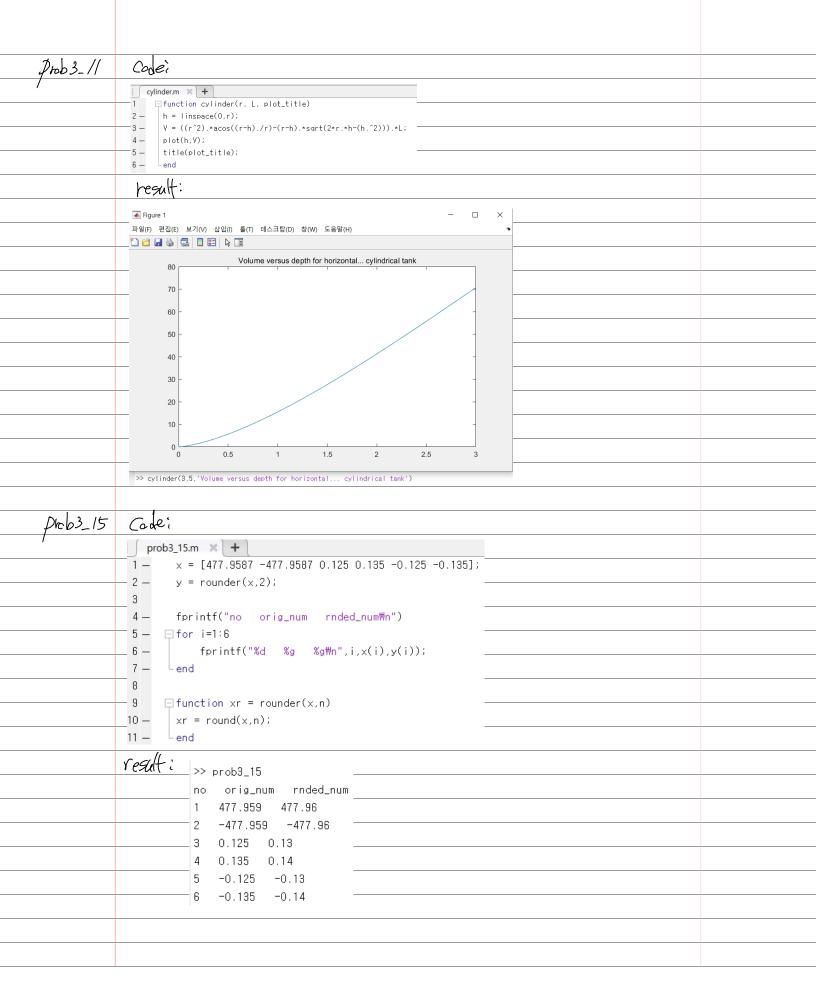


hold an, off the 👍 承 Figure 1 파일(F) 편집(E) 보기(V) 삽입(I) 툴(T) 데스크탑(D) 창(W) 도움말(H) 🖺 🗃 📓 🦫 🗒 📗 🔡 🖟 頂 1.5 0.5 0 -0.5 0.5 1.5 2.5 3 3.5 4.5 \Rightarrow ax1 = subplot(2,1,1); $> \times = linspace(0,3*pi/2);$ \Rightarrow y1 = cos(x); $y_2 = 1 - (x.^2./factorial(2)) + (x.^4./factorial(4)) - (x.^6./factorial(6)) + (x.^8./factorial(8));$ _> ax2 = subplot(2,1,2); > plot(ax1,x,y1);plot(ax2,x,y2); > plot(x,y1) > plot(x,y1) → hold on > plot(x,y2) phob 3.5 Cadei result: prob3_5.m × + >> prob3_5 x = pi/4; level apx true error y = sin(x);2 — 1 0.785398 0.707107 -1.107207e+01 %%메인 3 0.707107 3.470664e-01 2 0.704653 4 3 0.707143 0.707107 -5.128588e-03 5 fprintf("level apx true error\n"); 4 0.707106 0.707107 4.406850e-05 6 -□ for i = 0:7 7 level = i+1; 5 0.707107 0.707107 -2.475326e-07 8 apx = apx_sin(i,x); 6 0.707107 0.707107 9.797691e-10 9 true = sin(x); 7 0.707107 0.707107 -2.888970e-12 10 error = err(true,apx); - 8 0.707107 0.707107 0.000000e+00 oup = [level;apx;true;error]; 11 -12 fprintf("%d %f %f %e\n",oup); 13 14 — 15 = function error = err(true,apx) 16 17 %에러 퍼센트 계산식 18 error = ((true-apx)/true)*100; 19 end 20 21 \Box function a = apx_sin(i,x) 22 %재귀함수를 사용하여 테일러 급수 계산 23 if i == 0 24 a = x;25 -26 $a = ((-1)^i)*(x^(2*i+1))/factorial(2*i+1)+apx_sin(i-1,x);$ 27 — 28 end



```
prob3_20
             Codei
             prob3_20.m × +
             1 - close;
2 - clear;
             2 - Creal, 3

3 - 4 - cal('a', [6 4 2], [2 6 4]);

5 - cal('b', [3 2 -6], [4 -3 1]);

6 - cal('c', [2 -2 1], [4 2 -4]);

7 - cal('d', [-1 0 0], [0 -1 0]);
             regult:
             >> prob3_20
              case a : a = [6 4 2], b = [2 6 4]
              ⊖ {c} c_mag
               38 (4, -20, 28) 34.641
              case b : a = [3 2 -6], b = [4 -3 1] __
             ⊖ {c} c_mag
               90 (-16, -27, -17) 35.6931 -
              case c : a = [2 -2 1], b = [4 2 -4]
               ⊖ {c} c_mag
               90 (6, 12, 12) 18
              case d : a = [-1 \ 0 \ 0], b = [0 \ -1 \ 0] —
             ⊖ {c} c_mag
               90 (0, 0, 1) 1
```