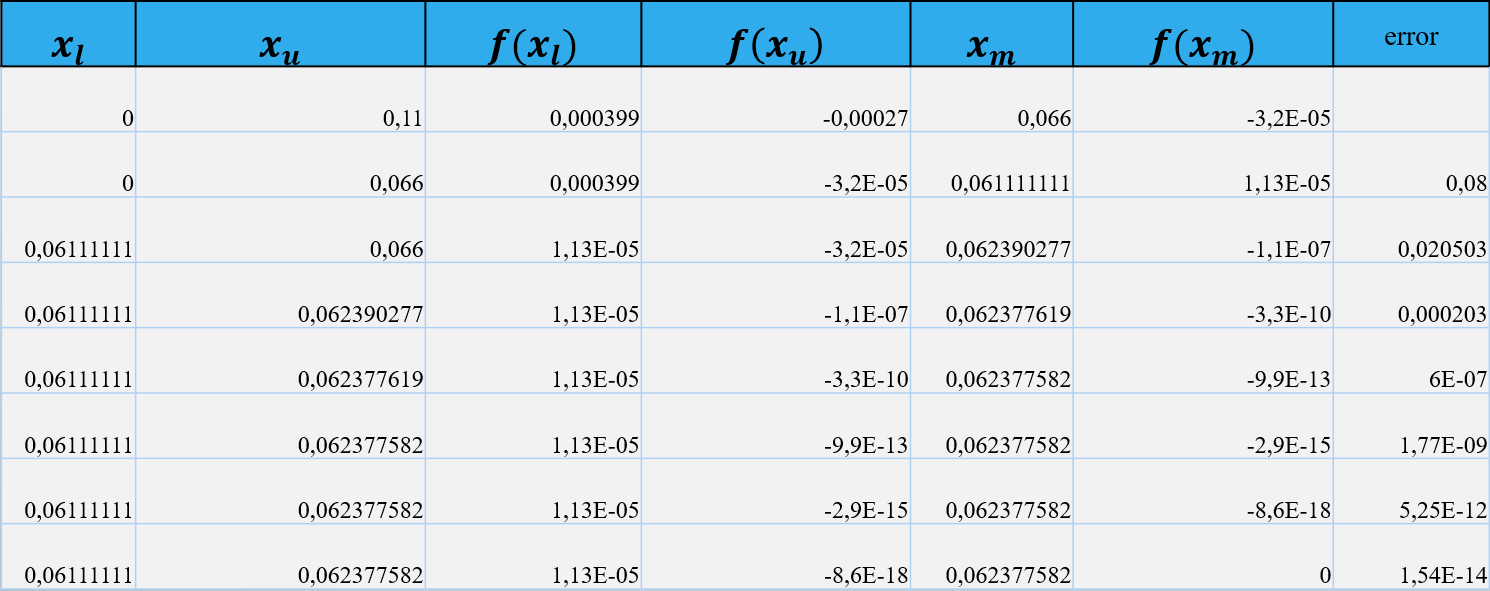
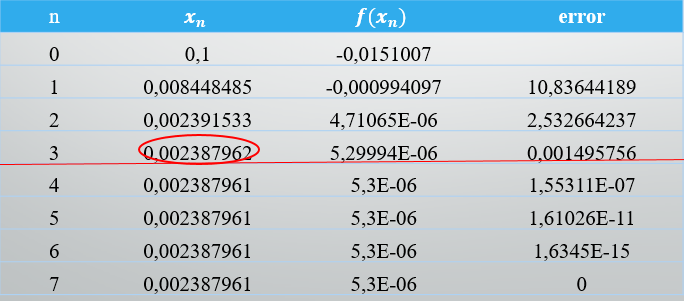
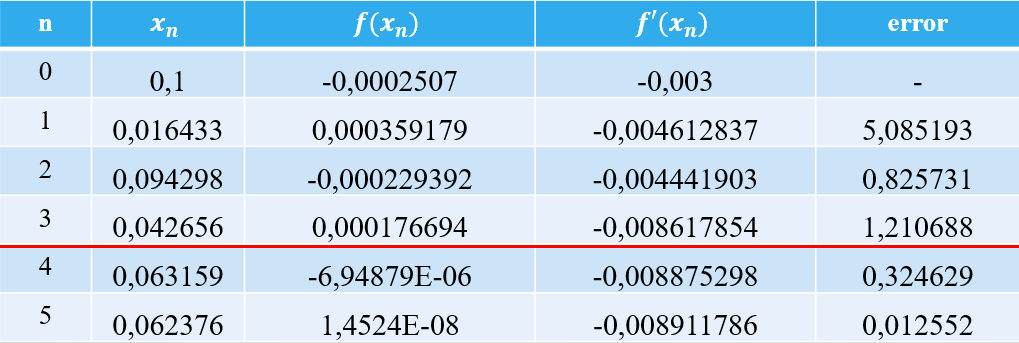
Regulasi falsi / false position



Fixed point



Newton raphson method



Bisection method

