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Experiment No.	**1 A**

AIM:	To implement the various functions e.g., linear, non-linear, quadratic, exponential, etc.

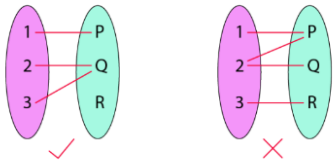
Program 1

PROBLEM STATEMENT :

Experiment No. 0

Aim – To implement the various functions e.g. linear, non-linear, quadratic, exponential etc.

Details – A function is a relation between a set of inputs and a set of permissible outputs with the property that each input is related to exactly one output. Let A & B be any two non-empty sets; mapping from A to B will be a function only when every element in set A has one end, only one image in set B.



Problem Definition & Assumptions – For this experiment, you have to implement at least 10 functions from the following list.

$(\frac{3}{2})^n$	n^3	$\lg^2 n$	$\lg(n!)$	2^{2^n}	$n^{1/\lg n}$
$\ln\ln n$	$\lg n$	$n \cdot 2^n$	$n^{\lg\lg n}$	$\ln n$	$2^{\lg n}$
$2^{\lg n}$	$(\lg n)^{\lg n}$	e^n	$(\lg n)!$	$(\sqrt{2})^{\lg n}$	$\sqrt{\lg n}$
$\lg(\lg n)$	$2^{\sqrt{2\lg n}}$	n	2^n	$n \lg n$	$2^{2^{n+1}}$

Note – *lg* denotes for log_2 and *le* denotes log_e

The input (i.e. *n*) to all the above functions varies from 0 to 100 with increment of 1. Then add the function n! in the list and execute the same for n from 0 to 20.

Important Links:

1. C/C++ Function Online library
   https://cplusplus.com/reference/cstdlib/rand/
2. Formal definition of Function
   https://www.whitman.edu/mathematics/higher_math_online/section04.01.html
3. Draw 2-D plot using OpenLibre/MS Excel
   https://support.microsoft.com/en-us/topic/present-your-data-in-a-scatter-chart-or-a-line-chart-4570a80f-599a-4d6b-a155-104a9018b86e

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Input –

1) Each student randomly chose any ten functions from the aforementioned list.

Output –

1) Print the values of each function value for all *n* starting 0 to 100 in tabular format for both aforementioned cases
2) Draw two 2D plot of all functions such that x-axis represents the values of *n* and y-axis represent the function value for different n values using LibreOffice Calc/MS Excel.

ALGORITHM:	The implemented functions were: 1. constant : 1 2. logarithmic: lg(n) 3. linear: n 4. linearithmic: nlg(n) 5. quadratic: n^2 6. cubic: n^3 7. factorial: n! 8. exponential: e^n 9. power: $(3/2)^n$ - 5000 10. squared log: $lg(n)^2$ 11. function11 $sqrt(2)^{lg(n)}$ 12. log of log: lg(lg(n)) *log is taken as lg everywhere* cntd…

PROGRAM:

```c
#include <stdio.h>
#include <math.h>

double constf(double n){return 1;}

double logarithmicf(double n){return log2(n);}

double linearf(double n){return n;}

double linearithmicf(double n){return n*log2(n);}

double quadraticf(double n){return pow(n,2);}

double cubicf(double n){return pow(n,3);}

double exponentialf(double n){return exp(n);  }

double powerf(double n){  return pow(3.0/2,n);}

double logsquaredf(double n){return pow(log2(n),2);}

double function11(double n){return pow(sqrt(2),log2(n));}

double loglogf(double n){return log2(log2(n));}

double factorialf(double n){
    if(n==0)return 1;
    return n*factorialf(n-1);
}
```

```c
int main(){
    double ip[11]={0,10,20,30,40,50,60,70,80,90,100};
    printf("%7c\t%7c\n",'x','y');

    printf("constant:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],constf(ip[i]));

    printf("logarithmic:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],logarithmicf(ip[i]));

    printf("linear:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],linearf(ip[i]));

    printf("linearithmic:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],linearithmicf(ip[i]));

    printf("quadratic:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],quadraticf(ip[i]));

    printf("cubic:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],cubicf(ip[i]));

    printf("exponential:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],exponentialf(ip[i]));

    printf("power:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],powerf(ip[i]));

    printf("logsquared:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],logsquaredf(ip[i]));

    printf("function11\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],function11(ip[i]));

    printf("loglog:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],loglogf(ip[i]));

    printf("factorial:\n");for(int i=0;i<11;i++)printf("%3.3f\t%5.3f\n",ip[i],factorialf(ip[i]));

}
```

