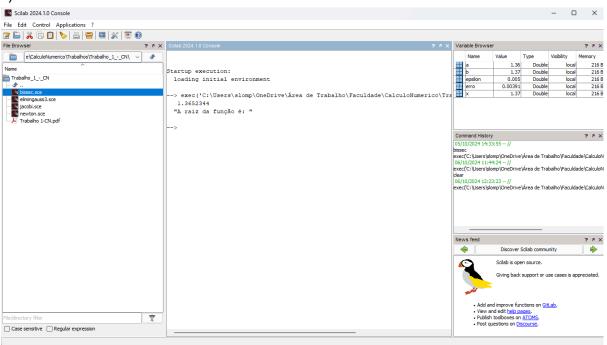
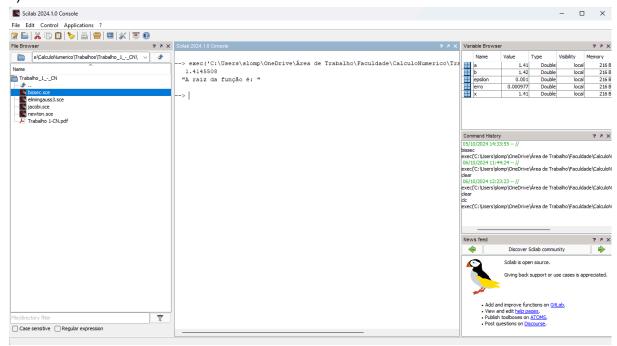
# Instituto Federal Catarinense - Campus Blumenau Aluno: Celio Ludwig Slomp

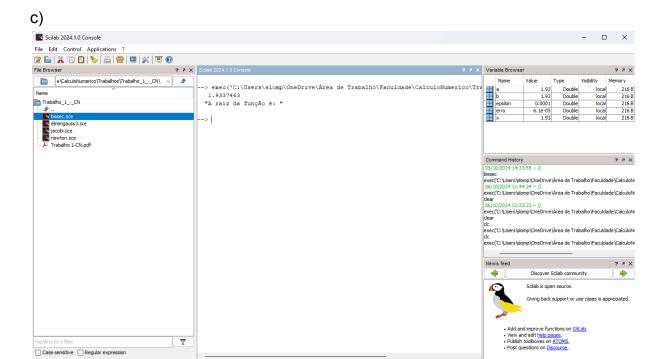
### Questão 1:

a)



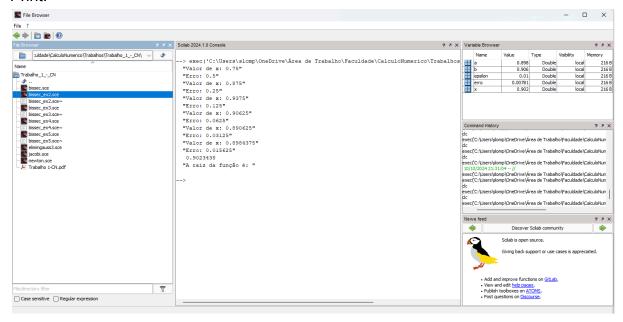






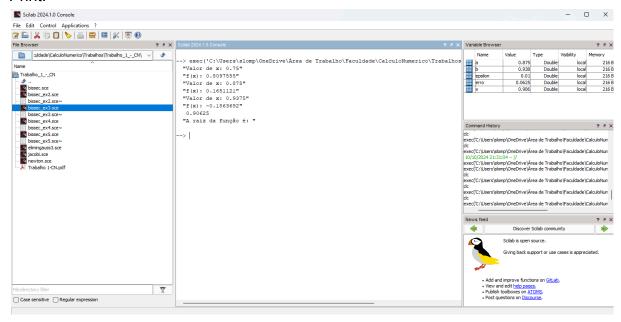
### Questão 2:

```
bissec_sce 🗶 bissec_ex2.sce 🗶 bissec_ex3.sce 🗶 bissec_ex4.sce 🗶 bissec_ex5.sce 🗶
     <del>/ Dalua. apioximação pala a laiz</del>
                                              <del>ua rançac</del>
8
  deff('y=f(x)', 'y=4*cos(x)-exp(x)');
10 a=0.5;
11 b=1;
12 epsilon=0.01;
13 | x = (a+b)/2;
14 | erro=(b-a);
15 while erro > epsilon
     ---disp('Valor-de-x:-'+-string(x))
16
    · · · · disp('Erro: · ' · + · string(erro))
17
    \cdot \cdot \cdot if \cdot f(a) * f(x) \cdot < \cdot 0
18
    19
    ···else
20
    21
    · · · · end
22
    - - x = (a+b)/2;
23 l
24
   e^{-1} erro=(b-a);
25 end
26 disp(x, · 'A · raiz · da · função · é: · ')
27 l
```



