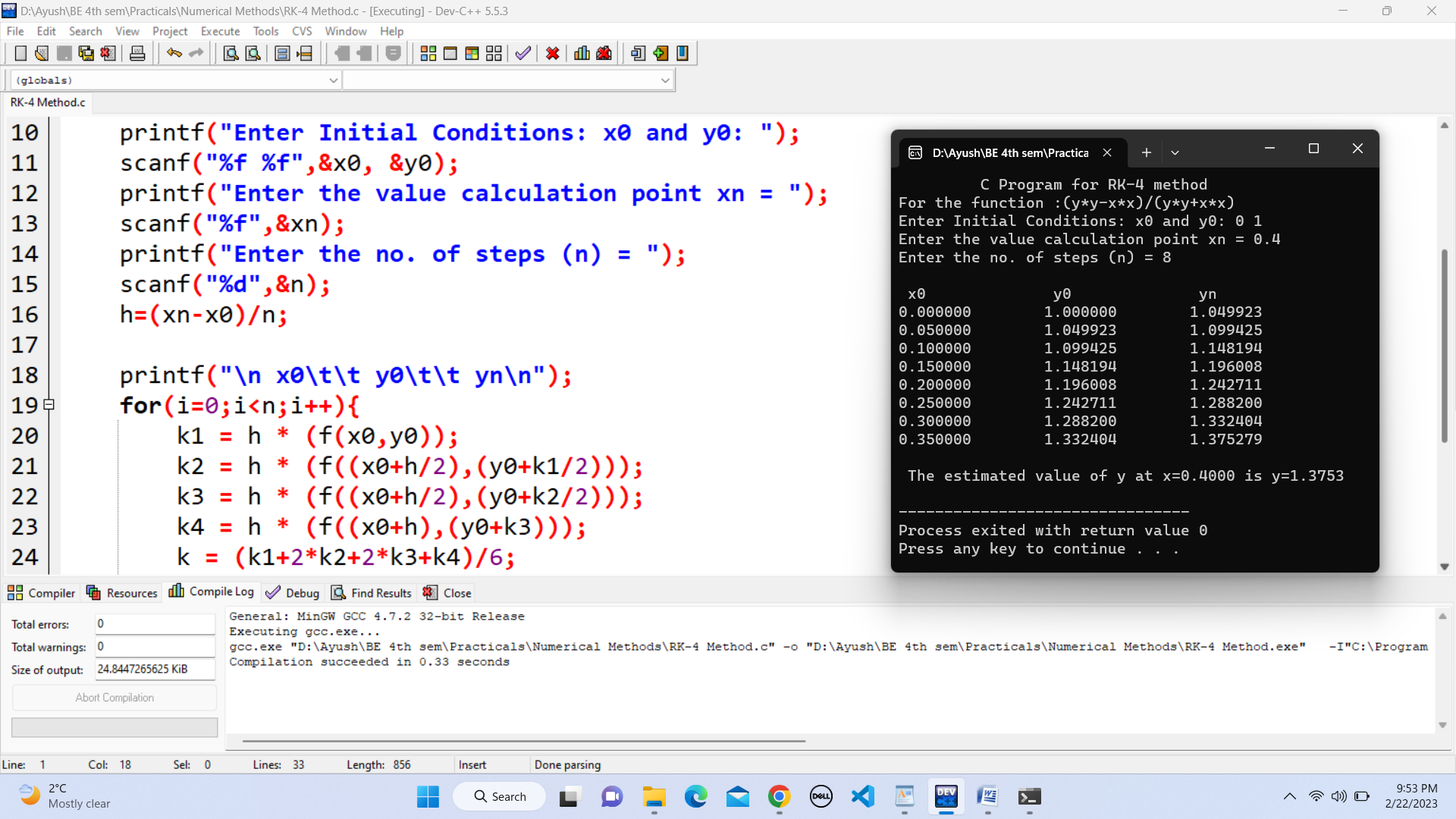
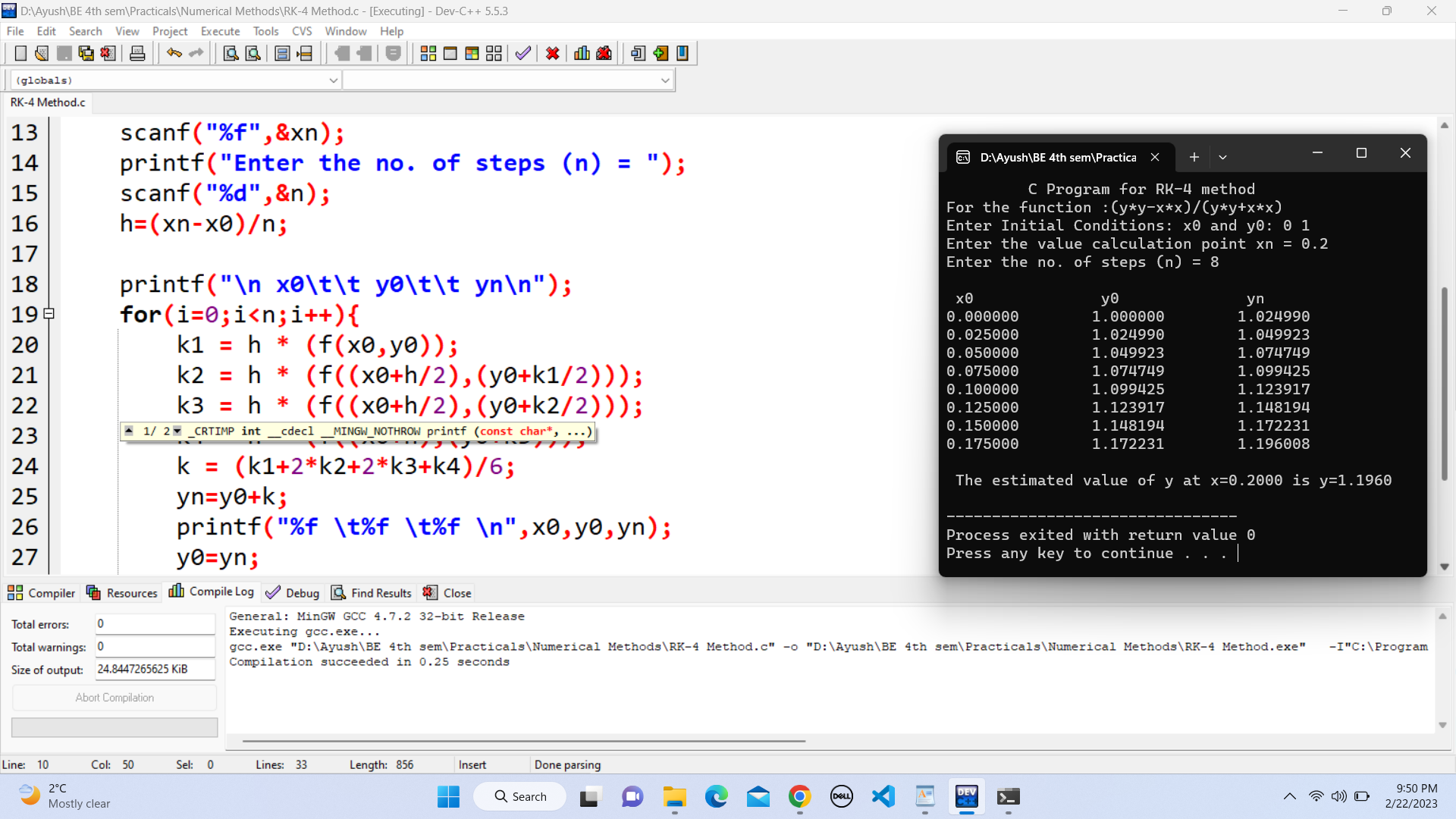
