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// Program to approximate pi using N terms of the Leibniz series
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using namespace std;
#include <iostream>
#define _USE_MATH_DEFINES
#include <cmath>
double percent_error(double x){ // Defines percent error function for pi
        return 100*abs(x - M_PI)/M_PI;
}
int pi_approx_Leibniz(){
                                          // Define function for approximating pi
                         // Define max term variable
int Nmax;
cout << "Enter the number of terms: ";</pre>
while(true){
                        // Catches negative integer selection
        cin >> Nmax;
        if(Nmax < 0){
                cout << "Please enter a positive integer: ";</pre>
        else{
                break;
        }
}
double Lsum = 0.0;
                                 // Defines sum value of Leibniz series
for(int j = 1; j <= Nmax; j++){
        double Lnterm = 4*pow(-1, j+1)/(2*j-1);
        Lsum += Lnterm;
        }
cout << "For N = " << Nmax << " terms, the approximation for pi is" << endl << endl;</pre>
   cout << "Pi = " << Lsum << endl << endl << "and the percent error is" << endl << endl;</pre>
   cout << "Pi err = " << percent error(Lsum) << endl << endl;</pre>
}
int pi approx Wallis(){
                                 // Define function for approximating pi
                        // Define max term variable
cout << "Enter the number of factors: ";</pre>
while(true){
                         // Catches negative integer selection
        cin >> Nmax;
        if(Nmax < 0){
                cout << "Please enter a positive integer: ";</pre>
        else{
                break;
        }
}
double Wpro = 1.0;
                                 // Defines product value of Wallis
for(int j = 1; j \leftarrow Nmax; j++){
        double Wnterm = (2.0*j)*(2.0*j)/(2.0*j-1.0)/(2.0*j+1.0);
        Wpro = Wpro * Wnterm;
        }
cout << "For N = " << Nmax << " factors, the Wallis approximation for pi is" << endl << endl;</pre>
   cout << "Pi = " << 2.0*Wpro << endl << endl << "and the percent error is" << endl << endl;
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cout << endl << "Good bye!" << endl << endl;</pre>

return 0;

}