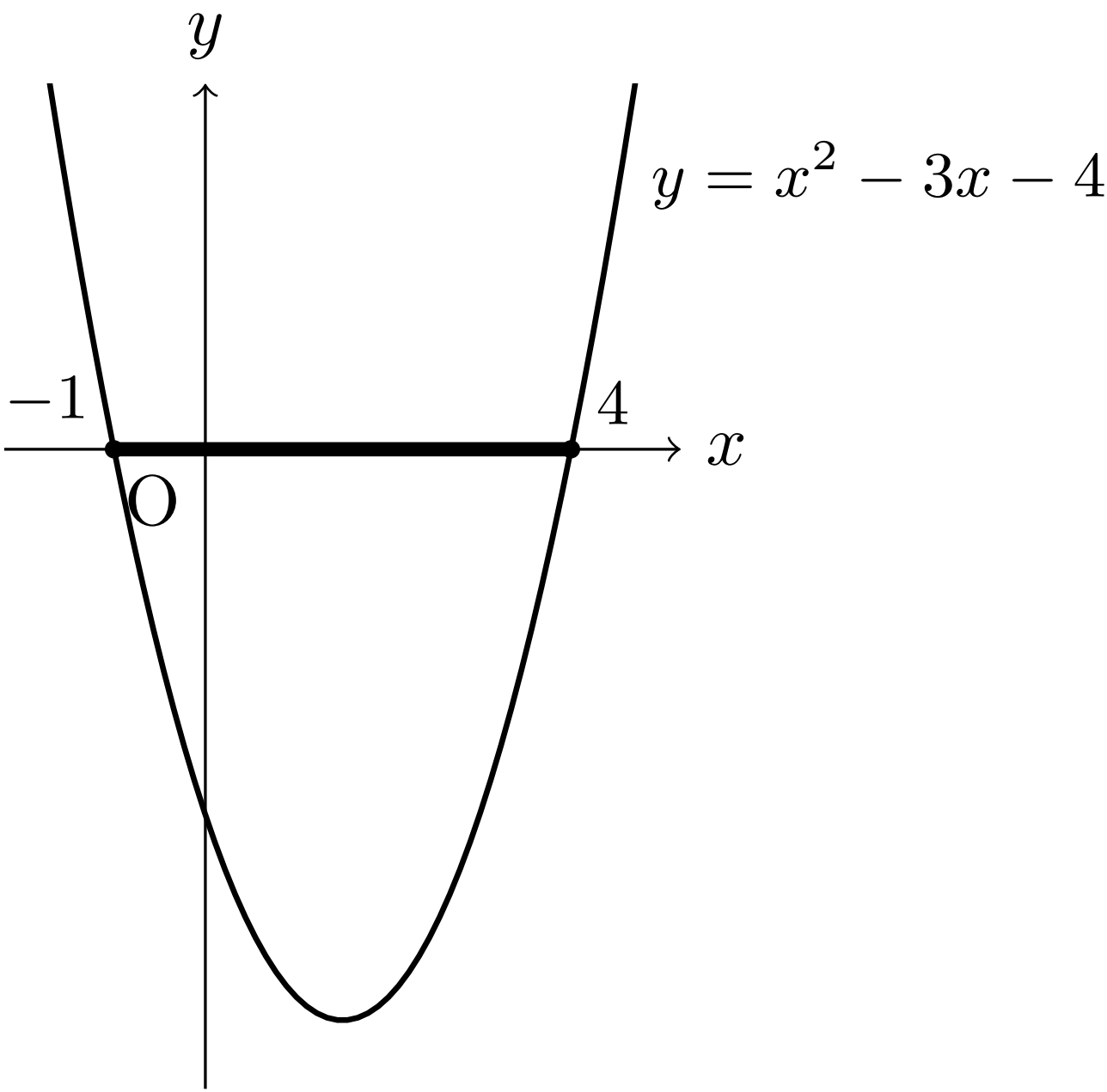

y
y = x² − 3x − 4
−1
4
x
O