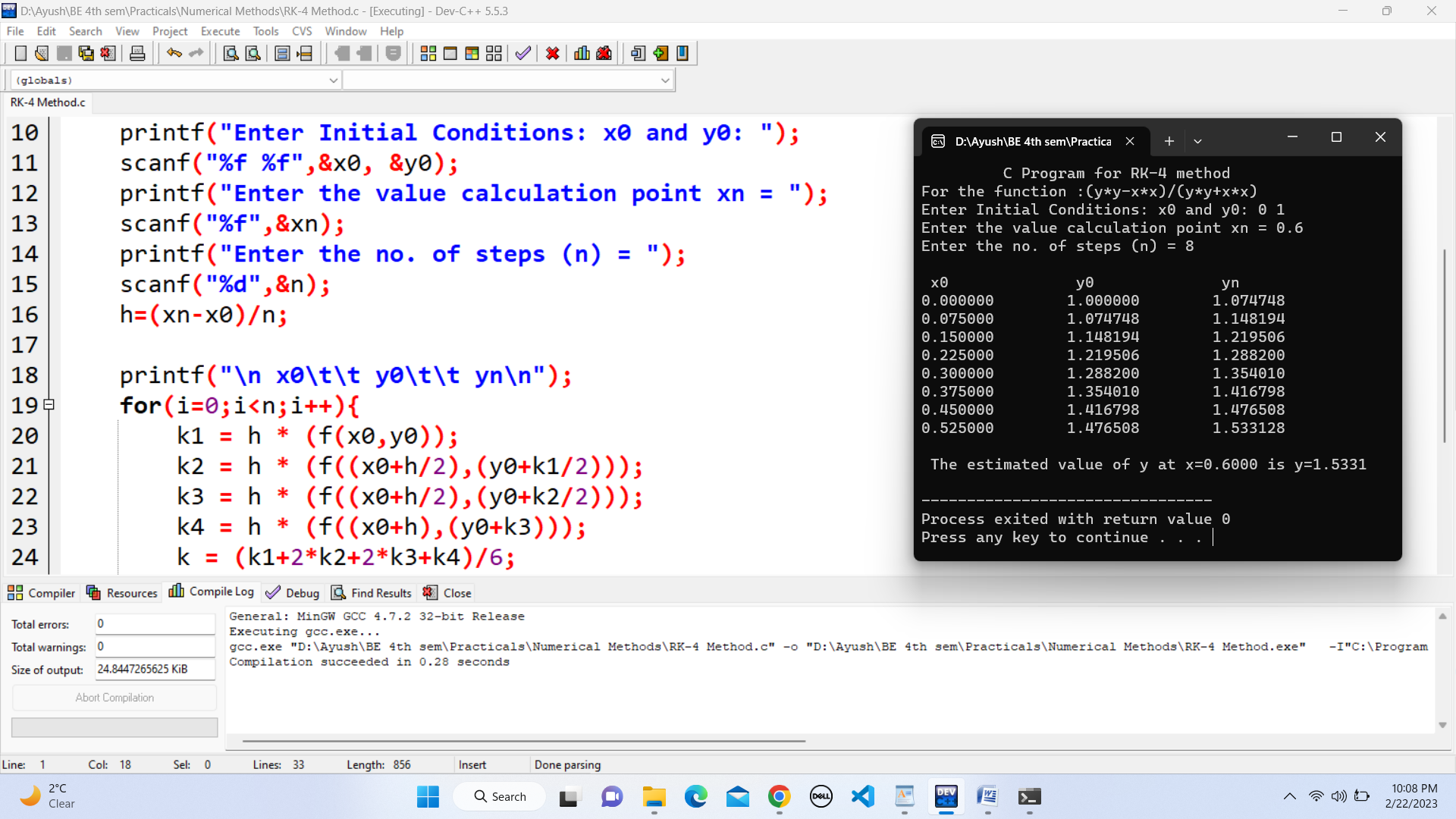
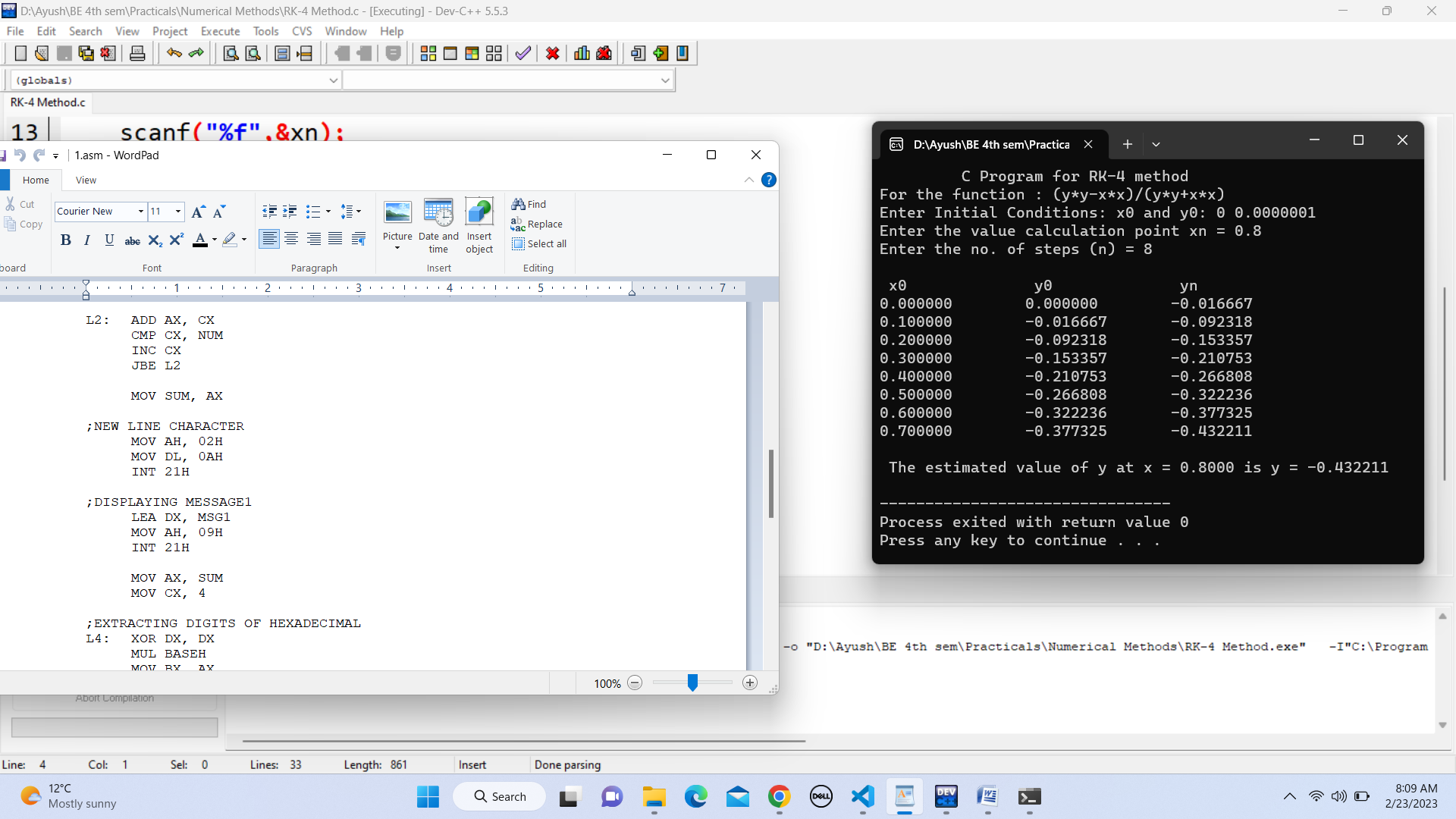
