# Numerical Analysis Project Report

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# 1 - Code Organization

## **Functions:**

## **Bisection Function:**

```
function ret = Bisection(app)
            xl, xu, funcm maxIter are given
         if func(x1) * func(xu) > 0
                   No solution!
    else
        for i=1:1:MaxIter
            % compute midpoin xr
            xr = (xu + x1)/2;
            % compute test = f(x1) * f(xr)
            test = func(x1) * func(xr);
            if test < 0
                xr_old = xu;
                xu = xr;
            elseif test > 0
                xr old = xl;
                x1 = xr;
            if test == 0
                ea = 0;
            else
                % approximate relative error
                ea = abs((xr - xr_old)/xr) * 100;
            if ea < Precision
                break;
```

```
ret = [xr, i];
```

#### **Bisection Notes:**

After choosing Bisection in the GUI, initialize  $xr_old=0$ , we take the input of the user in xl (x lower) & xu (x upper), Then we take the function input (function expression) and get the value of Function(xl) & Function(xu) \* Function(xu) > 0 display No Solution Because they have the same sign.

Else we loop from i=1 to the Maximum Number of iterations taken from the input of the user in GUI or break if The Error = (absolute of  $(xr-xr_old) * 100/xr$ ) is < Precision.

At each iteration xr (new root) = (xl+xu)/2, Then get

Function(xl) \* Function(xr) if (  $< 0 \text{ xr_old} = xu \text{ ,} xu = xr \text{ ,} iterate once again) else if ( <math>> 0 \text{ xr_old} = xl \text{ ,} xl = xr \text{,} iterate once again) else (= 0 \text{ break})$ 

## 1) False Position (Regula Falsi) Function:

```
function ret = FalsePosition(app)
         x1 = XlEditField False.Value;
         xu = XuEditField_False.Value;
         xr old=0;
         % on solution if both starting points have same sign
         if func(x1)*func(xu) > 0
             disp("No Solution!");
             xr = 0;
             i = 0;
             ErrorLabel.Text = "No solution in range";
         else
             for i=1:1:MaxIter
                 % compute midpoin xr
                 % minimize functon calls
                 fu = func(xu);
                 fl = func(x1);
                 xr = (xl * fu - xu * fl)/(fu - fl);
                 % compute test = f(x1) * f(xr)
                 test = fl * func(xr);
                 if test < 0
                     xr_old = xu;
                     xu = xr;
                 elseif test > 0
                     xr old = xl;
                     x1 = xr;
                 end
                 if test == 0
                     ea = 0;
                 else
                     % approximate relative error
                     ea = abs((xr - xr_old)/xr) * 100;
                 end
                 if ea < Precision
                     break;
ret = [xr, i];
```

#### **False Position (Regula Falsi) Notes:**

After choosing False Position in the GUI, initialize  $xr_old=0$ , we take the input of the user in xl (x lower) & xu (x upper) , Then we take the function input (function expression) and get the value of Function(xl) & Function(xu) | Function(xl) \* Function(xu) > 0 display No Solution Because they have the same sign.

Else we loop from i=1 to the Maximum Number of iterations taken from the input of the user in GUI or break if The Absolute Error = (absolute of (xr-xr old) \* 100/xr) is < Precision.

At each iteration xr (new root) =(xl F(xu)-xu F(xl))/(F(xu)-F(xl)),

Then get Function(xl) \* Function(xr) if (  $< 0 \text{ xr_old} = \text{xu}$ , xu=xr , iterate- once again) else if (  $> 0 \text{ xr_old} = \text{xl}$ , xl=xr, iterate once again) else(= 0 break)

### 2) Fixed Point Function:

#### **Fixed Point Notes:**

After choosing Fixed Point in the GUI, we take the input of the user for x0 & gFunc(x), initialize xr = x0, we loop from i=1 to Maximum Number of Iteration taken from the input of the user in GUI.

```
Each Iteration make x_old = xr, calculate xr = gFunc(xr_old), calculate Absolute Error = (absolute of (xr-xr_old) * 100/xr) if ( < Precision ) break.
```

