#include<bits/stdc++.h>

#include <math.h>

using namespace std;

int degree=5, itr = 0, r = 1;

double e, q[100],a[100], a0, a1;

double horner(double n)

{

double p[100];

p[degree] = q[degree];

for(int i = degree; i > 0; i--)

{

p[i-1] = p[i]\*n + q[i-1];

}

return p[0];

}

double primeHornor(double x)

{

double p1[100], d[100];

for(int i = 1; i <= degree; i++)

{

d[i-1] = q[i]\*i;

}

p1[degree - 1] = d[degree- 1];

for(int i = degree-1; i > 0; i--)

{

p1[i-1] = p1[i]\*x + d[i-1];

}

return p1[0];

}

void polynomialDeflation(double x)

{

q[degree] = 0;

for(int i = degree; i > 0; i--)

{

q[i-1] = a[i] + q[i]\*x;

}

for(int i = degree; i > -1; i--)

{

a[i] = q[i];

}

a0 = a[0];

a1 = a[1];

}

void newton(double a){

double f0, x0, fr, xr,fb,relat\_error;

x0 = a;

f0 = horner(x0);

int order=degree;

if(primeHornor(x0) == 0)

{

return;

}

while(degree > 1)

{

while(true)

{

f0 = horner(x0);

fb = primeHornor(x0);

if(fb == 0)

{

break;

}

else

{itr++;

xr = x0 - (f0/fb);

if(f0 == 0)

{

return;

}

relat\_error=fabs((xr-x0)/xr);

x0 = xr;

if(fabs(horner(xr)) < 0.001)

{

printf("\nAt the order %d the Root is %lf after %d iteration and relative error %lf",order,xr ,itr,relat\_error);

order--;r++;

printf("\nThere Root is close to the real Root\n");

break;

}

else

{

x0 = xr;

}

}

}

itr++;

polynomialDeflation(xr);

degree--;

}

double root = -a0/a1;

relat\_error=fabs((xr-x0)/xr);

printf("\nAt the order %d the Root is %lf after %d iteration and relative error %lf",order,root ,itr,relat\_error);

if(fabs(horner(root))==0){

printf("\nThere Root is not real Root\n");}

printf("There are %d Roots for the given polynomial\n",r);

}

double MaxRoot(){

return -a[5-1]/a[5];

}

int main()

{

double root,max\_root;

cout<<"Enter the value of coefficients: "<<endl;

for(int i = degree; i > -1; i--)

{

printf("Coefficients x[%d] = ", i);

cin>>a[i];

q[i] = a[i];

}

cout<<endl;

max\_root=MaxRoot();

printf("\nLargest possible root is %lf\n",max\_root);

newton(max\_root);

return 0;

}