PDF1( copy from *Elementary Numerical Analysis*)

P65-66 : The program BISECT

P75-76 : The program NEWTON

P169-170 : A Simpson's Rule Program

P220-223 : Computer Programs

P245-246 : A Program for Tridiagonal Systems

P316-317 : An Euler's Method Program

P366-369 : A Computer Program for Systems


PDF2( copy from *A First Course In Computational Physics*)

P44-45 ; P48-49 : Finding the Roots of a Function

P55-57 : The Newton-Raphson Method

P90-91 : The Airy Pattern

P104-107 : Cubic Spline Interpolation

P125-129 : Gaussian Elimination

P192-193 : Monte Carlo Integration

P313-316 : The Fast Fourier Transform