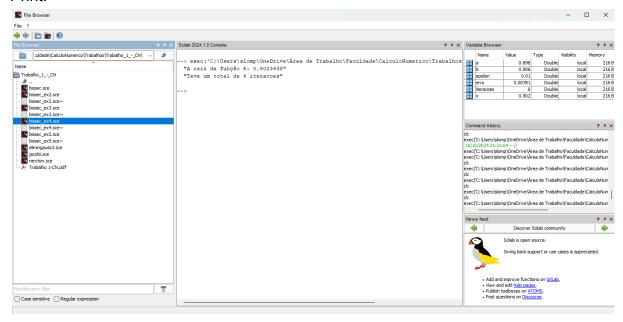
# Questão 3:

```
bissec_sce 🗶 bissec_ex2.sce 🗶 bissec_ex3.sce 🗶 bissec_ex4.sce 🗶 bissec_ex5.sce 🗶
   deff('y=f(x)','y=4*cos(x)-exp(x)');
10 a=0.5;
11|b=1;
12 epsilon=0.01;
13 | x = (a+b) / 2;
14 | erro=(b-a);
15 while abs (f(x)) \rightarrow epsilon
     · · · disp('Valor · de · x: · ' + · string(x))
16
    \cdot \cdot \cdot \cdot \operatorname{disp}('f(x):\cdot '\cdot + \cdot \operatorname{string}(f(x)))
17
    \cdot \cdot \cdot \cdot if \cdot f(a) * f(x) \cdot < \cdot 0
18
    19
    · · · else
20
     21
    · · · · end
22
    x = (a+b)/2;
23
24 | · · · erro=(b-a);
25 end
26 disp(x, · 'A·raiz·da·função·é: · ')
```



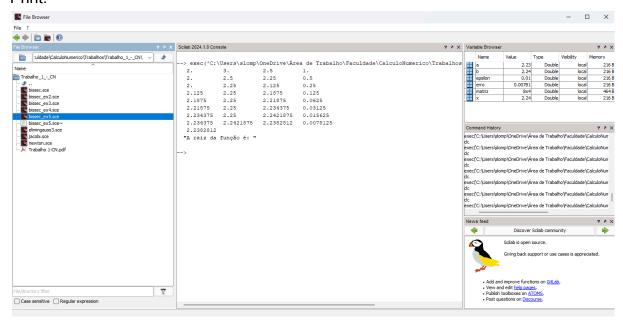
### Questão 4:

```
bissec_sce 🗶 bissec_ex2.sce 🗶 bissec_ex3.sce 🗶 bissec_ex4.sce 🗶 bissec_ex5.sce 🗶
9 deff('y=f(x)', 'y=4*cos(x)-exp(x)');
10 | a=0.5;
11 b=1;
12 epsilon=0.01;
13 | x = (a+b)/2;
14 | erro=(b-a);
15 iteracoes = 0;
16 while erro > epsilon
    · · · · iteracoes · = · iteracoes · + · 1;
17
    \cdot \cdot \cdot if \cdot f(a) * f(x) \cdot < \cdot 0
18
   19
   ···else
20
    21
    · · · · end
22
   - - x = (a+b)/2;
23
   erro=(b-a);
24
25 end
26 disp('A raiz da função é: + + string(x))
27 disp('Teve · um · total · de · ' · + · string(iteracoes) · + · ' · iteraco
   es')
```



