The assignment consists of the following problems from the text:

- Section 13.1, Pages 833–834: #6, #12, #14, #18, #22, and #40.
- Section 13.2, Pages 841–842: #18, #20, #30, #34, and #44.
- Section 13.3, Pages 848–850: #8, #10, #41, #50, #55, and #56.
- Section 13.4, Pages 856–857, #2, #6, #36, and #42.

The following problems related to Computer Lab I are also part of the assignment:

- Bézier Curves, Page 705. Using Maple, do problems #1 and #4.
- The Nephroid of Freeth and the Ovals of Cassini. These may sound like they refer to something right out of The Lord of the Rings, but they are actually the names of two kinds of curves. Use Maple to do problems #69 and #80 on Page 715. For #80, note that with the use of the relation between polar and Cartesian coordinates (and with the help of a double-angle formula for cosine) the equation given can be written in the form $F(x, y; a, c) = 0$. Then you can use the Maple command `implicitplot(F=0,x=x_a..x_b,y=y_a..y_b)` together with animations or superimposed plots as in the Computer Lab to understand the way the curves change as $a$ and $c$ vary.