RESULT:

Outputs:

```
      x       y
constant:
0.000   1.000
10.000  1.000
20.000  1.000
30.000  1.000
40.000  1.000
50.000  1.000
60.000  1.000
70.000  1.000
80.000  1.000
90.000  1.000
100.000 1.000
logarithmic:
0.000   -1.#IO
10.000  3.322
20.000  4.322
30.000  4.907
40.000  5.322
50.000  5.644
60.000  5.907
70.000  6.129
80.000  6.322
90.000  6.492
100.000 6.644
linear:
0.000   0.000
10.000  10.000
20.000  20.000
30.000  30.000
40.000  40.000
50.000  50.000
60.000  60.000
70.000  70.000
80.000  80.000
90.000  90.000
100.000 100.000
linearithmic:
0.000   -1.#IO
10.000  33.219
20.000  86.439
30.000  147.207
40.000  212.877
50.000  282.193
60.000  354.413
70.000  429.050
80.000  505.754
90.000  584.267
100.000 664.386
```

```
quadratic:
0.000   0.000
10.000  100.000
20.000  400.000
30.000  900.000
40.000  1600.000
50.000  2500.000
60.000  3600.000
70.000  4900.000
80.000  6400.000
90.000  8100.000
100.000 10000.000
cubic:
0.000   0.000
10.000  1000.000
20.000  8000.000
30.000  27000.000
40.000  64000.000
50.000  125000.000
60.000  216000.000
70.000  343000.000
80.000  512000.000
90.000  729000.000
100.000 1000000.000
power:
0.000   1.000
10.000  57.665
20.000  3325.257
30.000  191751.059
40.000  11057332.321
50.000  637621500.214
60.000  36768468716.933
70.000  2120255184830.252
80.000  122264598055704.640
90.000  7050392822843069.000
100.000 406561177535215230.000
```

```
exponential:
0.000   1.000
10.000  22026.466
20.000  485165195.410
30.000  10686474581524.463
40.000  235385266837020000.000
50.000  5184705528587072000000.000
60.000  114200738981568420000000000.000
70.000  2515438670919166900000000000000.000
80.000  55406223843935098000000000000000000.000
90.000  1220403294317840800000000000000000000000.000
100.000 26881171418161356000000000000000000000000000.000
```

logsquared:	
0.000	1.#IO
10.000	11.035
20.000	18.679
30.000	24.078
40.000	28.323
50.000	31.853
60.000	34.891
70.000	37.568
80.000	39.967
90.000	42.144
100.000	44.141