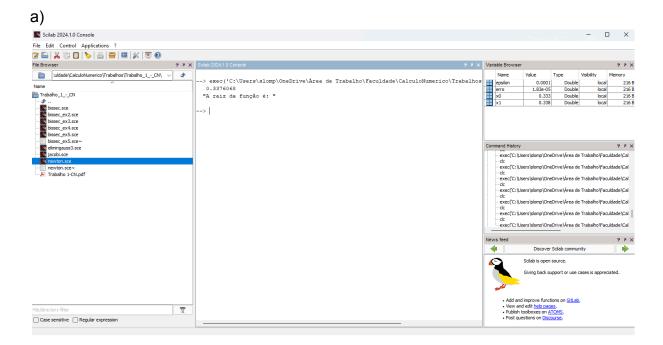
### Questão 5:

```
bissec_sce 🗶 bissec_ex2.sce 🗶 bissec_ex3.sce 🗶 bissec_ex4.sce 🗶 bissec_ex5.sce 🗶
9 deff('y=f(x)', 'y=4*cos(x)-exp(x)');
10 a=0.5;
11|b=1;
12 epsilon=0.01;
13|x=(a+b)/2;
14 | erro=(b-a);
15 matriz = [];
16 //matriz=['a', . 'b', . 'x', . 'b-a'; . a, b, x, erro];
17 while erro > epsilon
   \cdot \cdot \cdot \cdot if \cdot f(a) * f(x) \cdot < \cdot 0
18
    19
20 · · · else
    21
    · · · · end
22
    - - x = (a+b)/2;
23
    erro=(b-a);
24
25 ----matriz = [matriz; a, b, x, abs(b-a)];
26 end
   disp(matriz)
28 disp(x, ·'A·raiz·da·função·é:·')
```

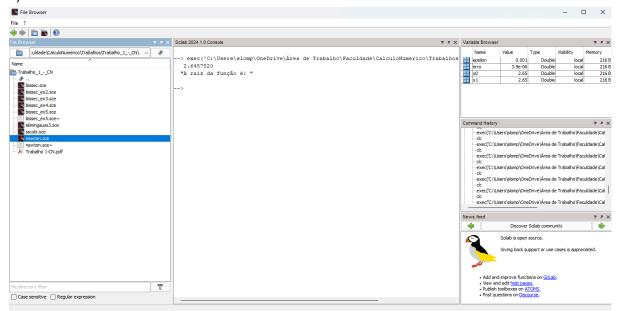


# Questão 6:

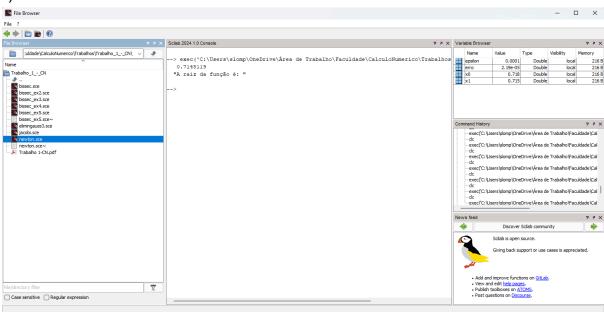
```
newton.sce 💥
   deff('y=f(x)','y=x^2-5');
10
   deff('ylinha=g(x)','ylinha=2*x');
12
13 \times 0 = 3;
14
15 epsilon=0.01;
16
   x1=x0-f(x0)/g(x0);
17
18
   erro=abs(f(x1));
19
20
21
   while erro > epsilon
    \times \times \times \times 0 = \times 1;
22
    x + x = x1 = x0 - f(x0)/g(x0);
23
    erro=abs(f(x1));
24
25 end
26
   disp(x1, ·'A·raiz·da·função·é:·')
27
28
```











# Questão 7:

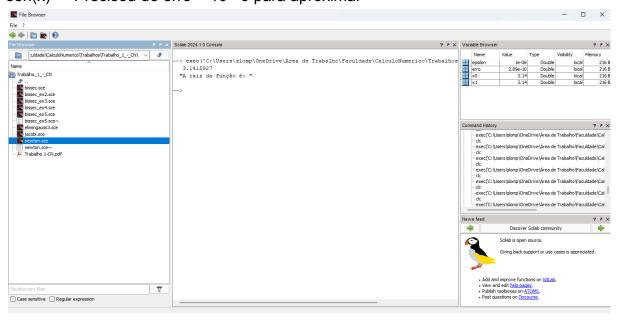
# Código:

```
newton.sce 💥
12
13 deff('y=f(x)','y=sin(x)');
  deff('ylinha=g(x)','ylinha=cos(x)');
15
16 x0=3;
17
  epsilon=0.000001;
18
19
20 | x1 = x0 - f(x0) / g(x0);
21
22 |erro=abs(f(x1))|;
23
24 while erro > epsilon
25
   · · · · x0=x1;
   x_1 = x_0 - f(x_0) / g(x_0);
   erro=abs(f(x1));
27
28 end
29
30 disp(x1, · 'A·raiz·da·função·é: · ')
31
```

