**Scientific Computing Lab MA – 322 Lab – 3**

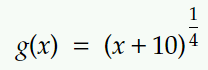
**Name –** Rasesh Srivastava

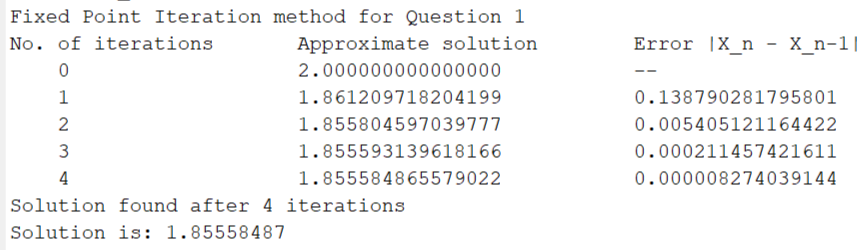
**Roll Number –** 210123072

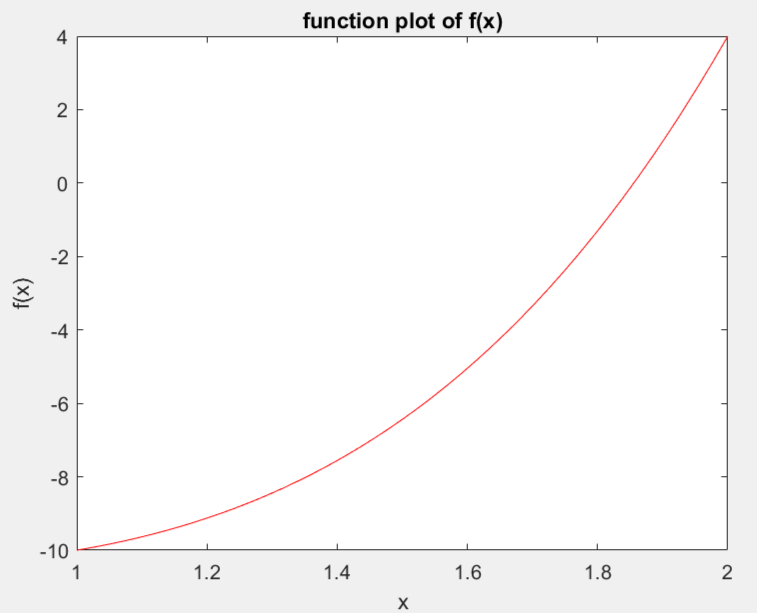
