Galerkin/Linear Finite Elements Method in 1d, with generic quadrature

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Exercise

- adapt the fem1d code to allow the user to specify the quadrature rule as the name of a dynamically loadable object
  - the dynamically loadable object should define a function named integrate
  - **double** integrate (**double** (∗ f) (**double**), **double** a, **double** b)
- implement plugins for midpoint, trapezoidal an Simpson's rule