

$$6 \text{ for } \begin{bmatrix} 0 \\ 1 \end{bmatrix} = c_1 e^{\lambda_1 t} \begin{bmatrix} 1 \\ -\frac{b + \sqrt{b^2 - 4k}}{2} \end{bmatrix} + c_2 e^{\lambda_2 t} \begin{bmatrix} 1 \\ -\frac{b - \sqrt{b^2 - 4k}}{2} \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} c_1 + c_2 \\ -\frac{b}{2}(c_1 + c_2) + \frac{\sqrt{b^2 - 4k}}{2}(c_1 - c_2) \end{bmatrix}$$

$$\Rightarrow 1 = \frac{\sqrt{b^2 - 4k}}{2}(c_1 - c_2) \quad \text{and } c_1 = -c_2$$

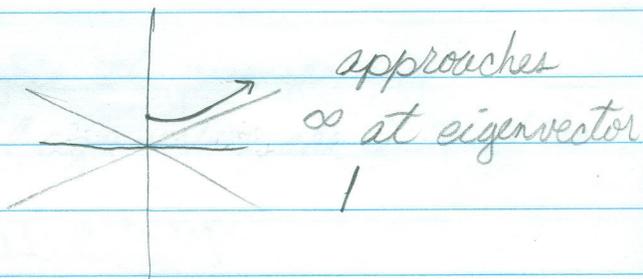
$$\Rightarrow 1 = \frac{\sqrt{b^2 - 4k}}{2}(c_1) \Rightarrow c_1 = \frac{2}{\sqrt{b^2 - 4k}} \quad c_2 = -\frac{2}{\sqrt{b^2 - 4k}}$$

1/2 point
for correct
 $x(t)$

λ_2 is always negative ($\lambda_2 = \frac{-b - \sqrt{b^2 - 4k}}{2}$),

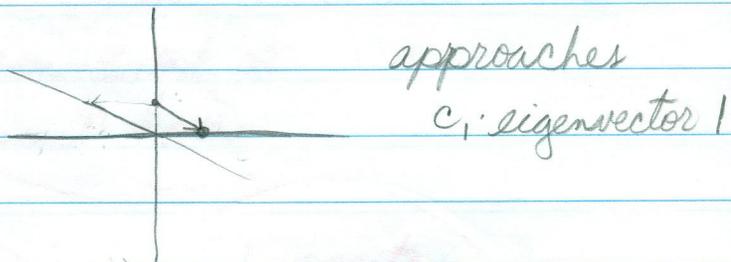
and $\lambda_1 = \frac{-b + \sqrt{b^2 - 4k}}{2}$

if $\lambda_1 > 0$ $x(t) \rightarrow$



1/2 point
for what happens
to $x(t)$

if $\lambda_1 = 0$ $x(t) \rightarrow$



if $\lambda_1 < 0$ $x(t) \rightarrow$