## **Newton Raphson Function:**

#### **Newton Raphson Notes:**

After choosing Fixed Point in the GUI, we take the input of the user for xr\_old we loop from i=1 to Maximum Number of Iteration taken from the input of the user in GUI.

```
Each iteration xr = xr_old-(Function(xr_old)/Derivative(Func(xr_old)), calculate Absolute Error = (absolute of (xr-xr_old) * 100/xr) if ( < Precision ) break.
```

## 3) Secant Function:

### -> Secant Notes:

After choosing Fixed Point in the GUI, we take the input of the user for xi & xi\_old we loop from i=1 to Maximum Number of Iteration taken from the input of the user in GUI.

```
Each iteration xiplus = xi-(Func(xi)*(xi_old - xi))/(Func(xi_old)-Func(xi))

calculate Absolute Error = (absolute of (xr-xr_old) * 100/xr)

if ( < Precision ) break.

Else : xi_old = xi & xi=xiplus.
```

#### How to use

- No implicit multiplication. Use `\*`. (wrong: `2x`, correct: `2 \* x). It's only a text box that doesn't provide advance parsing capabilities.
- Only enter the Left-hand side of the equation, RHS is assumed to be zero. Adding an equal sign results in an error.
- The buttons under the Input box tell what functions are known to work.
- You can use "load from file" button to read a function from a file, provided it's written in the same format mentioned above

## • Example of an input function

```
Input Function Load from File

x^4 -2*x^3 -4*x^2 +4*x + 4
```

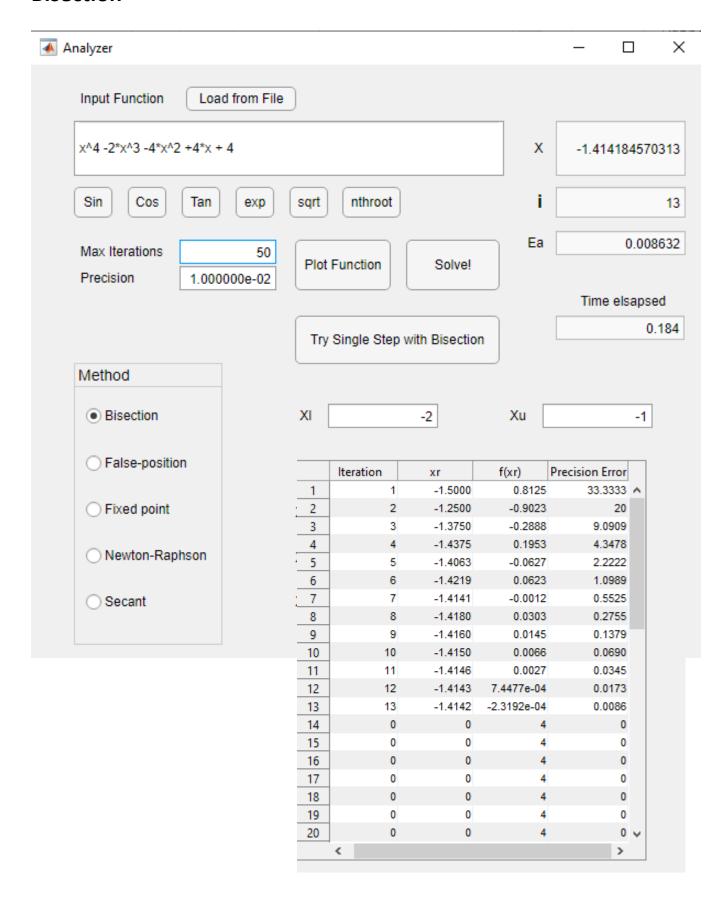
### **Installation Guide:**

As this app is made using app designer, it requires version 2016 or later to run.

