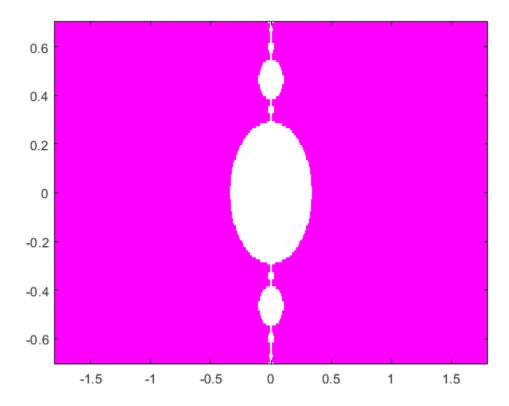
```
% part 7
% use the newton's method to iterate zk in the julia set
phi = inline('z^2 - 1.25');
fixpt1 = (1 + sqrt(6))/2;
fixpt2 = (1 - sqrt(6))/2;
colormap([1 0 1; 1 1 1 ; 0 1 1]); % points numbered 1 (inside the
 julia set) will be colored magenta
                                  % points numbered 2 (outside the
 julia set) will be colored white
                                  % points numbered 3 (diverges in
25 to 100 iterations) will be colored cyan
array = 2 * ones(141,361); % initialize array of point colors to
white
and 0.7 and with real parts between -1.8 and 1.8
   y = -0.7 + (j-1)*0.01;
   for i = 1:361
       x = -1.8 + (i-1)*0.01;
       z = x + 1i*y;
       zk = z;
       iflag1 = 0; % iflag1 and iflag2 count the number of
 iterations when a root is within 1.e-6 of a fixed point
       iflag2 = 0;
       n = 0; % n is the total number of iterations
       while (n<100) & (abs(zk)<2) & (iflag1<5) & (iflag2<5)</pre>
           n = n + 1;
           zk = zk - (phi(zk)/(2*zk)); % this is newton's iteration
method
           err1 = abs(zk - fixpt1); % test for convergence to
 fixpt1
           if err1 < 1.e-6
               iflag1 = iflag1 + 1;
           else
               iflag1 = 0;
           end
           err2 = abs(zk - fixpt2); % test for convergence to
 fixpt2
           if err2 < 1.e-6</pre>
               iflag2 = iflag2 + 1;
           else
               iflag2 = 0;
           end
       end
       if (iflag1 >= 5) | (iflag2 >= 5) | (n>=100) % if orbit is
bounded, set point color to magenta
           array(j,i) = 1;
```



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