S. No.	Name of Program	All Sections/Specialisation	Remarks
1	Program in C to find out roots of Quadratic equation.	6/3/2020	
2	Program in C to find the best approximate value using Bisection method	6/3/2020	
3	Program in C to find the best approximate value using Regula falsi method.	6/3/2020	
4	Program in C to find the best approximate value using by Newton's Raphon's method.	6/3/2020	
5	Program in C to find the best approximate value using by Gauss Elimination method.	6/3/2020	
6	Program in C to find the best approximate value using by Gauss Jordan method.	6/3/2020	
7	Program in C to implement Newton's Foward Interpolation method.		
8	Program in C to implement Newton's Backward Interpolation method.		
9	Program in C to implement Lagrange's Interpolation method.		
11	Program in C to find the best approximate value using by Trapezoidal method.		
10	Program in C to find the best approximate value using by Simpson1/3 method.		
12	Program in C to find the best approximate value using by Simpson3/8 method.		
13	Program in C to implement Euler's method.		
14	Program in C to implement Runge Kutta method.		
15	Project: Scientific Calculator (Consists of all methods)		

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	Well Labled graph related to the method using pencil	
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	Problem Statement	
	Theory and Formula Used	
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	Flowchart of the method(with pencil)	
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Algorithm

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Code (DMP print)
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Student Name -
University Roll No:
Class Roll no:
Sec
Specialisation
Problem Statement
Code

Page Number 6
Outout(DMP Print out)
Header of the Ouput
Student Name -
University Roll No:
Class Roll no:
Sec
Specialisation
Print following
Input Values
Intermediate step Results
Final Result/output