**1.1.1 Homework Solutions**

* **1-6. See below.**
	1. *y*= *x*2 − 6 and then .
	2. Yes, reverse the order of the machines ( and then *y* = *x*2 − 6) and use an input of *x* = 6.
* **1-7. See below.**
	1. 54
	2. −7******
	3. 2
	4. 2.93
* **1-8. See below.**
	1. 
	2. It grows by adding two tiles each time.
	3. 1;  The top and right tiles are removed, since the pattern is to add two tiles to expand each figure.
* **1-9. See below.**
	1. −59
	2. 17
	3. −72
	4. 6
	5. −24
	6. −25
	7. 25
	8. −25
	9. 7
* **1-10. See below.**
	1. *y* = 1
	2. *y* = 3
	3. *y* = 9