y	$\frac{1}{3}$	$\frac{2}{9}$	$\frac{1}{27}$

- (c) (i) Write down the value of x .
(ii) Hence, find the value of y . [3]

Ted will always have another turn if he expects an increase to his winnings.

- (d) Find the least value of w for which Ted should end the game instead of having another turn. [3]
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