**Branch –** Mathematics and Computing

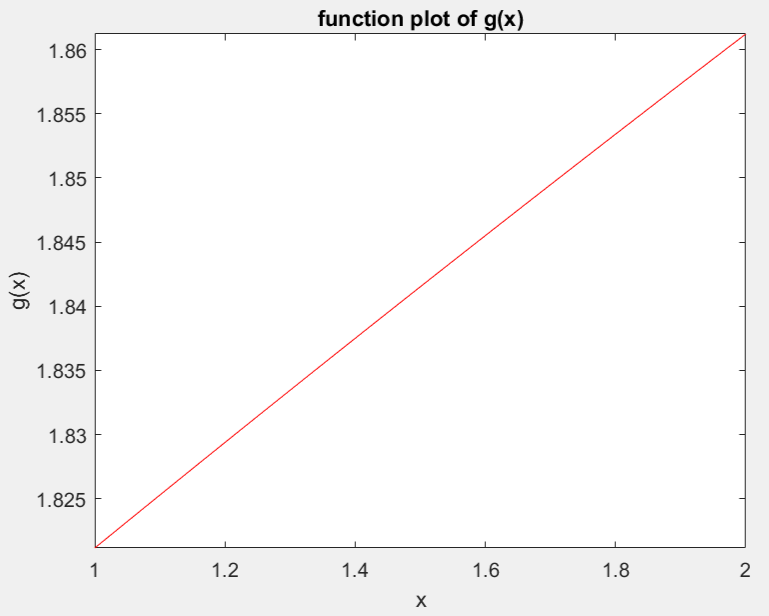
1. fixed-point iteration method

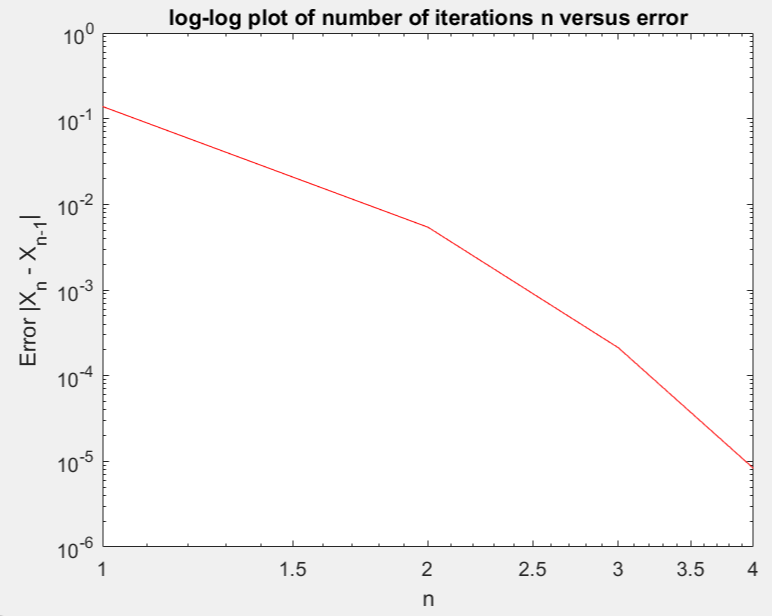
x0 = 2



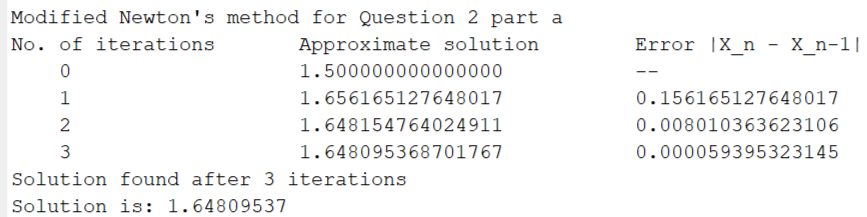


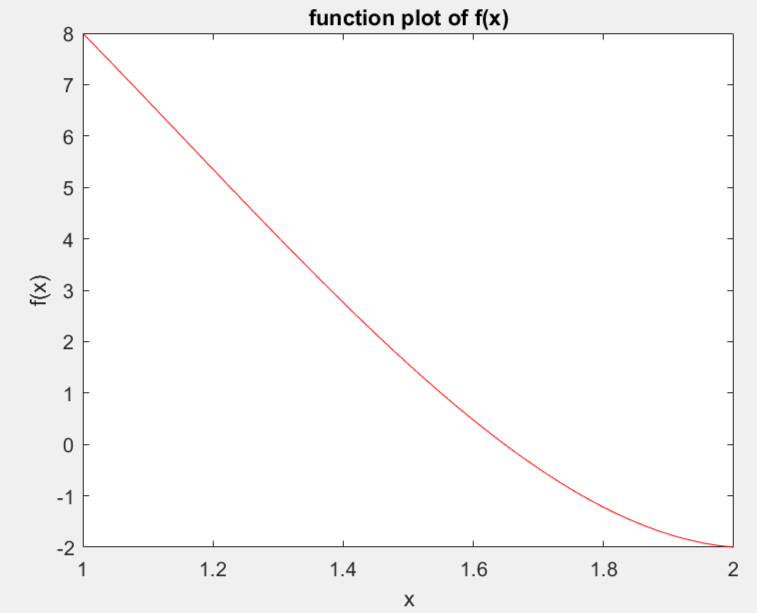