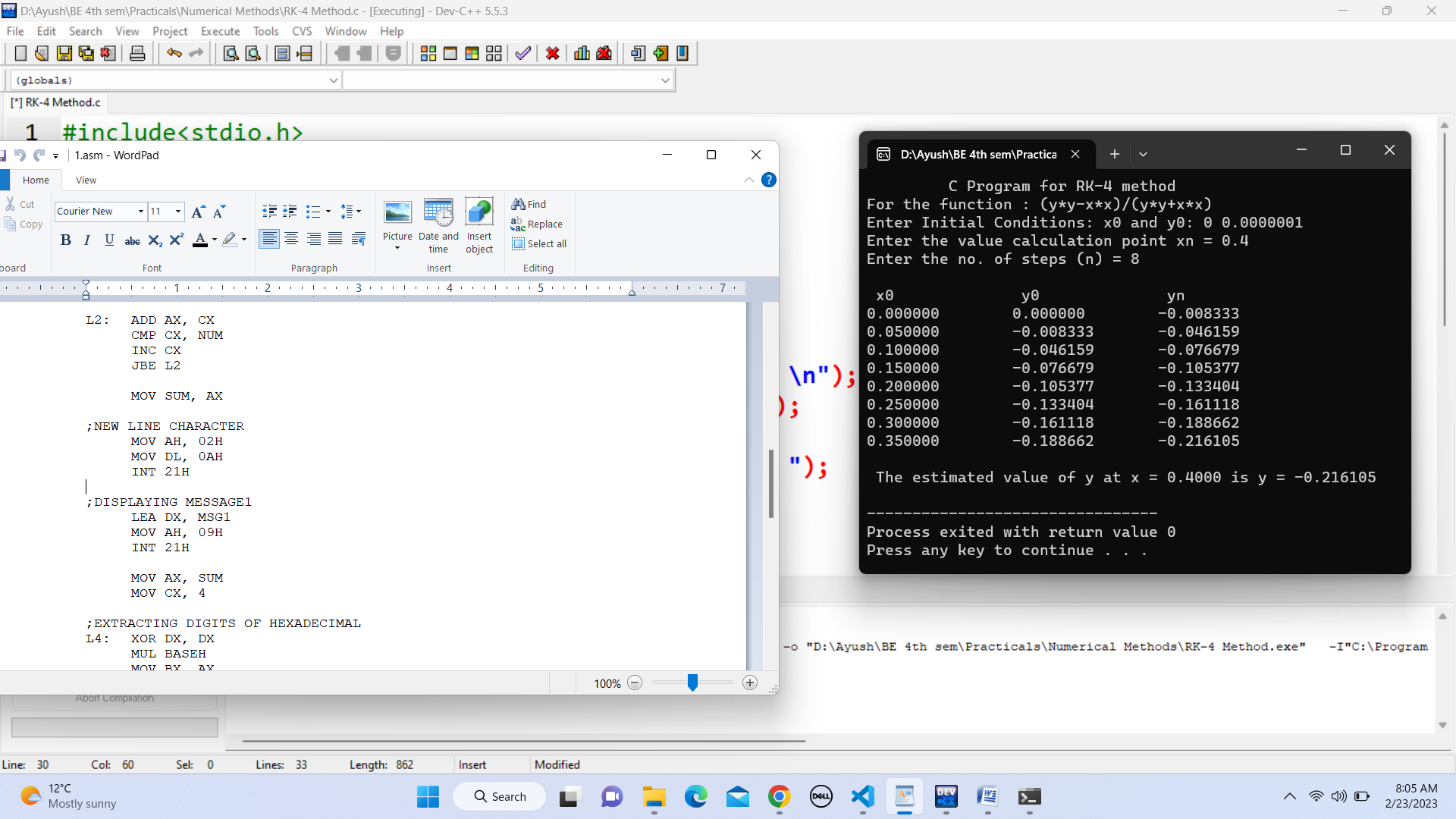
Using RK-4 method, solve:

