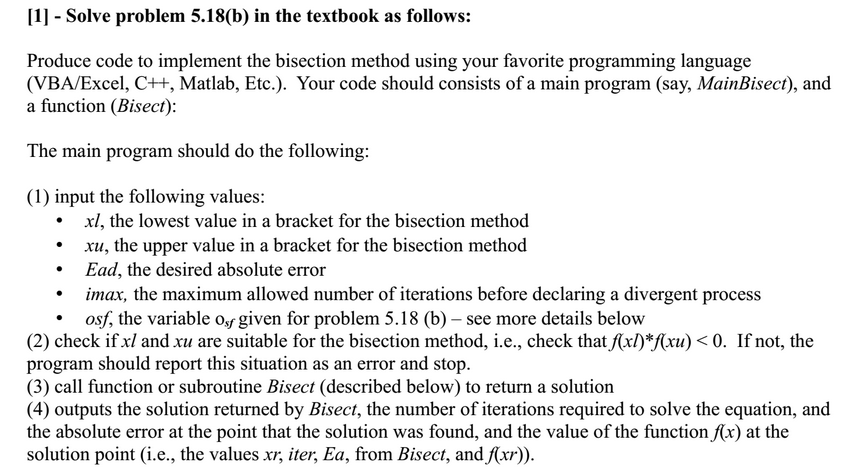
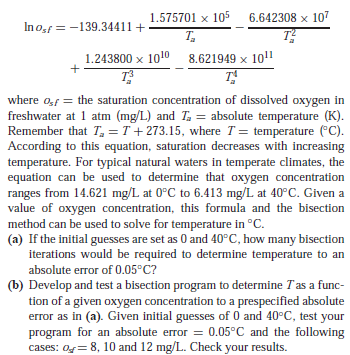
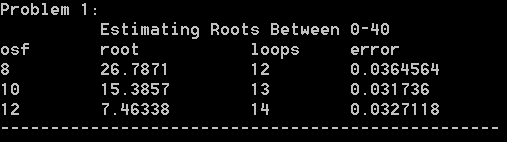
Problem 1



Solution: 

assign2.cpp:

//---------------------------------------------------------------------------------+

// Estimate Bisect |

// Given an arbitrary polynomial, use the bisection method to solve |

// The equation "f(root) = 0", assuming l\_bound < root < r\_bound |

//---------------------------------------------------------------------------------+

Estimate assign2:: Bisect(

std::function<double(double)> f,

double l\_bound,

double r\_bound,

double max\_loops,

double max\_error) {

Estimate est(l\_bound);

double lSign = f(l\_bound);

if (lSign \* f(r\_bound) >= 0) {

std::cout <<

"Error: left-hand and right-hand estimates do not bound a root" << std::endl;

return est;

}

double prev, sign;

do {

++est.loops;

prev = est.value;

est.value = (l\_bound + r\_bound) / 2;

if (est.value != 0) {

est.error = abs(est.value - prev) \* 100 / est.value;

}

sign = f(est.value) \* lSign;

if (sign < 0) {

r\_bound = est.value;

} else if (sign > 0) {

l\_bound = est.value;

} else {

est.error = 0;

}

} while (est.loops < max\_loops && est.error >= max\_error);

return est;

}

//---------------------------------------------------------------------------------+

// Problem 1 - Using the Bisection Method |

//---------------------------------------------------------------------------------+

void assign2::Problem1() {

Estimate est;

double osf = 8;

auto polynomial = [&osf](double x) -> double {

double T\_Kelvin[5];

Powers(T\_Kelvin, 5, x + 273.15);

return log(osf)

+ 139.34411

- (157570.1 / T\_Kelvin[1])

+ (66423080 / T\_Kelvin[2])

- (12438000000 / T\_Kelvin[3])

+ (862194900000 / T\_Kelvin[4]);

};

const int

TITLE = 50,

COL\_OSF = 10,

COL\_ROOT = 15,

COL\_LOOPS = 10,

COL\_ERROR = 15;

std::cout << "Problem 1:" << std::endl

<< std::setw(TITLE) << centered("Estimating Roots Between 0-40")