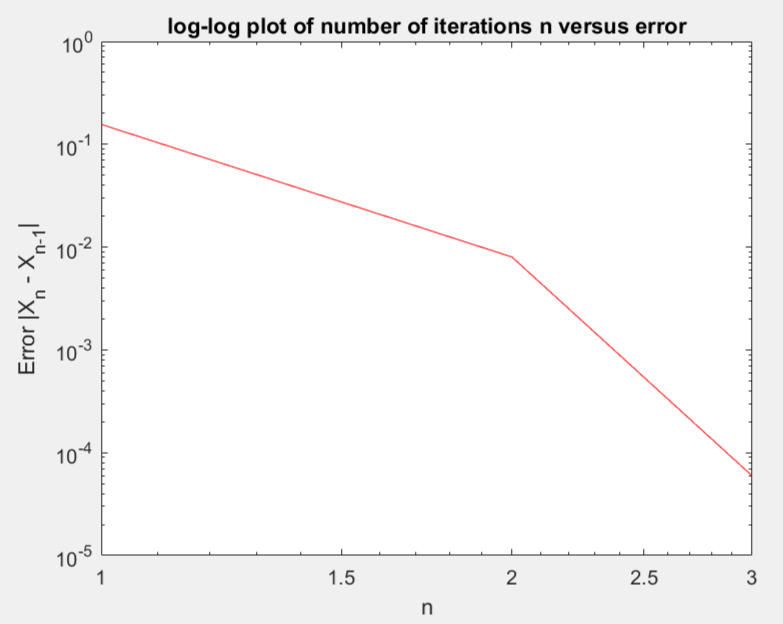


1. Modified Newton’s method
2. x0 = 1.5



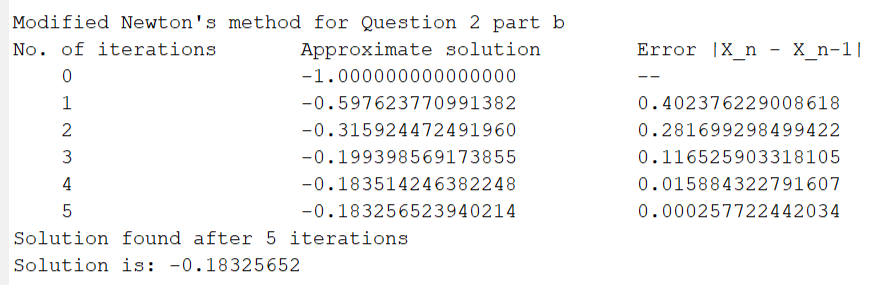


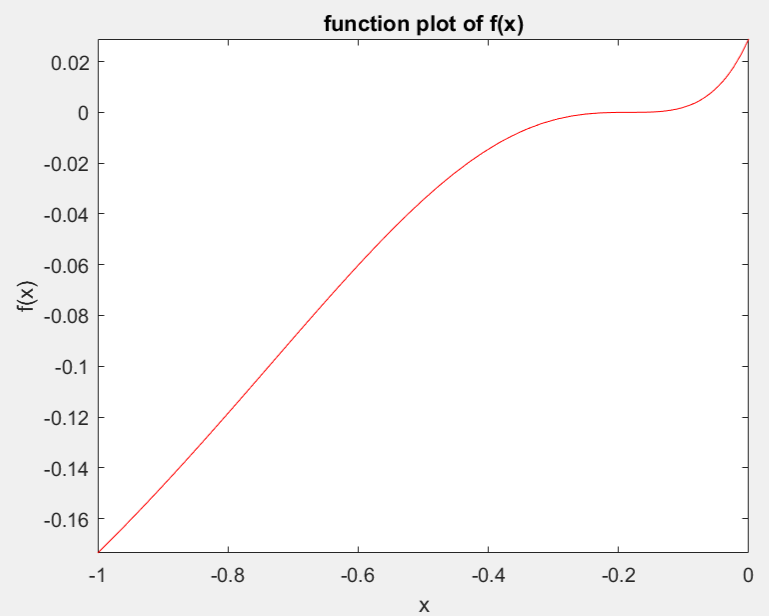


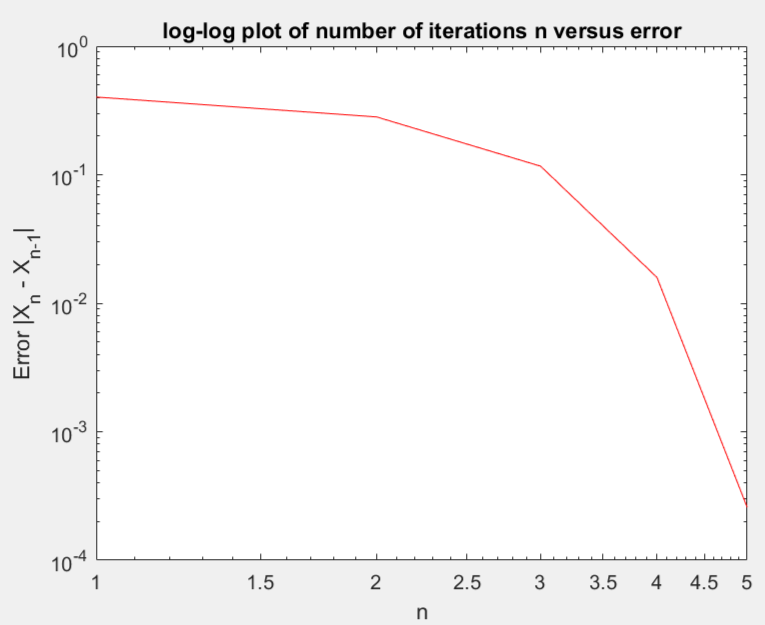


1. x0 = -1