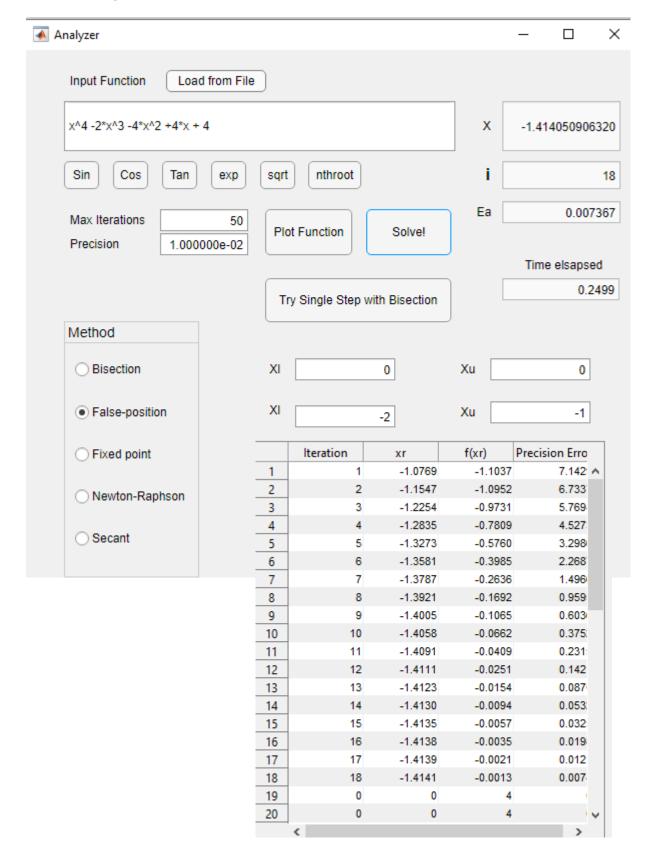
- Put the three provided files (analyze, single\_step\_mode, plotFunction) into a folder. Alternatively, use
  the matlab function appinfo = matlab.apputil.install(appfile) to install using the
  provided Analyzer\_1.mlappinstall file.
- After files are placed somewhere, add that place to path, or change current directory to that place. Ultimately, you want the files to be visible for matlab search, as it's the case with all functions.
- Run analyze through the matlab console/cli.

