```
1. Write a program to count number of significant digits in a given
number.
#include <iostream>
#include <string>
using namespace std;
int countDigit(string number) {
   bool decimalFound = false;
   string integerPart, decimalPart;
   for (char c : number) {
           decimalFound = true;
        if (!decimalFound) integerPart += c;
       else decimalPart += c;
   int start = 0;
   while (start < integerPart.size() && integerPart[start] == '0') {</pre>
       start++;
   integerPart = integerPart.substr(start);
   if (!decimalFound) {
       int end = integerPart.size() - 1;
       while (end >= 0 && integerPart[end] == '0') {
           end--;
        integerPart = integerPart.substr(0, end + 1);
```

```
from decimal)
    if (integerPart.empty()) {
        int startDecimal = 0;
        while (startDecimal < decimalPart.size() &&</pre>
decimalPart[startDecimal] == '0') {
            startDecimal++;
        decimalPart = decimalPart.substr(startDecimal);
    return integerPart.size() + decimalPart.size();
int main() {
    cin >> num;
    int result = countDigit(num);
    cout << "Total significant digits: " << result << endl;</pre>
```

```
/*
C221050
2. Write a program to round off a number with n digits after decimal point
using banker's rule.
*/
#include<bits/stdc++.h>
using namespace std;
string roundNum(string num, int d) {
   int p = num.find('.');
```

```
if (p == -1 \mid \mid p + d + 1 >= num.length()) return num;
            return num.substr(0, p + d + 1);
        num[i] = '0';
int main() {
    string num;
    cout << "Enter number: ";</pre>
    cin >> num;
    cout << "Decimal places: ";</pre>
    cout << "Rounded: " << roundNum(num, d) << endl;</pre>
```

```
3. Write a program to evaluate a polynomial f(x) = x3 - 2x2 + 5x + 10 by
using Horner's rule x = 5.
#include<bits/stdc++.h>
using namespace std;
int main()
   cout << "Enter the value of n = ";</pre>
   int n,x;
   vector<int> a(n+5), p(n+5);
       cin >> a[i];
   p[n+1] = 0;
       p[i] = (p[i+1] * x) + a[i];
   cout << "The answer is = " << p[0] << endl;
```

```
4. Write a program to find the root of the equation x3 - 9x + 1 = 0,
correct to 3 decimal places, by using the bisection method.
#include<bits/stdc++.h>
using namespace std;
double error = .0001;
bool calc(double x)
int main()
   double right = 3.0, left = 1.0;
   while(fabs(right - left) >= error)
       double mid = (right + left) / 2.0;
       if(calc(mid)){
           left = mid;
       else right = mid;
    cout << fixed << setprecision(3) << left << endl;</pre>
```

```
correct to 3 decimal places. [Use bisection method].
#include <bits/stdc++.h>
using namespace std;
double error = 0.0001;
double fun(double x)
double bisection root(double x1, double x2)
   while (fabs (x1 - x2) > error)
       else
    return x2;
```

```
int main()
{
    double lower = -100, upper = 100, x = 1.0;

    double x2 = lower, x1 = lower;

    while(x2 < upper)
    {
        x1 = lower;
        x2 = lower + x;
        double f1 = fun(x1);
        double f2 = fun(x2);
        lower = x2 + 0.1;

        if((f1 * f2) > 0)
        {
            continue;
        }
        double ans=bisection_root(x1, x2);

        cout << fixed <<setprecision(3) <<ans<< endl;
    }
}</pre>
```

```
/*
6.Write a program to find the root of the equation x3 - 6x + 4 = 0,
correct to 3 decimal places, by using Newton-Raphson method.
*/
#include<bits/stdc++.h>
using namespace std;
double error = .005;
```

```
double f \times 1 (double \times 1) // Computing f(\times 1)
double f prime (double x1) // Computing f'(x1)
int main()
   double x1 = 0;
    double x2 = x1 - (f_x1(x1) / f_prime(x1));
    while ( fabs (x2 - x1) > error )
       x2 = x1 - (f x1(x1) / f prime(x1));
    cout << "The result is: " << fixed << setprecision(4) << x1 << endl;</pre>
```

```
/*
7.Write a program to find the root of the equation x3 - x + 2 = 0, correct
to 3 decimal places, by using false position method.
*/
#include<bits/stdc++.h>
using namespace std;
double error = .00005;
```

```
double f x (double x)
int main()
       x2 = x0;
    double x0 \text{ prev} = x0;
    x0 = x1 - ((f_x(x1) * (x2 - x1)) / (f_x(x2) - f_x(x1)));
    while ( abs(x0 prev - x0) > error )
        if ( f x(x1) * f x(x0) < 0.0 )
        x0 prev = x0;
    cout << fixed << setprecision(3) << x0 << endl;</pre>
```

```
return 0;
}
```

```
8. Write a program to find the root of the equation x3 - 5x2 - 29 = 0,
correct to 3 decimal places, by using secant method.
#include<bits/stdc++.h>
using namespace std;
double error = 0.0001;
double fx(double x)
double calc(double x0, double x1)
int main()
   while (fabs (x0 - x1) > error)
       x1 = x2;
```

```
cout << fixed << setprecision(3) << x1 << endl;
return 0;
}</pre>
```

```
9. Write a program to find the quotient polynomial q(x) such that p(x) = (x)
#include<bits/stdc++.h>
using namespace std;
int main()
   vector<int>a(n+5),b(n+5);
       cin >> a[i];
   b[n-1] = 0;
       b[i] = a[i+1] + (x * b[i+1]);
```

```
for(int i = n-2; i >= 0; i--){
    if(b[i] == 0){
        continue;
}

if(i == n-2) {
        cout << b[i] << "x^" << i << " ";
        continue;
}

if(i == 0) {
        if(b[i] >= 0) cout << "+ " << b[i] << " ";
        else cout << "- " << abs(b[i]) << " ";
        continue;
}

else {
        if(b[i] >= 0) cout << "+ " << b[i] << "x^" << i << " ";
        else cout << "- " << abs(b[i]) << "x^" << i << " ";
        else cout << "- " << abs(b[i]) << "x^" << i << " ";
}
}

cout << "= 0" << endl;

return 0;
}</pre>
```