Ahsanullah University of Science and Technology (AUST)
Department of Computer Science and Engineering

Course No.   : CSE2202
Course Title : Numerical Methods Lab

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Section : A2

Online 1:Implementation of Bisection Method

```java
class bisection{
     static final float EPSILON = (float)0.01;
    static double func(double x)
    {
         return x*x*x - x*x + 2;
    }
    static void bisection(double a, double b)
    {
         if (func(a) * func(b) >= 0)
         {
              System.out.println("You have not assumed"
                             + " right a and b");
              return;
         }
         double c = a;
         while ((b-a) >= EPSILON)
         {
             c = (a+b)/2;
            if (func(c) == 0.0)
                    break;
           else if (func(c)*func(a) < 0)
                    b = c;
             else
                    a = c; }
        System.out.printf("The value of root is : %.4f"
                             ,c); }
      public static void main(String[] args)
    {
              double a =-200, b = 300;
        bisection(a, b);
    }
    }
```