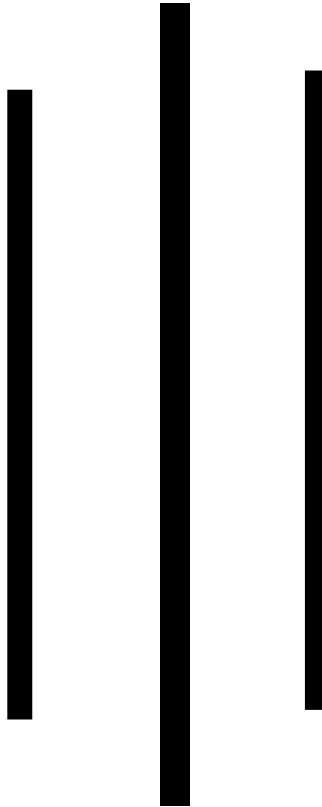


ASIAN SCHOOL OF MANAGEMENT AND TECHNOLOGY (ASMT)

GONGABU, KATHMANDU

LAB REPORT



NUMERICAL METHOD

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Lab Assignment #1

1. WAP to implement Bisection Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\Bisection Implementation.exe

Enter x1 and x2:
-2
-1

Root is: -1.625000
-----
Process exited after 27.13 seconds with return value 0
Press any key to continue . . .
```

2. Write a program to implement Secant Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\Secant Method Implemetation.exe

Enter x1, x2:4
2
Enter max Iteration6

step  x0          x1          x2          f(x1)          f(x2)
1      0.000000    4.000000    0.357143     51.000000     -5.668732
2      4.000000    0.357143    0.721548     -5.668732     -6.067435
3      0.357143    0.721548   -4.823938    -6.067435    -107.606979
4      0.721548   -4.823938    1.052915   -107.606979    -5.938536
5     -4.823938    1.052915    1.396187    -5.938536    -5.070733
6      1.052915    1.396187    3.401987    -5.070733    27.568970
Not convergentX2 is root
-----
```

3. WAP to implement Newton Raphson method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\Newton Rapson method.exe

Enter initial guess:
0
Enter tolerable error:
0.0001
Enter maximum iteration:
5

Step      x0          f(x0)          x1          f(x1)
1          0.000000     -2.000000     0.666667     0.000000
2          0.666667     0.214113     0.607493     0.214113
3          0.607493     0.001397     0.607102     0.001397

Root is: 0.607102
```

4. WAP to implement fixed point iteration method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\fixed point Impementation.exe
Enter initaial value:0
Enter Iteration:4

step      xo      f(xo)      x1      f(x1)
1          0.000000  2.000000   0.666667  2.000000
2          0.666667 -0.214113   0.595296 -0.214113
3          0.595296  0.042096   0.609328  0.042096
4          0.609328 -0.007950   0.606678 -0.007950

Sorry you meet your Iteration !
```

5. WAP to implement synthetic division.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\synthetic division implementation.exe

      SYNTHETIC DIVISION
Enter the highest degree of the equation (max 5): 3

Coefficient x[3] = 1
Coefficient x[2] = -7
Coefficient x[1] = 15
Coefficient x[0] = -9

Enter the value of constant (x) : 3

Coefficients of quotient are:
      1      -4      3
Remainder is: 0
```

6. WAP to implement Horner's method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-1\Horner's method Implementation.exe

Enter degree of the polynomial X :: 3
Enter coefficient's of the polynomial X ::
Enter Coefficient of [ X^3 ] :: 3
Enter Coefficient of [ X^2 ] :: -4
Enter Coefficient of [ X^1 ] :: 5
Enter Coefficient of [ X^0 ] :: -6
Enter the value of X :: 2
Value of the polynomial is = [ 12.000000 ]
```

Lab Assignment #2

7. WAP to implement Lagrange's interpolation.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\langarage interpolation implementation.exe

====Langanrage Interpolation:
Enter number of data: 6

x[0] = 0
y[0] = 0

x[1] = 10
y[1] = 227.04

x[2] = 15
y[2] = 362.78

x[3] = 20
y[3] = 517.25

x[4] = 22.5
y[4] = 602.97

x[5] = 30
y[5] = 901.67
Enter interpolation points: 16
Interpolated value at 16.000000 is 392.035614
```

8. Write a program to implement Newton's divided difference interpolation.

```
C:\Users\Del\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\Newtons Divided Difference Interpolation.exe
Newton divided difference interpolation:
Enter the number of points:
4
Enter the value of x (point):
2.5
Enter the value of x and fx at i=0:
1
0
Enter the value of x and fx at i=1:
2
0.3010
Enter the value of x and fx at i=2:
3
0.4771
Enter the value of x and fx at i=3:
4
0.6021
Interpolation value = 0.334050
```

9. WAP to implement Newton's forward difference formula.