1. and y(0)=1 at x = 0.2, 0.4, 0.6



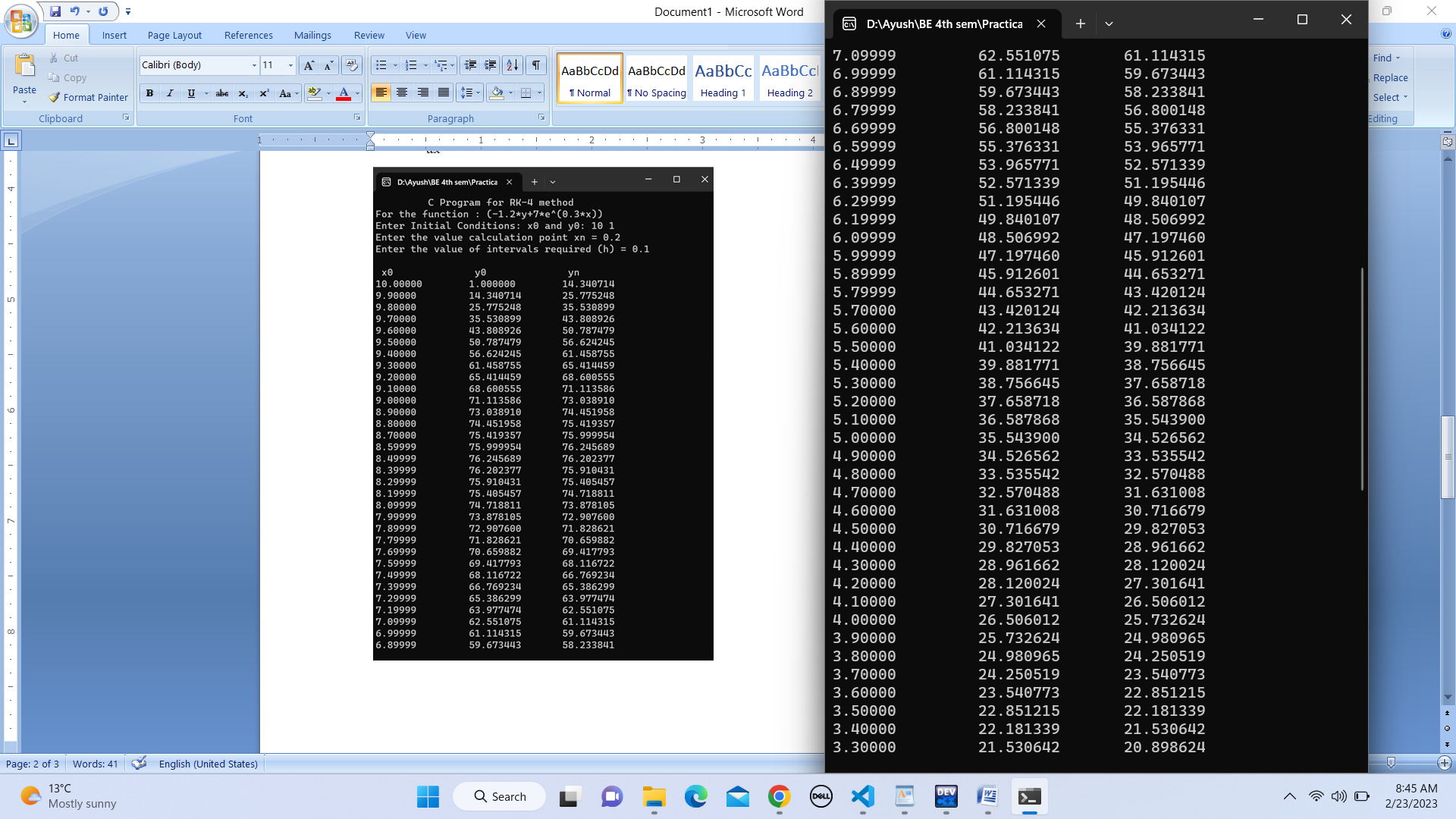
