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1  #include <bits/stdc++.h>
2  //Cairo University Faculty of Engineering Computer Engineering Department
3  //Numerical Analysis Fall 2018 semester MTH 325
4  //name:Yahia Ali Sec:2 BN:32
5  //problem 3.17
6  //this code for solve Integration  $(\ln(x) \cdot \ln(y/M)) / (\sqrt{x \cdot y/M}) \, dx dy$ , x from start to
   end and y from M*start to M*end
7  //using Simpson's 1/3 formula with n=N where N is even number
8  double const infinte= 9999999.0; //define infinte for double numbers
9  double const zero=0.000001; //define zero for double numbers
10 double func(double x) //calculate  $\ln(x)/\sqrt{x}$ 
11 {
12     if(x<=zero) //stop if input causes error (x is negative or zero)
13         return infinte;
14     return log(x)/sqrt(x);
15 }
16 double solve(double start,double end, int N,double M)
17 {
18     if(N&1 || N<1) //if N is odd or negative stop
19         return infinte;
20     double result=0.0; //final result will store here
21     double sumeven=0.0; // summation of all f(x) with even index
22     double sumodd=0.0; // summation of all f(x) with odd index, first and last index
   (1,N+1) didn't include
23     double h=(end-start)/double(N); //calculate h
24     double x=start+h; //store current x
25     for(int index=2;index<=N;index++) //start from index 2 to index N
26     {
27         if(index&1) //if index is odd add f(x) to sumodd
28             sumodd+=func(x);
29         else //else add f(x) to sumeven
30             sumeven+=func(x);
31         x+=h; //increase x by h
32     }
33     result=func(start)+(4.0*sumeven)+(2.0*sumodd)+func(end);
34     result=result*h/3.0; // now result contain Integration =  $(\ln(x)/\sqrt{x})dx$  from
   start to end >> I simpl/3
35     result= (result*result)*M; //calculate  $2 \cdot (I \text{ simpl/3})^2$ 
36     return result;
37 }
38 int main()
39 {
40     //test for start=1,end=2,n=8 and M=2
41     printf("%.8f",solve(1.0,2.0,8,2.0)); //print the result 8 digit after Fraction
42     return 0;
43 }
44
45

```