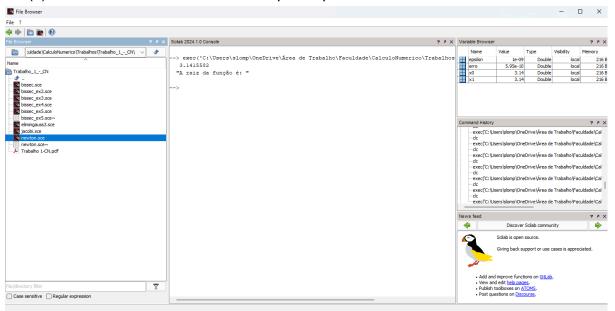
Line 18. Column 15.

### Print:

# sen(x) -> Precisou de erro = 10^-6 para aproximar

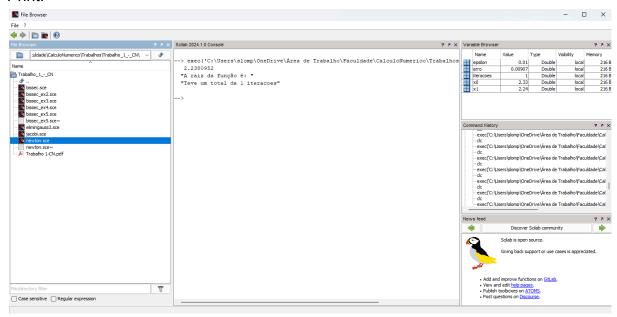


 $cos(x) + 1 -> Precisou de erro = 10^-9 para aproximar$ 



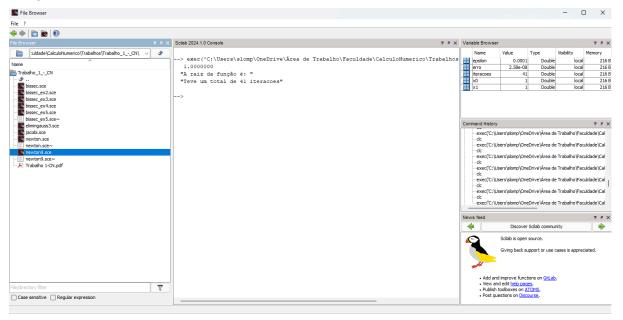
# Questão 8:

```
newton.sce 💥
10 | deff('y=f(x)', 'y=x^2-5');
11 deff('ylinha=g(x)','ylinha=2*x');
12
13 \times 0 = 3;
14 epsilon=0.01;
15 \times 1 = x0 - f(x0) / g(x0);
16 iteracoes -= 0
17 erro=abs (\underline{f}(x1));
18
19 while erro > epsilon
    ····iteracoes ·= ·iteracoes ·+·1
20
    · · · · x0=x1;
21
    \times \times \times x1=x0-\underline{f}(x0)/\underline{g}(x0);
22
    erro=abs(\underline{f}(x1));
23
24 end
26 disp(x1, ·'A·raiz·da·função·é:·')
27 disp('Teve-um-total-de-'-+-string(iteracoes)-+-'-iteraco
   es')
```



### Questão 9:

```
newton.sce 💥 newton9.sce 💥
10 deff('y=f(x)', 'y=x**10\cdot-1');
11 deff('ylinha=g(x)','ylinha=10*x**9');
12
13 \times 0 = 0.5;
14 epsilon=0.0001;
15 \times 1 = x0 - f(x0) / g(x0);
16 iteracoes = 0
17 erro=abs (\underline{f}(x1));
18
19 while erro > epsilon
    · · · · iteracoes · = · iteracoes · + · 1
20
    · · · · x0=x1;
21
    \times \times \times x1=x0-\underline{f}(x0)/\underline{g}(x0);
22
23 \cdots erro=abs (\underline{f}(x1));
24 end
26 disp(x1, · 'A · raiz · da · função · é: · ')
27 disp('Teve · um · total · de · ' · + · string(iteracoes) · + · ' · iteraco
    es')
28
```