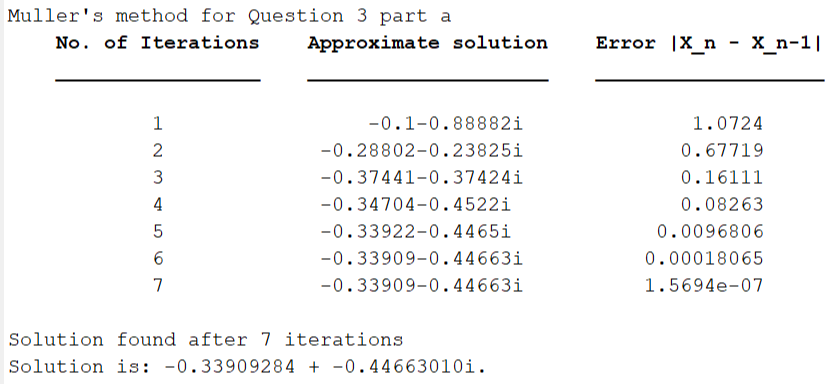


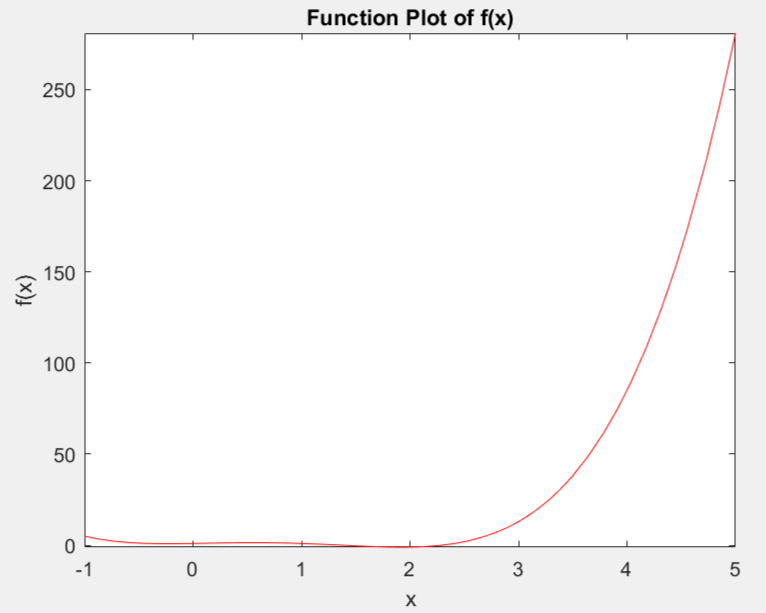


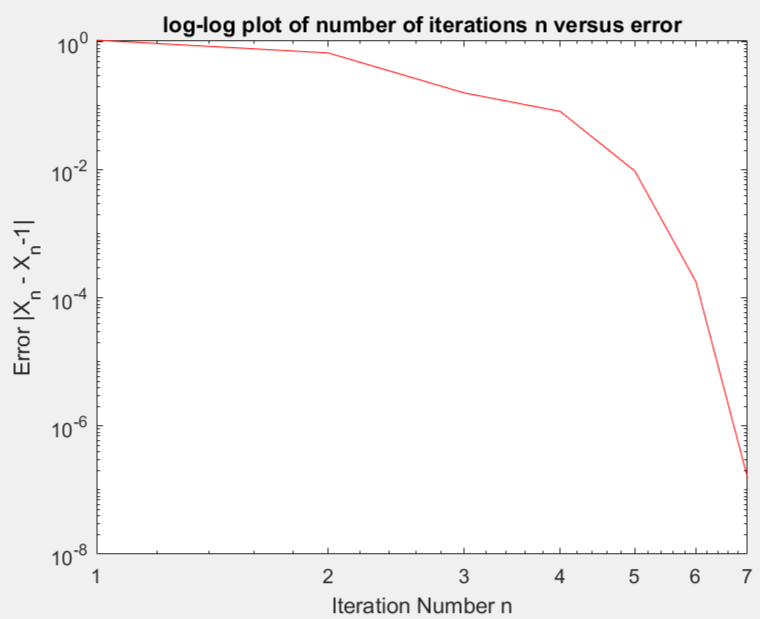


1. Muller’s method
2. x0 = -0.5 x1 = 0 x2 = 0.5

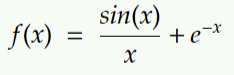


