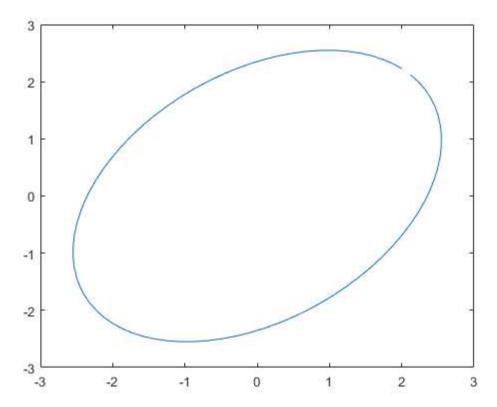
```
function S = P1(iter)
iter = 4;
k = zeros(iter,1);
n = zeros(iter,1);
enum = zeros(iter,1);
alpha = zeros(iter,1);
for 1 = 1:iter
    k(1) = 1;
    n(1) = 2^{(1-1)*10};
    theta = zeros(n(1),1);
    x = zeros(n(1),1);
    y = zeros(n(1),1);
    for i = 1:n(1)
        theta(i) = 2*i*pi/n(1);
        x(i) = (3*sqrt(2)/2)*cos(theta(i))-sqrt(2)*sin(theta(i));
        y(i) = (3*sqrt(2)/2)*cos(theta(i))+sqrt(2)*sin(theta(i));
    end
    plot(x,y);
    enum(1) = abs(6*pi-polyarea(x,y));
end
for 1 = 2:iter
    alpha(1) = log2(abs(enum(1-1)/enum(1)));
end
R = table(k,n,enum,alpha, 'VariableNames',{'k','n','error','accuracy'});
S = table(R,'VariableNames',{'Results'});
```

4×1 table

ans =

k	n	Results error	accuracy	
1	10	1.216	0	
2	20	0.30854	1.9786	
3	40	0.07742	1.9947	
4	80	0.019373	1.9987	



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Contents

- Find endpoints where curves will intersect
- Create vectors for x and y values for top and bottom curves
- Create piecewise functions using piecewise cubic hermite interpolation
- Integrate top and bottom piecewise functions
- Find the total area

```
function area = myarea(x,y)
```

```
%MYAREA - computes the area of a region with a curved boundary.
% input
% x - a vector for the x values of points on the boundary
% y - a vector for the y values of points on the boundary
% output
% area - area enclosed by a curved boundary defined by vectors x and y.
```

Find endpoints where curves will intersect

```
[mx,id1] = max(x);
[mn,id2] = min(x);
maxin = max(id1,id2);
minin = min(id1,id2);
polyleng = maxin-minin;
```

Create vectors for x and y values for top and bottom curves

```
polyx1 = zeros(polyleng+1,1);
polyy1 = zeros(polyleng+1,1);
polyx2 = zeros(length(x)-polyleng+1,1);
polyy2 = zeros(length(x)-polyleng+1,1);
for i = minin:maxin
    polyx1(i-minin+1) = x(i);
    polyy1(i-minin+1) = y(i);
end
for i = maxin:length(x)
    polyx2(length(polyx2)+maxin-i) = x(i);
    polyy2(length(polyx2)+maxin-i) = y(i);
end
for i = 1:minin
    polyx2(minin-i+1) = x(i);
    polyy2(minin-i+1) = y(i);
end
```

Create piecewise functions using piecewise cubic hermite interpolation

```
pp1 = pchip(polyx1,polyy1);
pp2 = pchip(polyx2,polyy2);
xq = mn:0.0001:mx;
```

```
plot(xq,ppval(pp1,xq),'red');
plot(xq,ppval(pp2,xq),'green');
```

Integrate top and bottom piecewise functions

```
[B1,C1] = unmkpp(pp1);
[B2,C2] = unmkpp(pp2);
Integral1 = 0;
for i = 1:length(B1)-1
    polyindv1 = @(x) C1(i,1).*(x-B1(i)).^3+C1(i,2).*(x-B1(i)).^2+C1(i,3).*(x-B1(i))+C1(i,4);
    a = B1(i);
    b = B1(i+1);
    I = integral(polyindv1,a,b);
    Integral1 = Integral1 + I;
end
Integral2 = 0;
for i = 1:length(B2)-1
    polyindv2 = @(x) C2(i,1).*(x-B2(i)).^3+C2(i,2).*(x-B2(i)).^2+C2(i,3).*(x-B2(i))+C2(i,4);
    a = B2(i);
    b = B2(i+1);
    I = integral(polyindv2,a,b);
    Integral2 = Integral2 + I;
end
```

Find the total area

```
area = Integral2-Integral1;
```

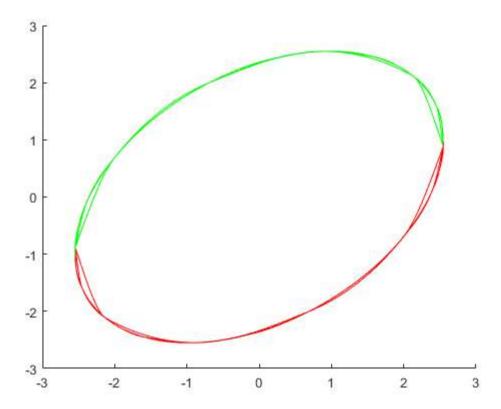
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```
function S = P2(iter)
iter = 4;
k = zeros(iter,1);
n = zeros(iter,1);
enum = zeros(iter,1);
alpha = zeros(iter,1);
for 1 = 1:iter
    k(1) = 1;
    n(1) = 2^{(1-1)*10};
    theta = zeros(n(1),1);
    x = zeros(n(1),1);
    y = zeros(n(1),1);
    for i = 1:n(1)
        theta(i) = 2*i*pi/n(1);
        x(i) = (3*sqrt(2)/2)*cos(theta(i))-sqrt(2)*sin(theta(i));
        y(i) = (3*sqrt(2)/2)*cos(theta(i))+sqrt(2)*sin(theta(i));
    end
    enum(1) = abs(6*pi-myarea(x,y));
end
for 1 = 2:iter
    alpha(1) = log2(abs(enum(1-1)/enum(1)));
end
R = table(k,n,enum,alpha, 'VariableNames',{'k','n','error','accuracy'});
S = table(R,'VariableNames',{'Results'});
```

4×1 table

ans =

k	n	Results error	accuracy	
1	10	0.33616	0	
2	20	0.030214	3.4758	
3	40	0.0022574	3.7425	
4	80	0.00012505	4.1741	



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```
function S = P3
[x,y]=markers_Euler(32,0.1,0.0001);
    enum = abs(0.15^2*pi-polyarea(x,y));
    enum2 = abs(0.15^2*pi-myarea(x,y));
R = table(enum,enum2, 'VariableNames',{'polyerror','myerror'});
S = table(R,'VariableNames',{'Results'});
```

ans =

table

Results						
polyerror	myerror					
	,					
0.0004771	1.8951e-05					

