

# mathlib.c

Include math.h for PI constant

Create Prof. Ethan Miller's square\_root code() function so we can use it later

Create Prof. Ethan Millers Exp() function so we can use it later

```
double my_sin(double x)
```

Set limit of N to ~20 to give enough accuracy

Set input of "x" to be within (0,2pi) so the function stays accurate at high values of x Either subtract 2pi or add 2pi to get x within the range

Set both approximation and current term to x  
//This is to effectively "solve" the first term

Loop from 1 to N

```
//applying sin formula from lab doc  
Term = term * (x/2n) * (x/2n+1)
```

```
//This is effectively (-1)^n but much faster  
If n is odd, total = total - term  
If n is even, total = total + term
```

Return term

```
double my_cos(double x)
```

```
Return -my_sin(x + 3pi/2);
```

```
//Just returning -sin shifted by 3pi/2 as that is the equivalent of cosine
```

```
double my_arcsin(double x)
```

```
    Create z_n and z_n1 for current guess and next guess respectively
```

```
    //Endpoints act strange since we are taking the derivative on an endpoint which  
    is undefined.
```

```
    Check if x is -1 or 1, if it is
```

```
        Return  $\pi/2$  or  $-\pi/2$  respectively
```

```
    //Looping until we are extremely close to the actual value
```

```
    While  $z_n - z_{n1} > 10e^{-10}$ 
```

```
        //Making our previously found next guess our current guess
```

```
         $z_{n1} = z_n;$ 
```

```
        // Applying arcsin formula from lab doc
```

```
         $z_n = (z_{n1}) - ((\text{my\_sin}(z_{n1}) - x) / \cos(z_{n1}))$ 
```

```
    Return  $z_n$ 
```

```
double my_arccos(double x)
```

```
    //Using shortcut from lab doc
```

```
    Return  $\pi/2 - \text{my\_arcsin}(x)$ 
```

```
double my_arctan(double x)
```

```
    //Using lab docs shortcut to get arctan in terms of arcsin
```

```
    Return  $\text{my\_arcsin}(x / (\text{square\_root}(x^2 + 1)))$ 
```

```
double my_log(double x)
```

```
Create a_n and a_n1 for current guess and next guess
```

```
While a_n - a_n1 > 10e-10
```

```
    //setting our new guess to current guess
```

```
    a_n = a_n1
```

```
    //Using formula from lab doc and Professors Exp function.
```

```
    a_n1 = a_n + (x-Exp(a_n))/Exp(a_n)
```

```
Return a_n1
```

## mathlib-test.c

```
//Basically just loop through the domain and compare my_function to the math library function.
```

```
// Do this for all 6 functions
```

```
Void test_sin()
```

```
    For (0,2pi) step .05pi
```

```
        Error = (my_sin - sin)
```

```
        Print ( my_sin, sin, Error)
```

```
Void test_cos()
```

```
    For (0,2pi) step .05pi
```

```
        Error = (my_cos - cos)
```

```
        Print ( my_cos, cos, Error)
```

```
Void test_arcsin() step.05
```

```
    For [-1,1)
```

```
        Error = (my_arcsin - asin)
```

```
        Print (my_arcsin, asin, error)
```

```
Void test_arccos() step.05
```

```
    For [-1,1)
```

```
Error = (my_arccos - acos)
Print (my_arccos, acos, error)
```

```
Void test_arctan() step.05
    For [1,10)
        Error = (my_arctan - atan)
        Print (my_arctan, atan, error)
```

```
Void test_log() step.05
    For [1,10)
        Error = (my_log - log)
        Print (my_log, log, error)
```

```
//Creating command line options to use
#define OPTIONS "asclSCT"
```

```
//Creating a flag for every option so printing multiple of the same table wont happen
```

```
Int sin_flag = 1
Int cos_flag = 1
Int asin_flag = 1
Int acos_flag = 1
Int atan_flag = 1
Int log_flag = 1
```

```
For every found option in the command line
```

```
    Switch
        Case 'a'
            Turn all flags to 0

        Case 's'
            Turn sin_flag to 0

        Case 'c'
            Turn cos_flag to 0

        Case 'S'
            Turn asin_flag to 0

        Case 'C'
```

Turn acos\_flag to 0

Case 'T'

Turn atan\_flag to 0

Case 'I'

Turn log\_flag to 0

//For every single flag (sin,cos,asin,acos,atan,log)

If flag == 0

Print out the xxx\_test() of the function

...

...

...

//returning 0 because this is the main function

Return 0