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cos.c
This program is used to find the roots of an equation by using newton method. In this metho
d an initial guess XO is taken and is iterated by the equation
                   Xn+1 = Xn - f(Xn)/df(xn-1)
Where df is the derivative of the function f(x) with respect to x.
Input : -An intital guess (X0)
Algorithm:
   A new approximation to the root can be found by using
   Xn+1 = Xn - (f(Xn)/df(Xn))
Output: - Root(s) of the equation f(x) = 0
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
//Function prototypes
float f(float x);
float df(float x);
float newton(float a);
int main()
  float root, a; // a is the initial guess
                 // root is the final root of the equation
  //Getting initial guess from the user.
  printf("Enter initial guess: ");
  scanf("%f", &a);
  root = newton(a); //Invoking the newton funtion
  printf("Root of the equation is %f\n", root);
  exit (0);
}
float newton(float a)
  float root, x, y;
  //Loop infinitely
  while(1)
  {
      //Iterating through the equation Xn+1 = Xn - (f(Xn)/f'(Xn))
      //Xn+1 is root
      //Xn is a
      root = a - (f(a)/df(a));
      //printf("Checking %f\n", root);
      //Checking if root is found
      if(f(root) == 0)
      {
          return root;
      }
      //Rounding a and root to 5 decimal accuracy and comparing
      x = round(root*100000)/100000;
      y = round(a*100000)/100000;
      //If they are equal, Implies the equation is converged
      if(x == y)
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{

return root;

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     a = root; //Update the initial guess
}
float f(float x)
  float ans;
//Calculating function value
 ans = 3*x - cosf(x) - 1;
 //Checking if the result is a NAN
 if(ans != ans)
     printf("Couldn't proceed,..Try changing value\n");
     exit (2);
 return ans;
}
float df(float x)
 float ans;
  //Calculating the derivative value
  ans = 3 + sinf(x);
  //Checking if the result is a NAN
 if(ans != ans)
     printf("Couldn't proceed,..Try changing value\n");
     exit (2);
  }
 return ans;
```