## MATH 4 Class

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## MATCHING GAME

The goal of the puzzle is to make correct pairs of questions and answers with a minimal amount of incorrect attempts.

## Alan Turing, one of the leading codebreakers of Enigma code.

Match each of the given equations, where $x$ is a real variable, with all possible values of the parameter $t$ for which the equation has at least one solution.

## Equations:

1 4
2 5

36

Values of parameter $t$ :
A
C
D

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