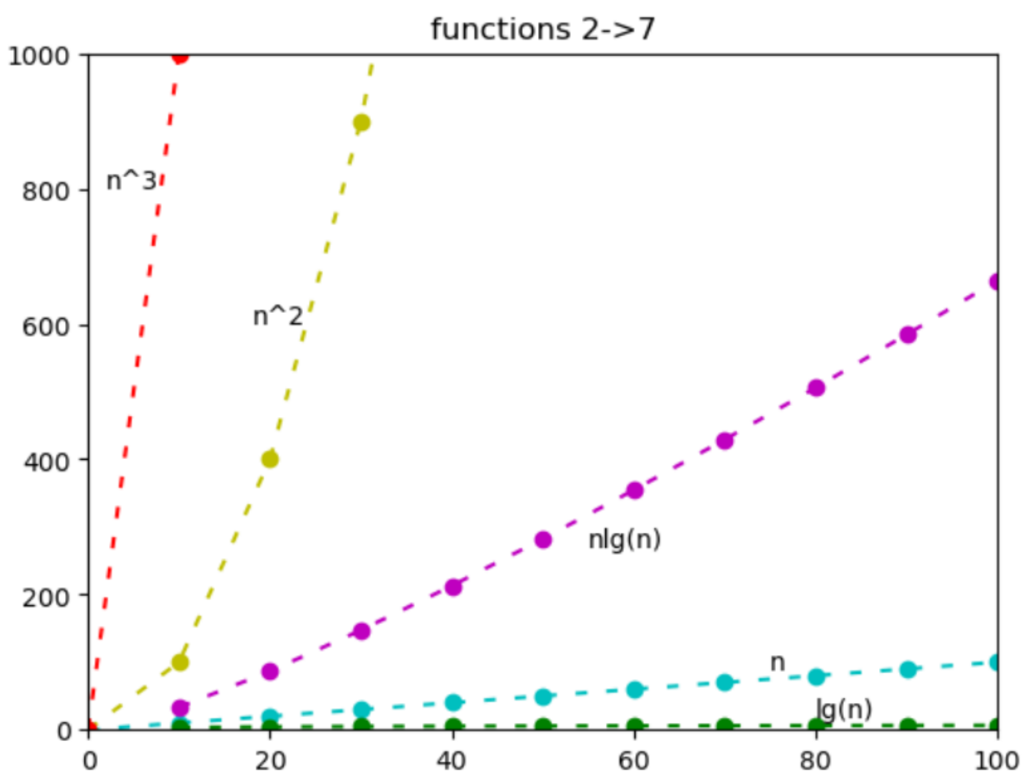
function11	
0.000	0.000
10.000	3.162
20.000	4.472
30.000	5.477
40.000	6.325
50.000	7.071
60.000	7.746
70.000	8.367
80.000	8.944
90.000	9.487
100.000	10.000

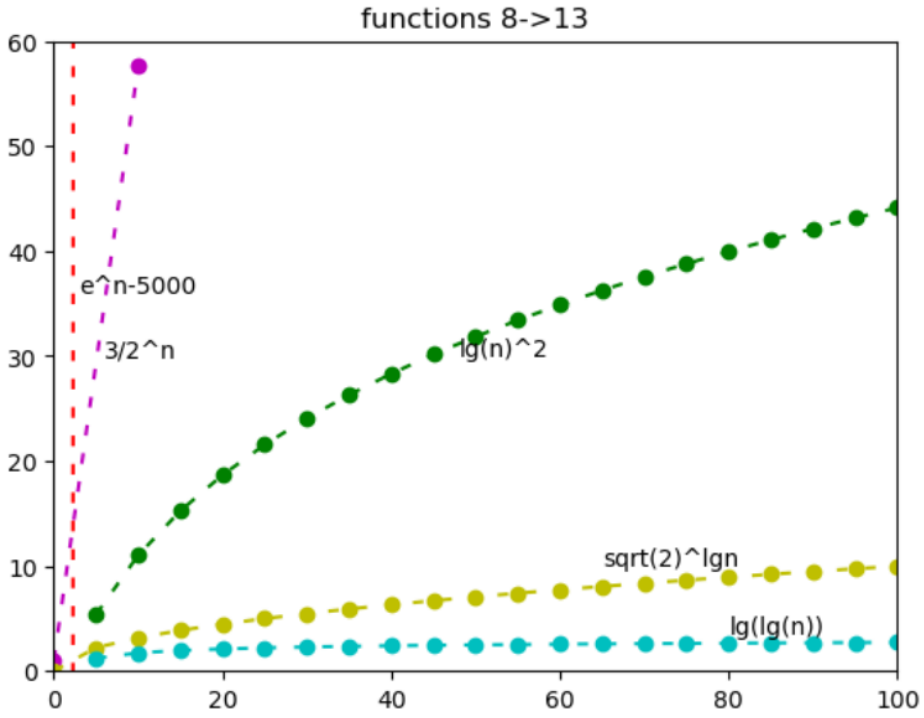
loglog:	
0.000	-1.#IO
10.000	1.732
20.000	2.112
30.000	2.295
40.000	2.412
50.000	2.497
60.000	2.562
70.000	2.616
80.000	2.660
90.000	2.699
100.000	2.732

```
factorial:
0.000   1.000
10.000  3628800.000
20.000  2432902008176640000.000
30.000  265252859812191070000000000000000.000
40.000  815915283247897680000000000000000000000000000000.000
50.000  30414093201713376000000000000000000000000000000000000000000000000.000
50.000  30414093201713376000000000000000000000000000000000000000000000000.000
60.000  8320987112741389900000000000000000000000000000000000000000000000000000000000000000.000
70.000  11978571669969892000000000000000000000000000000000000000000000000000000000000000000000000000000000000.000
80.000  71569457046263806000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000.000
90.000  1485715964481761500000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000.000
100.000 93326215443944151000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000.000
```

