# CHAPTER 06 EXCERCISE SOLUTIONS (ALL IN ONE)

I've created a c file *integral.c* where I've written the functions of integrations methods (Trapezoidal,SImpson's 1/3 and Simpson's 3/8), root finding methods (Bisection and Secant) and a factorial function.

Putting #include"integral.c" in the program we wished to use these functions.

```
In [ ]: // integral.c
      //Function to perform factorial
      double factorial(int n)
        int i;
        double fact=1;
        for(i=n;i>=1;i--)
         fact=fact*i;
        return fact;
        ************************************
       double trapezoidal(double func(double x),double a,double b,int n)
        int i;
        double x,h,integral,sum=0;
        h=fabs(b-a)/n;
        // to calculate the summation term
        for(i=1;i<n;++i)</pre>
         x=a+i*h;
         sum=sum+func(x);
        integral=(h/2)*(func(a)+func(b)+2*sum);
        return integral;
       double trap(double f(double x,double var),double var,double a,double b,double n)
        int i;
        double x,h,integral,sum=0;
        h=fabs(b-a)/n;
        // to calculate the summation term
        for(i=1;i<n;++i)</pre>
         x=a+i*h;
         sum=sum+f(x,var);
        integral=(h/2)*(f(a,var)+f(x,var)+2*sum);
        return integral;
```

```
/*************************/
/*********ONE VARIABLE EXPRESSION*********/
double simpson13(double func(double x), double a, double b, double n)
 double x,h,integral,sum=0;
 int i;
 h=fabs(b-a)/n;
 // to calculate the summation term
 for(i=1;i<n;++i)
   x=a+i*h;
   if(i%2==0){
    sum=sum+2*func(x);
   else{
    sum=sum+4*func(x);
   }
 integral=(h/3)*(func(a)+func(b)+sum);
 return integral;
/******************************/
/************************/
double simpson38(double func(double x),double a,double b,double n)
 double x,h,integral,sum=0;
 int i;
 h=fabs(b-a)/n;
 // to calculate the summation term
 for(i=1;i<n;++i)
   x=a+i*h;
   if(i%3==0){
    sum=sum+2*func(x);
   else{
    sum=sum+3*func(x);
 }
 integral=(3*h/8)*(func(a)+func(b)+sum);
 return integral;
}
/**********BISECTION METHOD*********/
double bisection(double f(double x),float a,float b)
 double x,xm,xl,xr,accuracy=0.00001,xinc=0.5,z;
 for (x=a;x=b;x+=xinc)
   {
    if (f(x)*f(x+xinc) \le 0)
      xl=x;
```

```
xr=x+xinc;
       do
       {
         xm=(xl+xr)/2.0;
         if (f(xm)*f(xl)>=0)
           xl=xm;
         if (f(xm)*f(xl) \le 0)
           xr=xm;
         z=fabs((xl-xr)/(xl+xr));
         //printf("xm=%f\tf(xm)=%f\tz=%f\taccuracy=%f\n",xm,J0(xm),z,accuracy),
       while(z>accuracy);
       printf("\nroot=%f\tf(xm)=%f\tz=%f\taccuracy=%f\n",xm,f(xm),z,accuracy);
   }
}
     double sec(double f(double x), double x1, double x2)
{
   int i=1;
   double x3;
   //printf("iter\tx1\t\tx2\t\tx3\t\tf(x3)\n");
   do{
       x3=(x1*f(x2)-x2*f(x1))/(f(x2)-f(x1));
       //printf("%d\t%lf\t%lf\t%lf\t%lf\n",i,x1,x2,x3,f(x3));
       x1=x2;
       x2=x3;
       1++;
   }while(fabs(f(x3))>0.00001);
   return x3;
double secant(double f(double x), double a, double b)
{
   double x,xb; // x starting point a, xb tending from a to b
   for(x=a; x<=b; x=x+0.01)
       xb=x+0.01;
       if(f(x)*f(xb) \le 0)
           printf("\nIn the interval: %.3lf and %.3lf\n",x,xb);
           double root=sec(f,x,xb);
           printf("The root is: %.4lf\n", root);
       }
   }
}
```

