## Go over quiz.

Consider the information in Lesson 4, pages 38-40, HW 1, Table 4.

- 1. Graph the Market Price and the Cost per fish on the same axes.
- 2. Estimate the intersection point.
- 3. Why is the intersection point called the equilibrium point? What does that mean?
- 4. Write the Market Price formula. (First write it with *x* and *y*, then translate to a formula with *N* and p.)
- 5. Write the Cost per Fish formula.
- 6. Find the equilibrium point algebraically.
- 7. Did the point you found algebraically consistent with the point you estimated from your graph?
- 8. For this process, how does the Market Price change when the Fish Population size increases by 1 million?
- 9. For this process, how does the Cost per Fish change when the Fish Population size increases by 1 million?
- 10. Use the words slope or intercept to describe the values in the each of the two previous questions.
- 11. Add a column to the table which is "Profit per Fish" and compute the values of Profit per Fish for the given *N*-values. Call this column "Profit per Fish, f."
- 12. For what values of N is the fishery making a profit?
- 13. For what values of N is the fishery having a loss?
- 14. Write the Profit per Fish formula. (First write it with x and y, then translate it to a formula with N and f, where f means Profit per Fish.) For what values of N is the fishery making a profit?
- 15. What is the Profit per Fish when the Fish population is 28 million?

Quiz:

An artist paints a painting and then makes some excellent-quality prints of the painting. The information in the following table is the cost and revenue from making and selling these where x = number of prints made / sold.

x	Cost, C	Revenue, R	Profit, P
0	640	0	
10	840	450	
20	1040	900	
30	1240	1350	
40	1440	1800	

- 1. Graph the Cost Formula and the Revenue formula on the same axes.
- 2. Estimate the intersection point. Why is it called the "break-even" point?
- 3. Add a column to the table which is "Profit" and compute the values of Profit for the given *x*-values.
- 4. For what values of *x* is the artist making a profit?
- 5. For what values of *x* is the artist having a loss?
- 6. Write the Cost formula. (First write it with *x* and *y*, then translate it to a formula with *x* and *C*.)
- 7. Write the Revenue formula.
- 8. Find the "break-even" point algebraically.
- 9. Did the point you found algebraically consistent with the point you estimated from your graph?
- 10. Write the Profit formula.
- 11. How much is the artist's profit or loss when she makes/sells 37 prints?
- 12. For this process, what is the fixed cost of making the prints?
- 13. For this process, what is the cost of making each additional print?
- 14. For this process, what is the revenue from selling one print?
- 15. For this process, what is the profit from selling one print?
- 16. Use the words slope and intercept to describe the values in the previous four questions.
- 17. Interpret the intercept of the Profit formula.