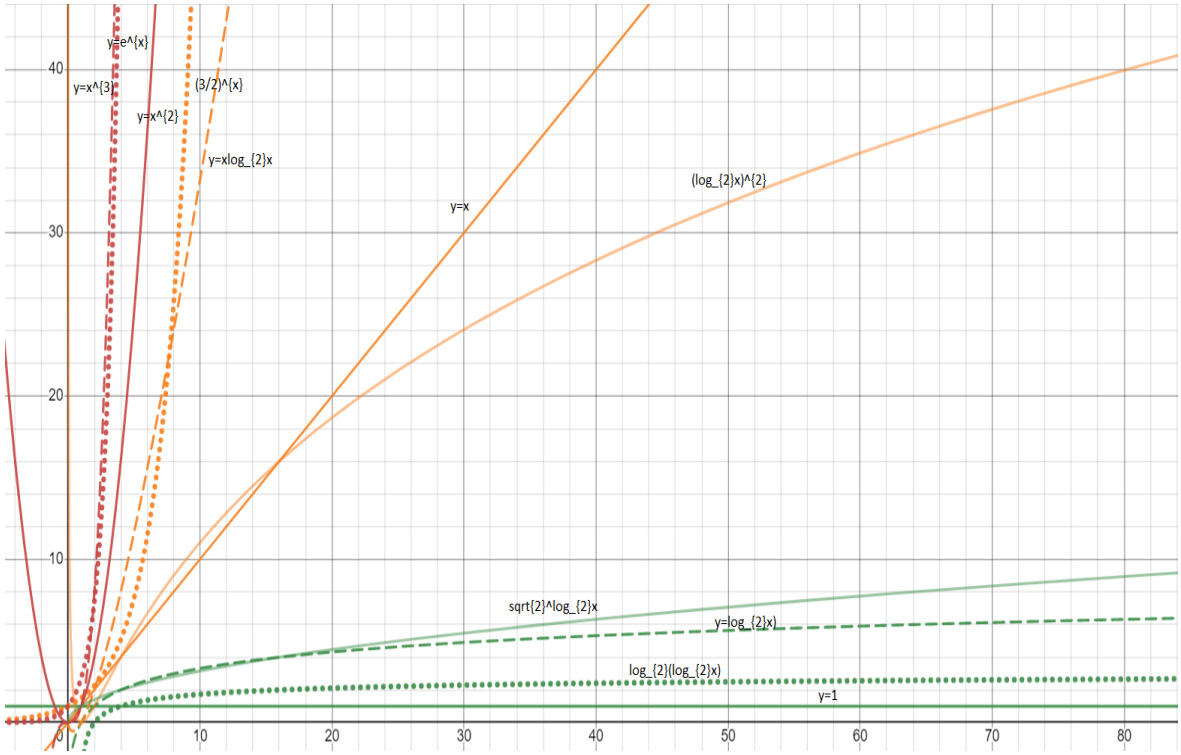
Plots:

Final plots of results: y = f(x)





For all functions: y = f(x)



cntd…

	Conclusions: 1. Overall, y = k has the least rate of increase, which is zero. 2. Other functions having an extremely low rate of increase are: lg(lg(n)) , sqrt(2)$^{lg(n)}$ and lg(n) 3. y = x has constant slope. 4. Any positive power/exponential function increases steeply with x. 5. e^x has the highest slope, followed by x^3 (considering significant values of x) 6. y = $lg(x)^2$ has very weird behavior, going to an extremely high slope for x below 1, but declining in slope even more than y = x when x is greater than 1. 7. y = x! of course is the function with the overall highest steepness, with anything greater than 12! being impossible to compute. (For 4-byte int) 8. log functions are not defined for 0.