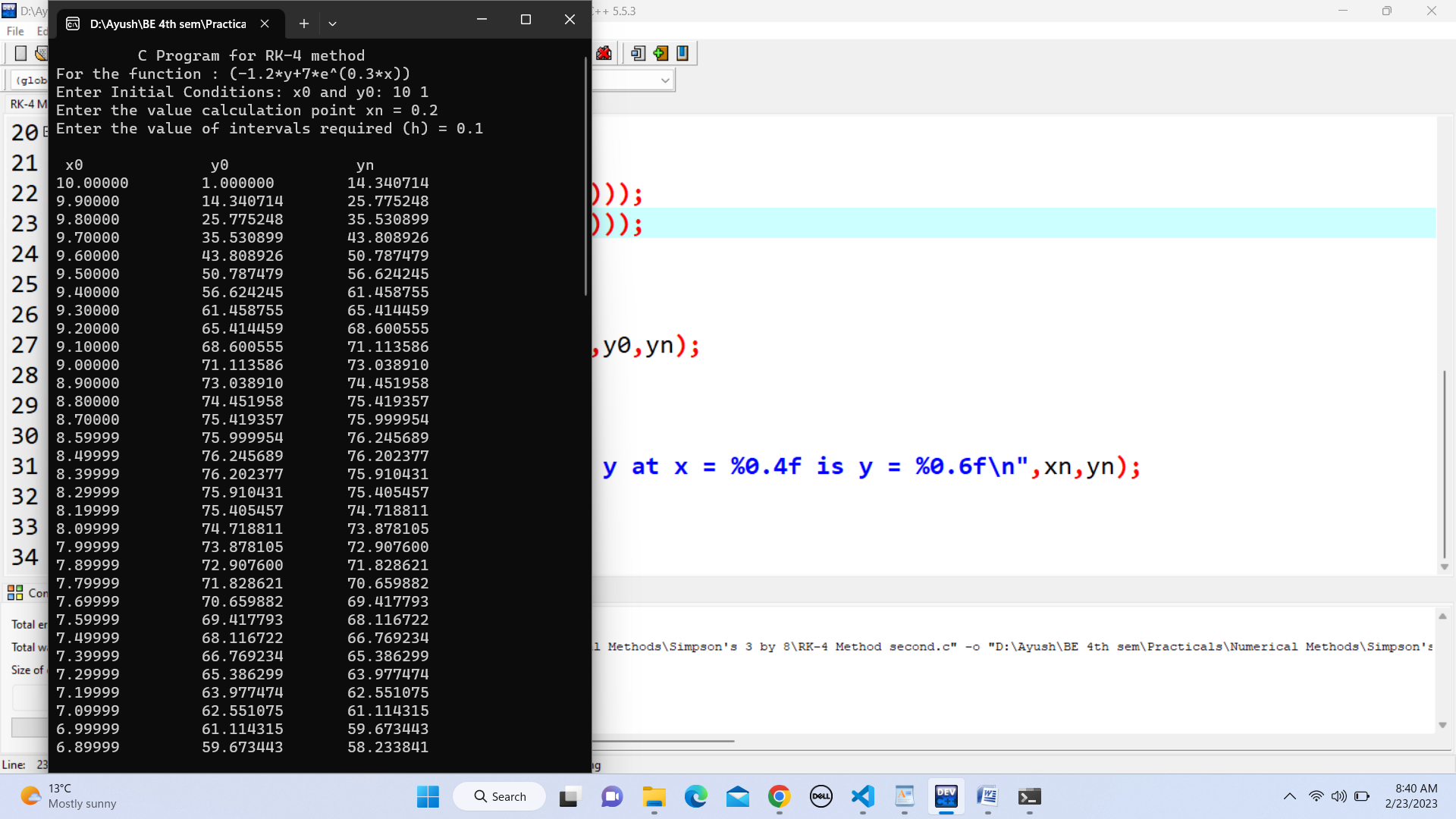


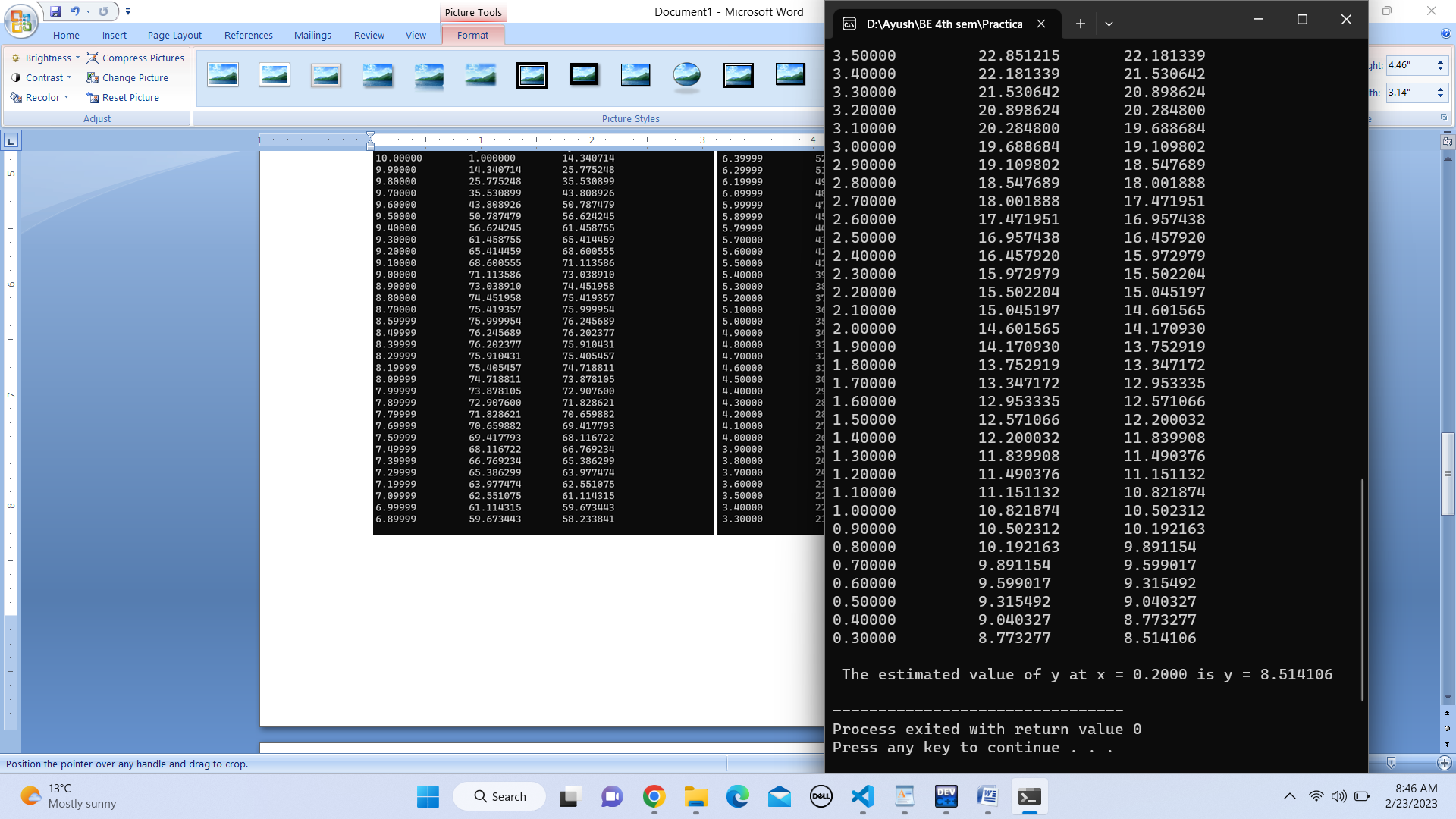
