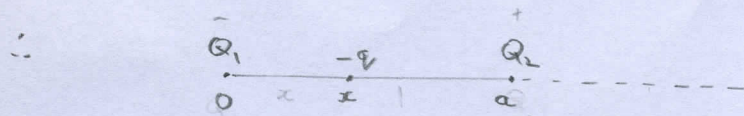


14. If you want to do $\sqrt{10}$ to 1 d.p. without calc,
 enough to say $3.1^2 = (3+0.1)^2 = 9 + 0.6 + 0.01 = 9.61$
 $3.2^2 = 10.24$
 10.24 is closest to 10 $\therefore \sqrt{10} = 3.2$ to 1 d.p.

16. Generally,
 $Q_1, Q_2 > 0$ $\vec{F} = -k \frac{Q_1 Q_2}{r^2} \hat{r}$ where \hat{r} points from Q to q



$\therefore \vec{F} = kQ_1 \left[-\frac{Q_1}{x^2} \hat{r}_1 - \frac{Q_2}{(a-x)^2} \hat{r}_2 \right]$ \hat{r}_1 points from Q_1 to q
 \hat{r}_2 " " Q_2 " q

Now, if $0 < x < a$, $\hat{r}_1 = -\hat{r}_2$ ①

whereas if $x < 0$ or $x > a$, $\hat{r}_1 = \hat{r}_2$ ②

So for case ①, $F = 0 \Rightarrow \frac{Q_1}{x^2} = \frac{Q_2}{(a-x)^2}$

$\therefore \left(\frac{x-a}{x}\right)^2 = \frac{Q_2}{Q_1} \Rightarrow \frac{x-a}{x} = \pm \sqrt{\frac{Q_2}{Q_1}} = 1 - \frac{a}{x}$

$\therefore \frac{a}{x} = 1 \pm \sqrt{\frac{Q_2}{Q_1}} \quad \therefore x = \frac{a}{1 \pm \sqrt{\frac{Q_2}{Q_1}}}$ ③

clearly + sol.ⁿ gives $x > 0$ and $x < a$ as required

- sol.ⁿ: $x = \frac{a\sqrt{Q_1}}{\sqrt{Q_1} - \sqrt{Q_2}}$: if $Q_2 < Q_1$, $x > 0$ & $x > a$ } contradicts
 if $Q_2 > Q_1$, $x < 0$ } assumption
 $0 < x < a$
 \therefore not a sol.ⁿ

Case ②, $\frac{Q_1}{x^2} + \frac{Q_2}{(a-x)^2} = 0 \Rightarrow$ no sol.ⁿ

$\therefore x = \frac{a}{1 + \sqrt{\frac{Q_2}{Q_1}}}$

If $Q_1/Q_2 < 0$ clearly no sol.ⁿ $0 < x < a$ ($\hat{r}_1 = \hat{r}_2$)
 otherwise $\hat{r}_1 = -\hat{r}_2$ and ③ is again obtained: + sol.ⁿ gives $0 < x < a$:
 \hookrightarrow - sol.ⁿ give either $x < 0$ or $x > a$ as required. } contradicts otherwise

\therefore - sol.ⁿ is if $\frac{Q_1}{Q_2} < 0$