

Instructor's office & hours: Room 126A: MW 3:15-4, T 9:30-10:00,4:15-5:30,Th 9:30-10, 11:45-12:30, 1:15-2:45,4:15-5:30.
505-925-8727 wcmurray@unm.edu

Prerequisite: C or better in Math 163 (Calculus II).

Required materials:

Text Thomas' Calculus 13th ed., by Weir & Hass .

Scientific graphing calculator.

Disabilities: If you have a documented disability, please provide me with a copy of your letter from Equal Access Services , so that appropriate accommodations can be made.

Academic Dishonesty, as defined in the UNM-Valencia catalog, includes copying work from other students. Any student found doing this is subject to disciplinary action, ranging from “a reduced or failing grade for the work in question and/or the course...” thru being dropped from the course to being dropped from the University.

Persistent disruptive behavior which interferes with students' education—such as loud, distractive talking, insulting classmates or the instructor, repeated interruption of students' or the instructor's work, etc., may result in the student being dropped from the class.

Electronic Communication Devices, incl. cell phones, laptops and such: **Must be Off** at all times during class. If you must text message, please leave the classroom.

Penalty for missing a test: If a test is missed without prior notification, the instructor may elect to not give a makeup. If a makeup is granted—as in a truly unavoidable situation-- the maximum score may be 80%. (Exceptions may be made for early notification of need to miss a test.)

Attendance: After four accumulated absences, the student may be dropped by the instructor without further notice.

Late homework: 1 day late, -50%; 2 days late, -100%.

<i>Grading</i>	Max possible points
Homework	100
4 tests	400
Drop lowest one of tests or homework	-100
Final exam (not dropped, comprehensive, min 65% to pass course)	<u>150</u>
	550 max poss course total

("x" represents student's total course score)

$532 \leq x \leq 550$	A+ (unless a test is missed, or homework score is less than 50%.)
$512 \leq x < 532$	A (unless a test is missed)
$495 \leq x < 512$	A-
$477 \leq x < 495$	B+
$457 \leq x < 477$	B
$440 \leq x < 457$	B-
$422 \leq x < 440$	C+
$402 \leq x < 422$	C
$385 \leq x < 402$	C-
$330 \leq x < 385$	D
$0 \leq x < 330$	F

...Calc III Syllabus, continued....

Course Objectives/Student Learning Outcomes: A student who earns an “A” or “B” in the course should be able to:

1. Interpret and construct graphs of lines and surfaces in 3-D.
2. Calculate Dot and Cross Products of 3-D vectors.
3. Match equations of cylindrical and quadric surfaces to their graphs.
4. Perform derivative and integral calculations on vector functions.
5. Solve projectile motion problems using vector equations.
6. Identify and calculate arc length, unit tangent vector, and curvature.
7. Identify and calculate the unit normal vector, and also the unit binormal vector, to a 3D curve.
8. Graph functions of two variables, e.g. $z = f(x,y)$.
9. Find limits of functions of more than one variable.
10. Find derivatives of functions of more than one variable.
11. Calculate directional derivatives and the gradient for functions of two and three variables.
12. Construct normal lines and tangent planes to a point on a surface $z = f(x,y)$.
13. Estimate the change in a function $z = f(x,y)$ due to a small change Δx or Δy , using differentials.
14. Find extrema of functions of two variables using the 1st & 2nd derivative tests.
15. Find extrema of functions of two variables using the method of Lagrange multipliers.
16. Perform integration of functions of two variables (double integrals), in
 - a) rectangular coordinates, and
 - b) polar coordinates.
17. Perform integration of functions of three variables (triple integrals), in
 - a) rectangular, b) cylindrical, and
 - c) spherical coordinates.
18. Calculate the work done by a vector force-field in 3-D space over a variable path (line integrals).
19. Calculate, and explain the concepts of, circulation and flux of a vector field.
20. Use Green's theorem to calculate circulation in a 2-D vector field.
21. Calculate surface integrals.
22. Using Stoke's theorem, calculate circulation in a 3-D vector field.
23. Find the divergence of 2-D and 3-D vector fields.
24. Calculate the Curl at a point in a 3-D vector field
25. Find the Laplacian of a function.