1. and y(0)=0 at x = 0.4, 0.8



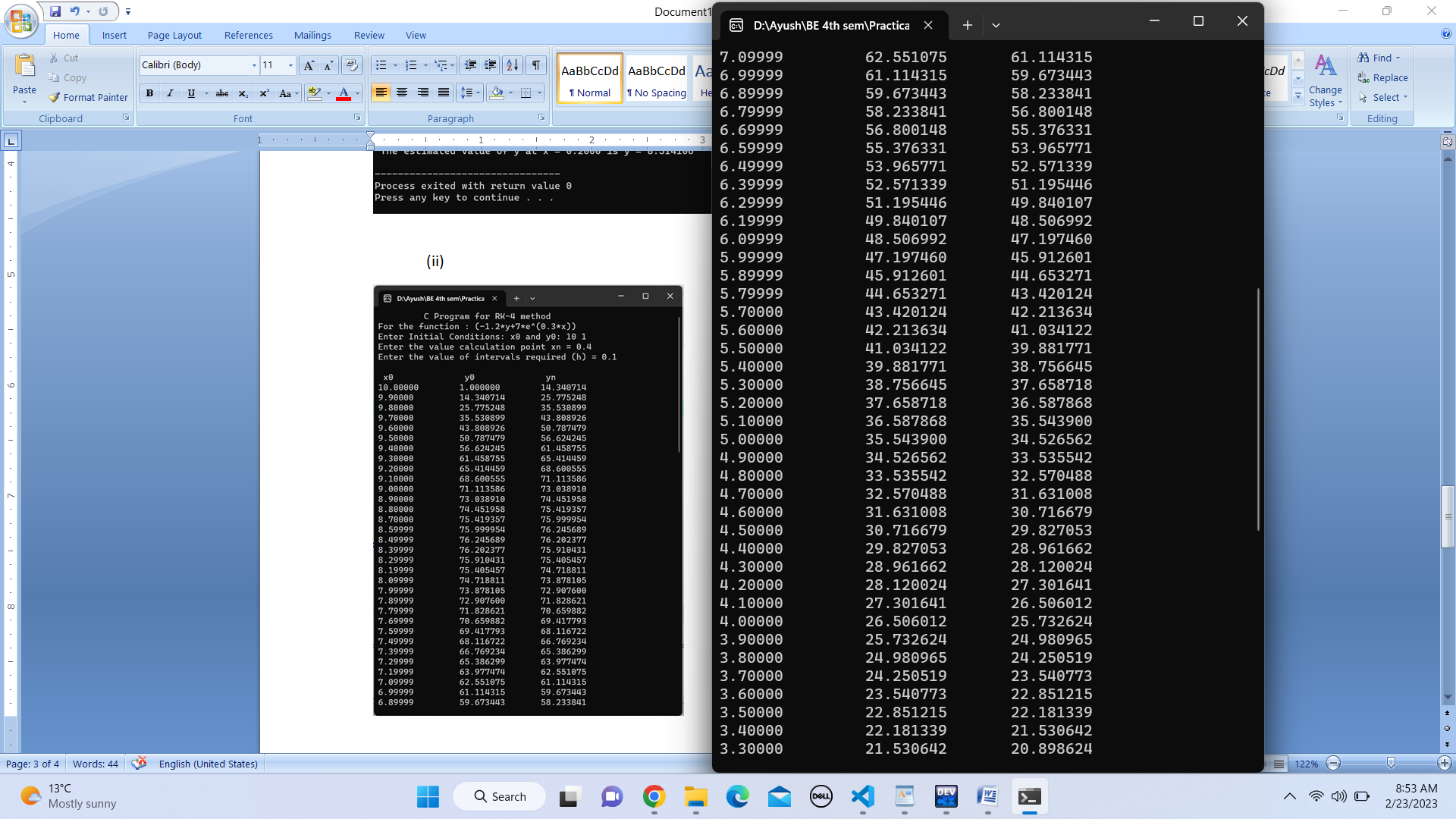