<< std::endl << std::left

<< std::setw(COL\_OSF) << "osf"

<< std::setw(COL\_ROOT) << "root"

<< std::setw(COL\_LOOPS) << "loops"

<< std::setw(COL\_ERROR) << "error"

<< std::endl;

est = Bisect(polynomial, 0, 40, 100, 0.05);

std::cout

<< std::setw(COL\_OSF) << "8"

<< std::setw(COL\_ROOT) << est.value

<< std::setw(COL\_LOOPS) << est.loops

<< std::setw(COL\_ERROR) << est.error

<< std::endl;

osf = 10;

est = Bisect(polynomial, 0, 40, 100, 0.05);

std::cout

<< std::setw(COL\_OSF) << "10"

<< std::setw(COL\_ROOT) << est.value

<< std::setw(COL\_LOOPS) << est.loops

<< std::setw(COL\_ERROR) << est.error

<< std::endl;

osf = 12;

est = Bisect(polynomial, 0, 40, 100, 0.05);

std::cout

<< std::setw(COL\_OSF) << "12"

<< std::setw(COL\_ROOT) << est.value

<< std::setw(COL\_LOOPS) << est.loops

<< std::setw(COL\_ERROR) << est.error

<< std::endl;

std::cout << "--------------------------------------------------" << std::endl << std::endl;

}

assign2.h:

#pragma once

#include <functional>

namespace assign2 {

struct Estimate {

double error;

double value;

int loops;

Estimate(double est = 0) {

error = 100;

loops = 0;

value = est;

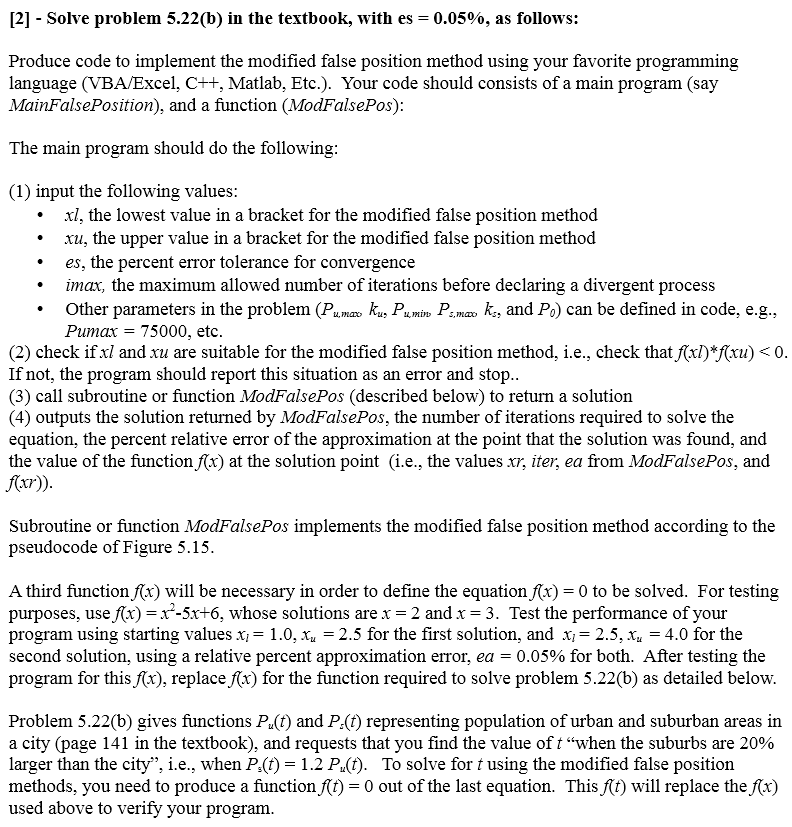
}

};

Estimate Bisect(std::function<double(double)>, double, double, double, double);

void Problem1();

}

Problem 2