## PROBLEM 1:

```
In []: // problem 1:
    #include<stdio.h>
    #include<math.h>
    #include"integral.c"

// defining the function to evaluate
```

```
double f(double x){
    return atan(x)/(x*x);
}
int main()
    int n=2;
               // starting with two interval
    double a=5,b=10,integral,answer;
    //using simpsons 1/3 until they converge to the accuracy
    do{
        integral=answer;
        n=n+2; //n must be even
        answer=simpson13(f,a,b,n);
    }while(fabs(answer-integral)>=0.00001);
    printf("\nThe integral using Simpson's Rule is: %lf\n",answer);
    // using trapezoidal until they converge to the accuracy
        n=2;
    do{
        integral=answer;
        answer=trapezoidal(f,a,b,n);
    }while(fabs(answer-integral)>=0.00001);
    printf("The integral using Trapezoidal Rule is: %lf",answer);
}
```

## **OUTPUT:**

The integral using Simpson's Rule is: 0.142205
The integral using Trapezoidal Rule is: 0.142294

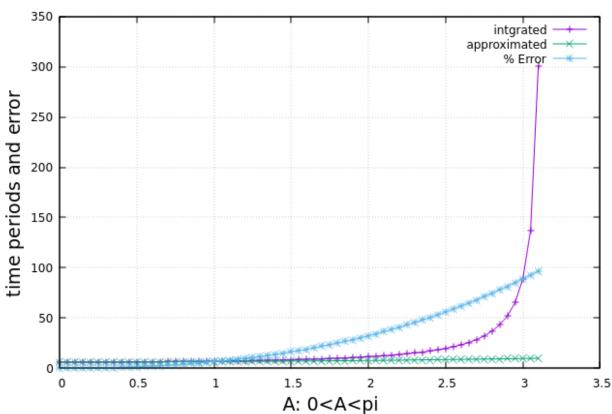
# PROBLEM 2:

```
In [ ]: // problem 2:
         #include<stdio.h>
         #include<math.h>
         #include"integral.c"
         #define pi 3.1415927
         // function to be intgrated fxa(x,A)
         double fxa(double x,double A){
             return 1/(1-\sin(A/2)*\sin(A/2)*\sin(x)*\sin(x));
         }
         // function for approx time-period T1(A)
         double T1(double A){
             return 2*pi*(1+pow(A/4,2));
         }
         // function for whole time-period T(func,A,n)
         double T(double f(double x,double A),double A,int n){
             return 4*trap(fxa,A,0,pi/2,n);
         }
         // main function to do our job
         int main()
             FILE*fp=NULL;
             fp=fopen("prob2.txt","w");
             double A,t,t1,error;
             // getting values for A range
```

## **OUTPUT**

Program generated a text file "prob2.txt" and the plot of this data file is below:

# Plot of time periods of a pendulum



Thu Jan 14 22:38:48 2021

# PROBLEM 3:

```
// problem 3
In [ ]:
         #include<stdio.h>
         #include<math.h>
         // function to be intgrated fre(r,E)
         double fre(double r,double E)
         {
             return (1/(r*r*sqrt(2*E+2/r+1/(r*r))));
         }
         // gauss quadrature function to evaluate integration
         double gauss(double f(double r,double E),double r,double E,double a, double b)
             double x1,x2;
             x1=((b-a)/2.0)*(1/1.73)+((b+a)/2);
             x2=((b-a)/2.0)*(-1/1.73)+((b+a)/2);
             return (b-a)/a*(f(x1,E)+f(x2,E));
         }
```

```
int main()
{
    FILE*fp=NULL;
    fp=fopen("prob3.txt","w");

    double E,r,r0,rm;
    printf("Enter the value of E:");
    scanf("%lf",&E);
    printf("Enter the lower and upper limit r0 & rm:");
    scanf("%lf%lf",&r0,&rm);

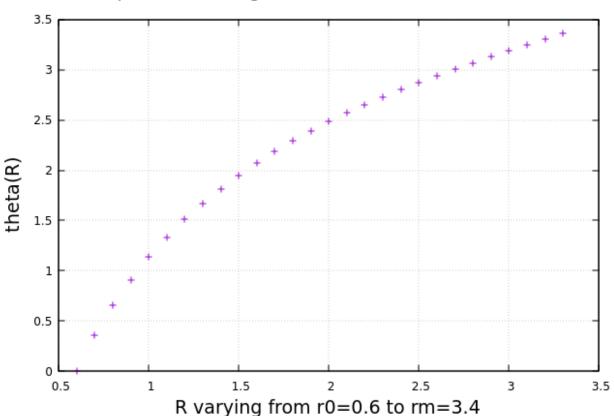
// varaying R from r0 to rm
    for (r=r0;r<=rm;r=r+0.1)
    {
        fprintf(fp,"%lf\t%lf\n",r,gauss(fre,r,E,r0,r));
    }
}</pre>
```