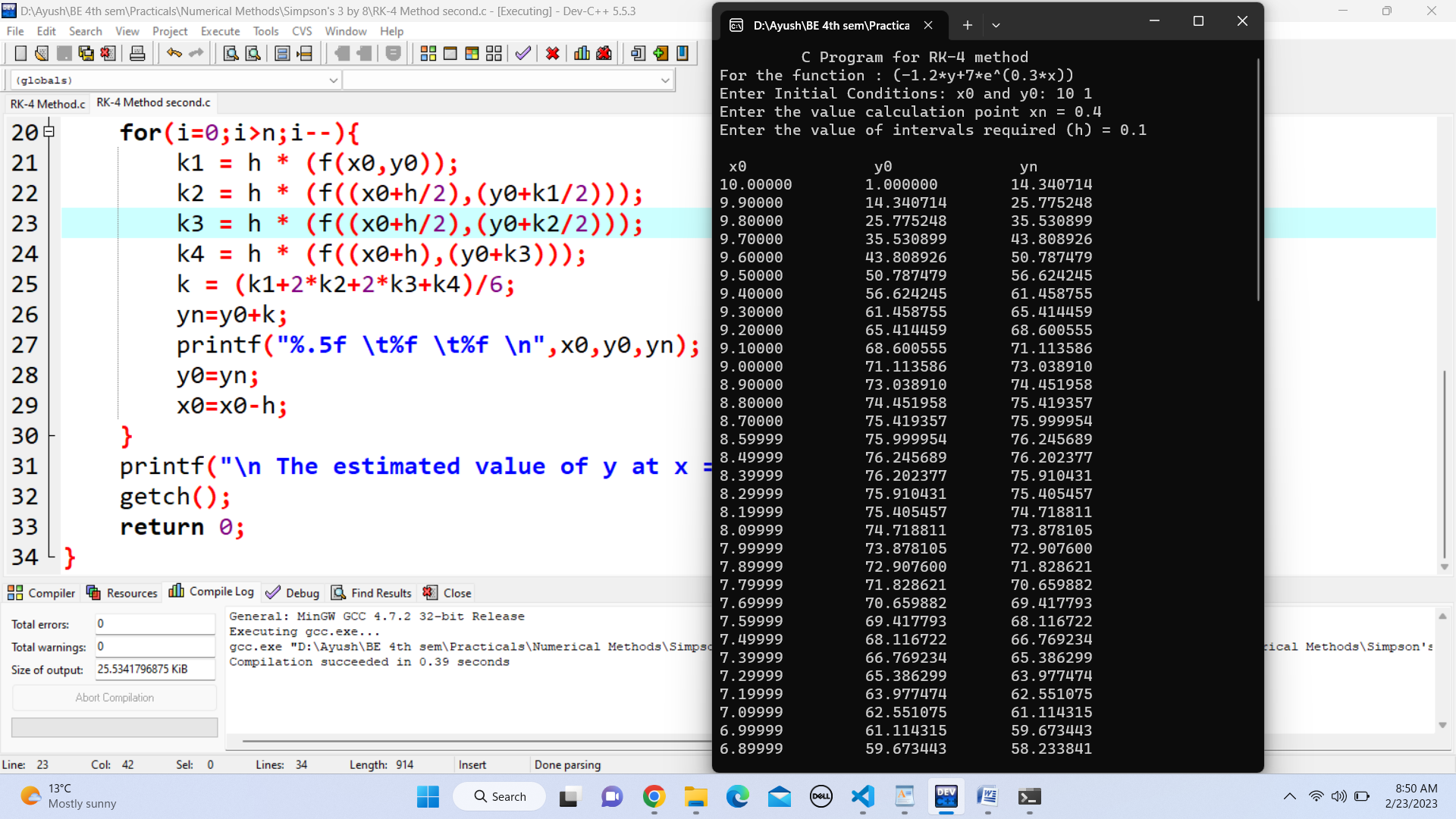
1. and y(10)=1 at x = 0.2, 0.4, 0.6

