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cos.c
Finding the real roots of any given equation using cheybesev method
Chebysav method is like approimating the given Transcedental Equation into a quadratic equa
tion f(x) = 0, f(x) \sim a0 + a1x + a2x^2
Let xk be an approximate root
f'(x) = a1 + a2x
f''(x) = 2a2 by substituting the value xk in all the equations we get the values of f(xk),
f'(xk), f''(xk)
we get,
      f(x) ~ fk + (x-xk)f'_k + (x-xk)^2*f''_k/2 ==> 0
      x_{k+1} = xk - fk/f'k - (fk^2 f''_k)/2((f'_k)^3)
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
//Function prototypes
float f(float x);
float df(float x);
float ddf(float x);
float chebyshev(float guess);
int main()
   float root, guess;
   //Making a guess
   printf("Enter guess: ");
   scanf("%f", &guess);
  //Invoking Function
   root = chebyshev(quess);
   printf("Root of the equation is: %f\n", root);
   exit(0);
}
float chebyshev(float guess)
   float root, a;
   a = guess;
   //Loop infinitely
   while (1)
   {
      root = a - (f(a)/df(a)) - (f(a)*f(a)*ddf(a))/(2*df(a)*df(a)*df(a));
      //root = a - (fa/fa_d) - (fa*fa*fa_d_d)/(2*fa_d*fa_d*fa_d);
      //Checking the convergence of the equation
      if (floor(a*10000) == floor(root*10000))
      {
         return root;
      a = root;
   return root;
float f(float x)
   float ans; //Declaration of variables in float
   ans = 3*x - cosf(x) - 1; // f(x)
   if (ans != ans)
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   {
       printf("Cannot proceed further..Try changing the guess\n");
       exit (3);
   return ans; //Returning the value of f(x) at x1
}
float df(float x)
  float ans; //Declaration of variables in float
  ans = 3 + sinf(x); // f'(x)
  if(ans != ans)
      printf("Cannot proceed further..Try changing the guess\n");
      exit (4);
   return ans; //Returning the value of f'(x) at x1 \,
}
float ddf(float x)
   float ans; //Declaration of variables in float
   ans = cosf(x); // f''(x)
   if(ans != ans)
      printf("Cannot proceed further..Try changing the guess\n");
      exit (4);
   return ans; //Returning the value of f'(x) at x1
}
```