```
1 // Solving Polynomial Equations using Secant Method
 2 // Given Function f(x) = x^3 - x^2 - 2 = 0
 3
 4 #include<stdio.h>
 5 #include<math.h>
 6 #include<stdlib.h>
 7 #include<conio.h>
9 #define ERROR .0001
10
11
12 // Function Prototype
13 float f(float x);
14 float tolerance(float x1, float x2);
15 int secant_method (float x1, float x2, float TOL);
16
17 // main() Function
18 void main()
19 {
       float TOL, x1, x2; //TOL = Desiered Tollerence X1,X2=Initial boundary
20
       printf("###### This Program is to solve a equation by Secant Method
21
   ######\n\n");
22
       printf("Please enter Tolerance : ");
       scanf("%f",&TOL);
23
24
25 START: //For Restart purpose
26
27
       printf("\nEnter the lower bound of the solution :: ");
28
     scanf("%f", &x1);
29
     printf("\nEnter the upper bound of the solution :: ");
     scanf("%f", &x2);
30
31
       if (secant_method(x1,x2,TOL)==0) goto START;
32
33
       else;
34
       getch();
35 }
36
37
38 // Defining function f(x)
39 float f(float x)
40 {
                                  // Define f(x)
41
       float fx = x*x*x - x*x + 2;
42
       return fx;
43 }
44
45 //Defining Tolerance function
46 float tolerance(float x1, float x2)
47 {
48
       float TOL = fabs(x2-x1);
49
       return TOL;
50 }
51
52 //Defining Bisection Method
53 int secant_method (float x1, float x2, float TOL)
54 {
55
       float x3;
       int n; //n=number of itteration
56
57
58
       if (f(x1)*f(x2)>0)
     {
59
```

```
printf ("\nSolution doesn't exists in the domain (%f,%f)\n\n", x1,x2);
60
       return (0);
61
62
63
     }
64
     else;
65
      for(n=1; n>0; n++)
66
67
       x3 = x2 - (f(x2) * (x2-x1) / (f(x2)-f(x1)));
68
69
       if (tolerance(x1,x2) \le TOL \mid | fabs(f(x3)) \le ERROR)
70
71
         printf("\nSolution of the Polynomial equation is :: %f", x3);
72
73
               printf("\nNumbner of Iteration :: %d\n\n", n);
74
         break;
75
       else if (f(x1)*f(x3)<0) x2=x3;
76
       else if (f(x2)*f(x3)<0) x1=x3;
77
78
           else {printf("Error!!");return 0;}
79
     }
       return 1;
80
81 }
82
```