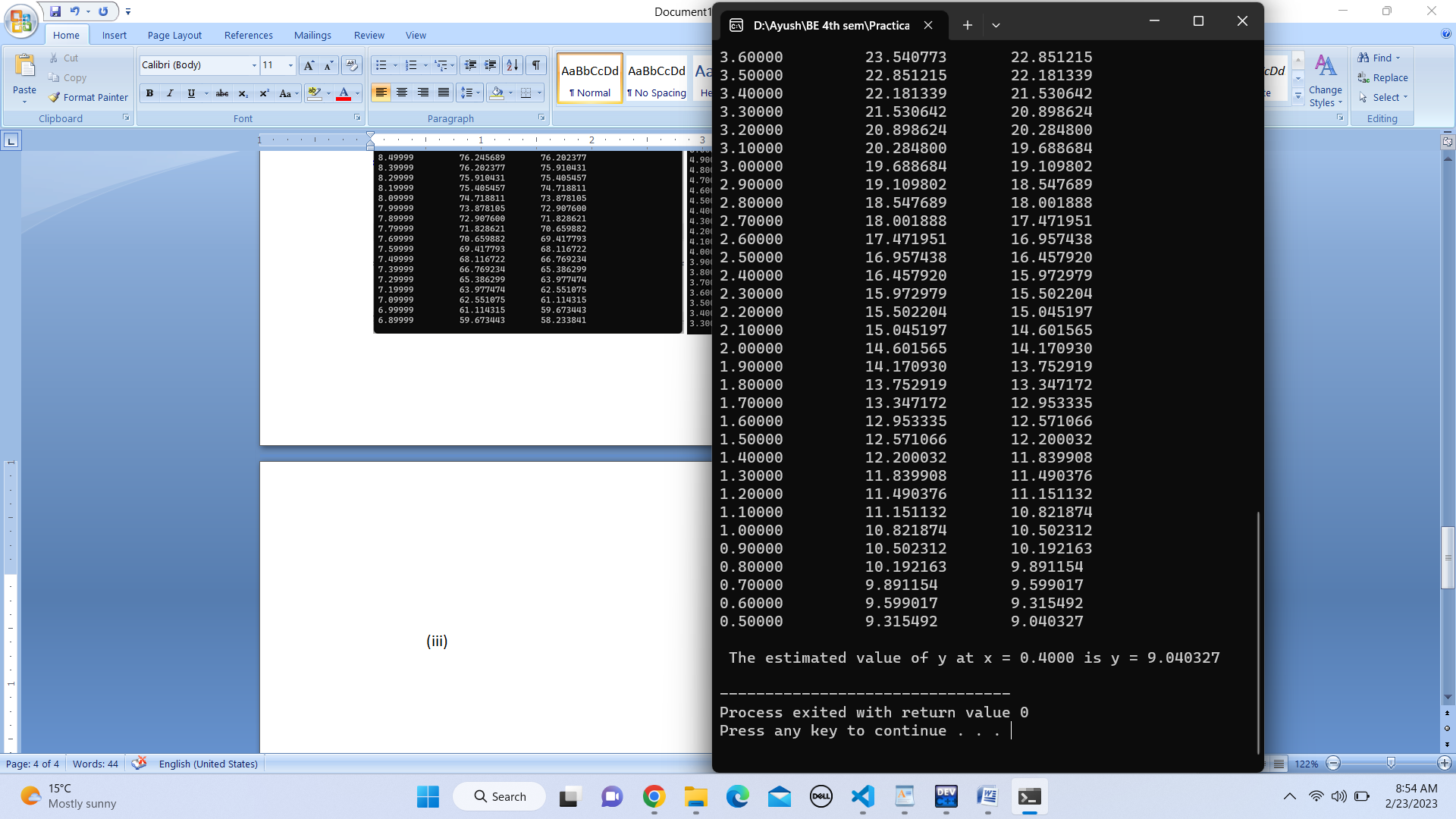
(i) At x = 0.2





(ii) At x = 0.4





(iii) At x = 0.6

