

Метод прогонки

График f :

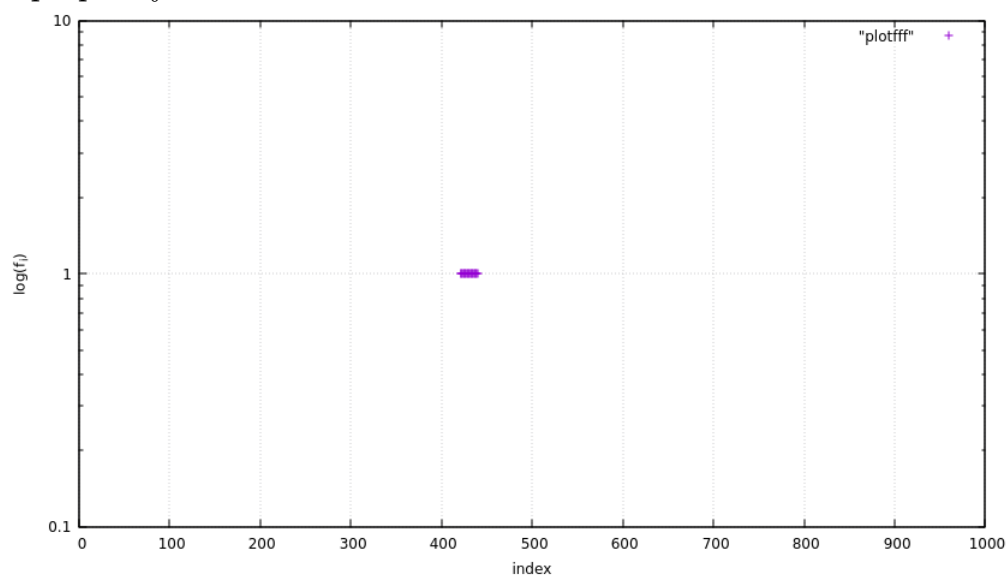
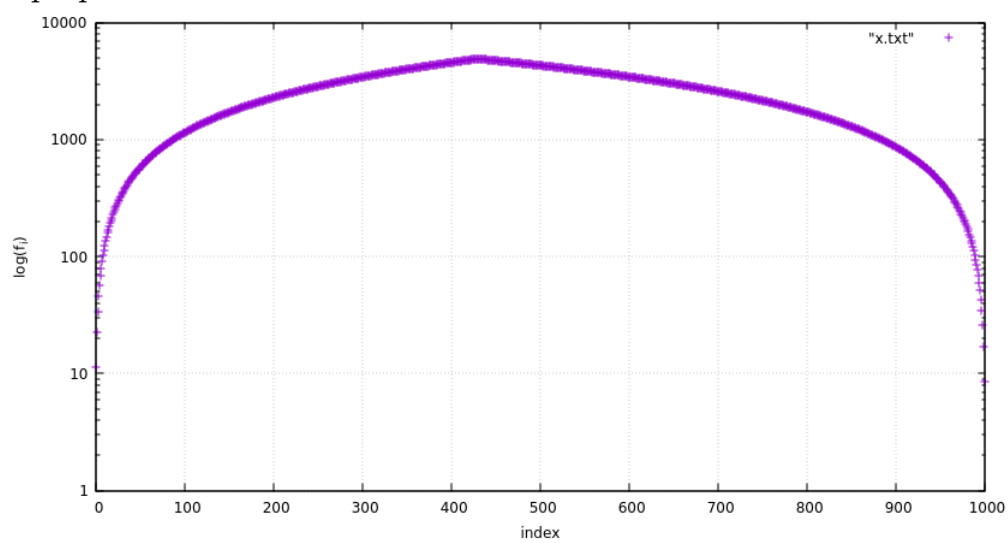


График x :



$$e = 3.744167e - 16$$