## **OUTPUT**

Enter the value of E:-0.25

Enter the lower and upper limit r0 & rm:0.6 3.4

# particle moving under a central force E=-0.25

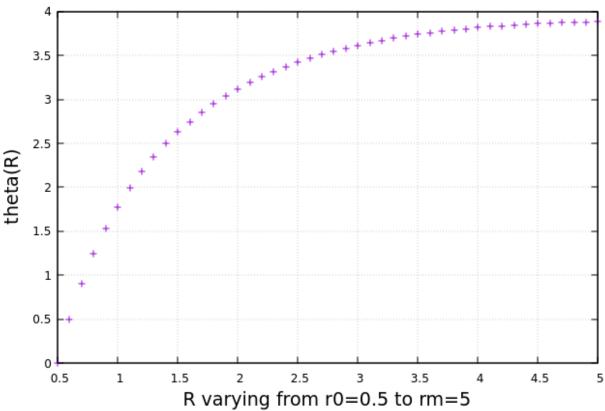


Fri Jan 15 22:53:43 2021

Enter the value of E:0

Enter the lower and upper limit r0 & rm:0.5 5

# particle moving under a central force E=0



Fri Jan 15 22:41:24 2021

# PROBLEM 4:

```
In [ ]:
         // problem 4:
         #include<stdio.h>
         #include<math.h>
         #include"integral.c"
         #define pi 3.1415927
         // function to be intgrated ftx(t,x)
         double ftx(double t,double x){
             return cos(pow(x,1.5)*cos(t))*pow(sin(t),3);
         // function which root is needed Fx(x)
         double Fx(double x){
             return trap(ftx,x,0,pi,500);
                                             // n=500
         // main program to do neccessary job
         int main()
                 float a=0,b=5; // range of roots
                 printf("USING BISECTION METHOD\n");
                 bisection(Fx,a,b);
                 printf("\nUSING SECANT METHOD\n");
                 secant(Fx,a,b);
         }
```

#### **OUTPUT**

USING BISECTION METHOD

```
root=2.722992 f(xm)=0.000013 z=0.000006 accuracy=0.000010 root=3.907898 f(xm)=0.000003 z=0.000008 accuracy=0.000010 root=4.917297 f(xm)=0.000001 z=0.000006 accuracy=0.000010
```

**USING SECANT METHOD** 

In the interval: 2.720 and 2.730

The root is: 2.7230

In the interval: 3.900 and 3.910

The root is: 3.9079

In the interval: 4.910 and 4.920

The root is: 4.9173

## **HENCE THE SMALLEST ROOT IS:2.722992 (bisection)**

## PROBLEM 5:

```
In [ ]: // problem 5:
         #include<stdio.h>
         #include<math.h>
         #include"integral.c"
         #define pi 3.1415927
         // function to be intgrated fxz(x,z)
         double fxz(double x,double z){
             return cos(z*cos(x));
         }
         // function which root is needed J0(z)
         double J0(double z){
             return 1/(2*pi)*trap(fxz,z,0,2*pi,500); // n=500
         // main program to do neccessary job
         int main()
           float a,b;
           a=0, b=12;
                        // range of roots
           secant(J0,a,b);
         }
```

#### **OUTPUT**

In the interval: 2.400 and 2.410

The root is: 2.4048

In the interval: 5.520 and 5.530

The root is: 5.5201

In the interval: 8.650 and 8.660

The root is: 8.6537

In the interval: 11.790 and 11.800

The root is: 11.7915

## PROBLEM 6:

```
// problem 6:
In [ ]:
         #include<stdio.h>
         #include<math.h>
         #include"integral.c"
         #define pi 3.1415927
         double f(double theta, double z){
             return cos(z*cos(theta))*pow(sin(theta),5);
         }
         double J2(double z){
             return pow(z,2)/(pow(2,3)*factorial(2))*trap(f,z,0,pi,1000);
         int main()
           float a=0,b=10;
                              // range of roots
           printf("USING BISECTION METHOD\n");
           bisection(J2,a,b);
           printf("\nUSING SECANT METHOD\n");
           secant(J2,a,b);
         }
```

#### **OUTPUT**

USING BISECTION METHOD

root=0.499992 f(xm)=0.016371 z=0.000008 accuracy=0.000010 root=5.763489 f(xm)=-0.000005 z=0.000005 accuracy=0.000010 root=9.095093 f(xm)=0.000009 z=0.000007 accuracy=0.000010

**USING SECANT METHOD** 

In the interval: 0.000 and 0.010

The root is: 0.0000

In the interval: 5.760 and 5.770

The root is: 5.7635

In the interval: 9.090 and 9.100

The root is: 9.0950