```cpp
#include <bits/stdc++.h>
#include <math.h>
using namespace std;


double error = 0.0001;


double f(double x)
{
    return pow(x, 3) - x - 1;
}
int horner(int poly[], int n, int x)
{
    int result = poly[0];


    for (int i=1; i<n; i++)
        result = result*x + poly[i];


    return result;
}
void bisection(double a, double b)
{
    double x,x1=a;

    int i = 1;
    while(1)
    {
        x = (a + b) / 2;
```

```cpp
        if(f(x) == 0)
            break;
        if(fabs((x-x1))<error){
            break;
        }
        if(f(a) * f(x) < 0)
            b = x;
        else a = x;
        x1=x;
        i++;
    }
    Cout<< x<<endl;
}


int main()
{
    double upBounf,lowBound;

    cout<<"Enter the value of xLower: ";
    cin>>lowBound;
    cout<<"Enter the value of xUpper: ";
    cin>>upBounf;

    bisection (lowBound,upBounf);
    return 0;
}
```