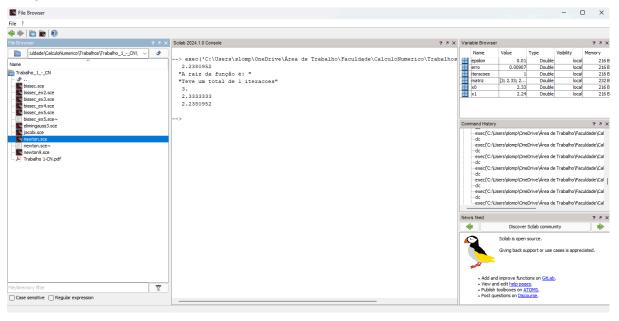


Explicação: Foram necessárias 41 iterações. O código é lento por conta de que há operação exponencial e, executá-las 41 vezes pode causar lentidão no computador.

### Questão 10:

## Código:

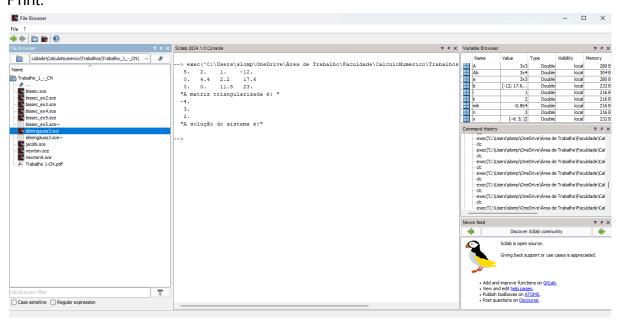
```
newton.sce 🗶 bissec_ex5.sce 🗶
10 deff('y=f(x)', 'y=x^2-5');
11 deff('ylinha=g(x)','ylinha=2*x');
12
13 \times 0 = 3;
14 epsilon=0.01;
15 \times 1 = x0 - f(x0) / g(x0);
16 iteracoes = 0
17 erro=abs (f(x1));
18 matriz = [x0];
19 while erro > epsilon
     · · · iteracoes · = · iteracoes · + · 1;
20
21
   \cdot \cdot \cdot \times x0=x1;
22 \times \times \times x1 = x0 - \underline{f}(x0) / \underline{g}(x0);
23 \cdot \cdot \cdot \cdot \text{erro=abs}(\underline{f}(x1));
24 matriz = [matriz; x0];
25 end
26 matriz = [matriz; x1];
27 disp(x1, ·'A·raiz·da·função·é:·')
28 disp('Teve · um · total · de · ' · + · string(iteracoes) · + · ' · iteraco
   es')
29 disp (matriz)
```



# Questão 11:

# Código:

Coloquei apenas as entradas.



### Questão 12:

```
bissec_ex5.sce 💥 jacobi.sce 💥
4 //Entradas
5 A = [10 \cdot 2 \cdot 1; \cdot -1 \cdot 4 \cdot 2; \cdot 2 \cdot -3 \cdot 10];
6 b = [7; -8; -6];
7 | epsilon = 0.05;
8 xv = [0.7; -1.6; -0.6];
9 max it=100;
10
11 n=size(A,1); ·//·número·de·linhas·(número·de·equações)
12 for k=1:max it
13 ····for·i=1:n·//processo·iterativo·de·Jacobi
14 \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \times (i) = (b(i) - (sum(A(i,1:n)*xv(1:n)) - A(i,i)*xv(i)))
   /A(i,i);
15 · · · end
16
17 - · · · if · max (abs (x-xv)) < epsilon
18 .... disp(x)
19 · · · · · · · break
20 · · · · else
21 | · · · · · · · · · xv=x;
22 · · · · end
23 . . . . .
24 - A dif k == max it
25 ·····disp(x,·'após·o·número·máximo·de·iterações·cheg
   amos·a')
26 · · · · end
27 end
28
```

