

Algorithm for Bisection Method: -

1. Start
2. Define function f(x)
3. Choose initial guesses x0 and x1 such that f(x0)\*f(x1)<0
4. Choose pre specified tolerable error e.
5. Calculate new approximation root as m=(x0+x1)/2
6. Calculate f(x0)\*f(m)

a) If f(x0)\*f(m)<0 then x0=x0 and x1=m

b) If f(x0)\*f(m)>0 then x0=m and x1=x1

c) If f(x0)\*f(m)=0 then go to 8 step

1. If |f(m)|>e then go to 5 step otherwise go to 8 step
2. Display m as root
3. Stop