# **Sample Runs**

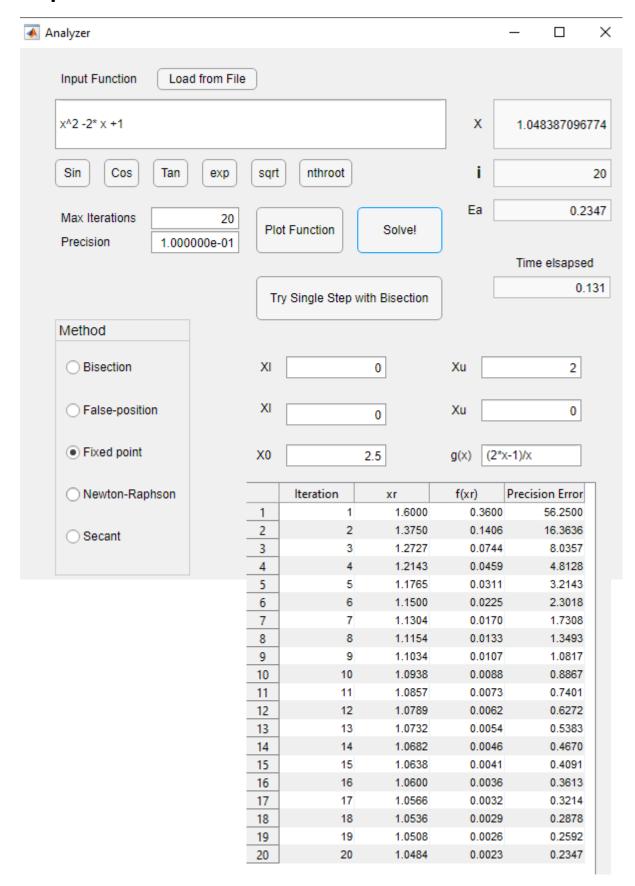
### **Bisection**



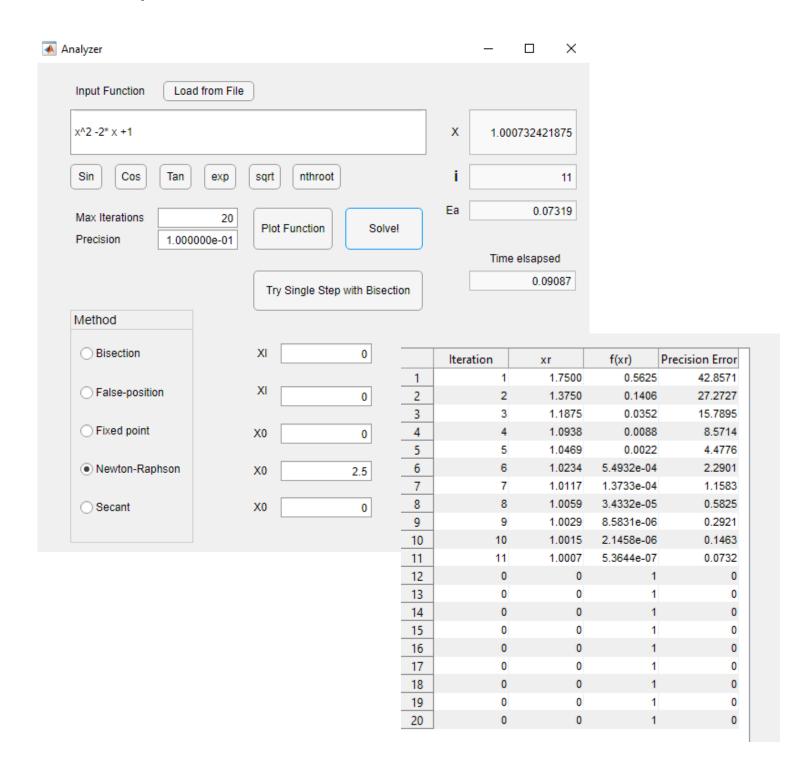
## **False position**



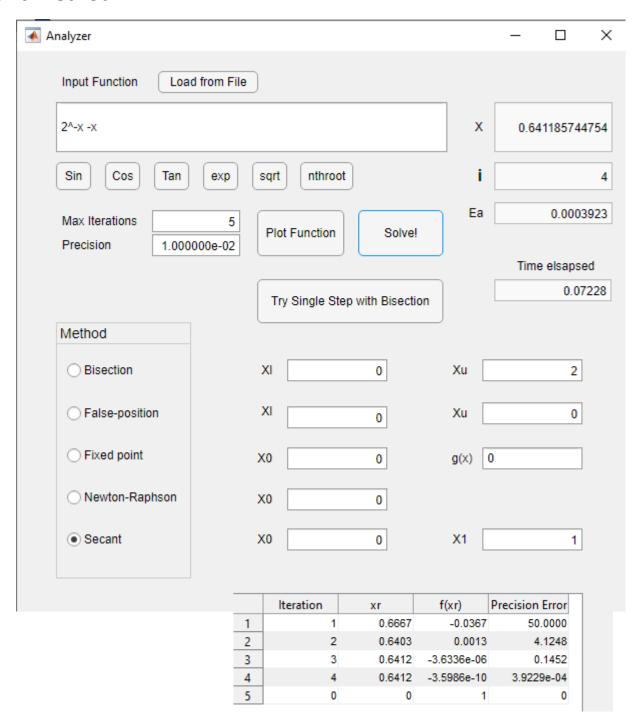
## **Fixed point**



## **Newton Raphson**



## **Secant Method**



## **Single Step Mode**