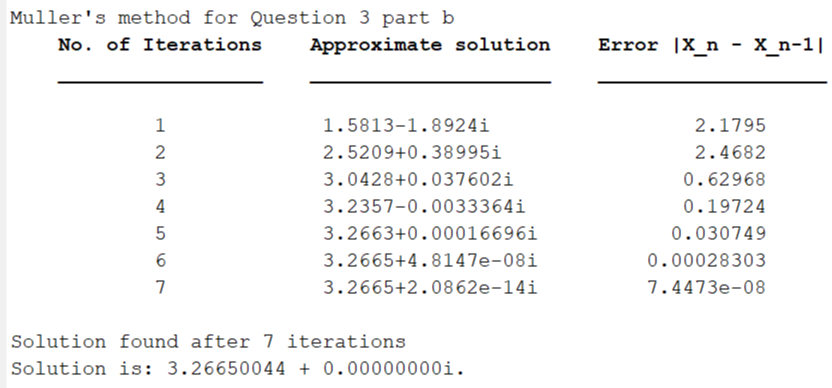


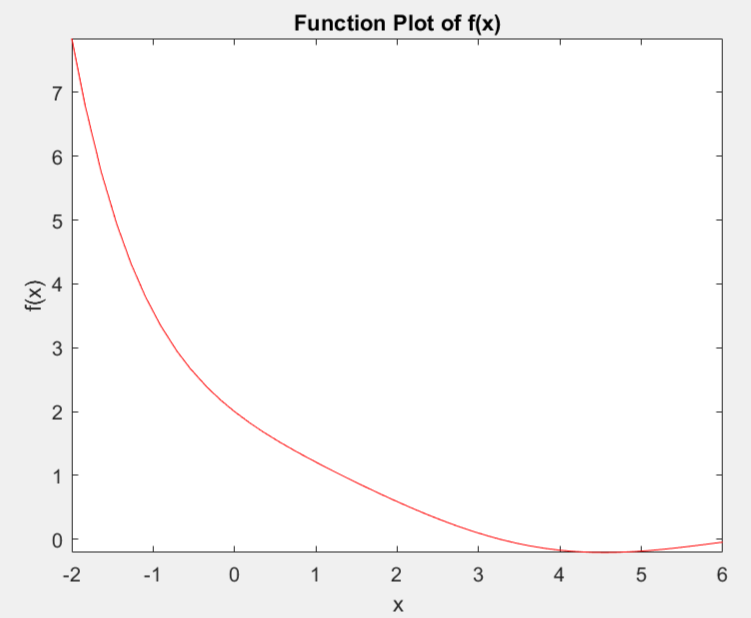


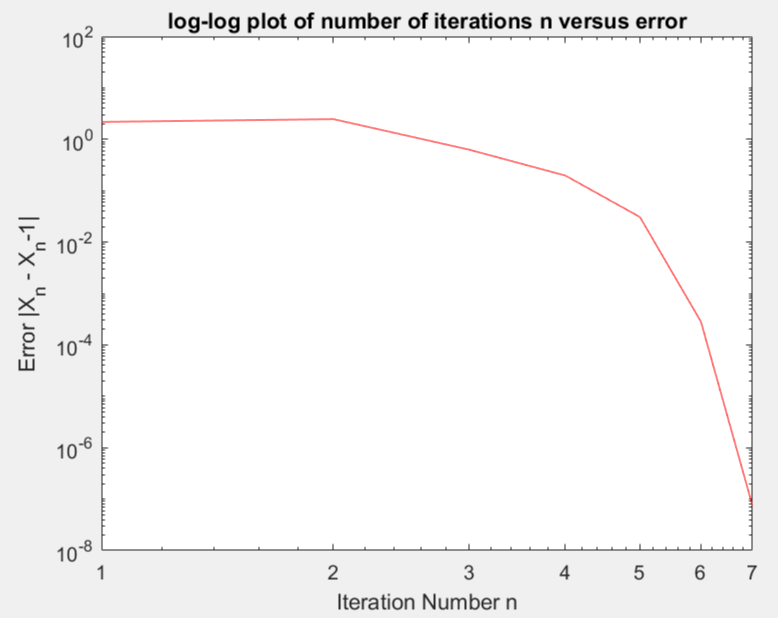


1. x0 = -0.5 x1 = 0.1 x2 = 0.5









1. fixed-point iteration method to approximate square root of 31

x0 = 5