```
C:\Users\Del\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\newton forward difference interpolation.exe

Enter value of given xp :
25
Enter the values of x and f(x):
x0= 10
fx0= 0.2736

x1= 20
fx1= 0.3420

x2= 30
fx2= 0.500

x3= 40
fx3= 0.6425

x4= 50
fx4= 0.7110

x0=      10.000000      x1=      20.000000      x2=      30.000000      x3=      40.000000      x4=      50.000000
fx0=      0.273600      fx1=      0.342000      fx2=      0.500000      fx3=      0.642500      fx4=      0.711000

/////The value of h is: 10.000000
/////The value of s is: 1.500000
The value of f(25.000000) is : 0.417461
=====
```


10. WAP to implement Newton's backward difference formula.

```
C:\Users\Del\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\newton backward difference interpolation.exe
=====Newton's backward difference interpolation =====

Enter number of data points:
4

Enter value of given xp :
5
Enter the values of x and f(x):
x0= 1
fx0= 2

x1= 2
fx1= 3

x2= 3
fx2= 4

x3= 4
fx3= 5

x0=      1.000000      x1=      2.000000      x2=      3.000000      x3=      4.000000
fx0=      2.000000      fx1=      3.000000      fx2=      4.000000      fx3=      5.000000
/////The value of h is: 1.000000
/////The value of s is: 1.000000
The value of f(5.000000) is : 11.000000
```

11. WAP to implement least square approximation.

a. Linear least square method.

```
C:\Users\Del\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\Least square approximation(regression).exe
***Least square method***
Input the number of data points:
n=4
Enter the data sets one after another:
x[0]=1

y[0]=6

x[1]=2

y[1]=11

x[2]=3

y[2]=18

x[3]=4

y[3]=27
The equation of line:

y=7.000000x+-2.000000
```

Polynomial regression.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\Second order polynomial (regression).exe
***Least square method for second-order polynomial***
Input the number of data points: 5
Enter the data sets one after another:
x[0]=1
y[0]=3
x[1]=2
y[1]=5
x[2]=3
y[2]=7
x[3]=4
y[3]=10
x[4]=5
y[4]=12

The equation of the second-order polynomial:
y = -0.020620 * x^2 + -0.943896 * x + -3.010144
```

b. Exponential regression.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\Exponential Regression.exe
Enter the number of data points: 6
Enter the value of x and y respectively:
x[0]= 0.4
y[0]= 0.8
x[1]= 1.2
y[1]= 1.6
x[2]= 2
y[2]= 2.3
x[3]= 3
y[3]= 2.6
x[4]= 4
y[4]= 2.8
x[5]= 6
y[5]= 3.1
y = 1.131291 * e^(0.208202 * x)
```

12. WAP to implement maxima and minima of tabulated function.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-2\maxima and minima of table value.exe
Enter the number of data points: 4
Enter the data points (x, y):
x[0] = 0
y[0] = -5
x[1] = 1
y[1] = -7
x[2] = 2
y[2] = -3
x[3] = 3
y[3] = 13
Maxima and Minima:
Minima at (x[1] = 1.000000, y[1] = -7.000000)
```

Lab Assignment #3

1. Write a program to calculate the derivative using forward difference

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\1.forward difference appr taylor.exe

Forward Difference Approximation using Taylor series:
Enter initial point x: 1
Enter difference point h: 0.2
The forward difference approximation of the derivative is: 2.200000

-----
Process exited after 109 seconds with return value 0
Press any key to continue . . .
```

2. Write a program to calculate the derivative using backward difference

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\2.backward difference appr taylor.exe

Backward Difference Approximation using Taylor series:
Enter initial point x: 1
Enter difference point h: 0.2
The backward difference approximation of the derivative is: 1.800000

-----
```

3. Write a program to calculate the derivative using central difference formula.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\3.Central difference appr taylor.exe

Central Difference Approximation using Taylor series:
Enter initial point x: 1
Enter difference point h: 0.2
The central difference approximation of the derivative is: 2.000000
```

4. Write a program to calculate the derivative using forward divided difference

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\5. derivative forward.exe
Derivative using newton forward difference:
=====

Enter the number of data points: 6
Enter the data points in the format (x, y):
x[0] = 1
y[0] = 0
x[1] = 1.2
y[1] = 0.128
x[2] = 1.4
y[2] = 0.554
x[3] = 1.6
y[3] = 1.296
x[4] = 1.8
y[4] = 2.432
x[5] = 2
y[5] = 4
Enter the value at which you want to calculate the derivative: 1.1
The derivative at x = 1.100000 is: 0.640000
```

5. program to calculate the derivative using backward divided difference

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\6.Derivative Backward.exe
Derivative using newton backward difference:
=====

Enter the number of data points: 5
Enter the data points in the format (x, y):
x[0] = 5
y[0] = 10
x[1] = 6
y[1] = 15
x[2] = 7
y[2] = 20
x[3] = 8
y[3] = 23
x[4] = 9
y[4] = 32
Enter the value at which you want to calculate the derivative: 9
The derivative at x = 9.000000 is: 3.000000
```

6. Write a program to implement trapezoidal rule.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\8. Trapezoidal function.exe

====Trapezoidal====
Please enter the limits of integration
2
8
The value of integration is
It= 1566.000000
-----
```

7. Write a program to implement composite trapezoidal rule.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\9.composite trapezoidal(fun).exe

Composite trapezoidal(fun)
=====

Enter the initial value of x(a):-1
Enter the final value of x(b):1
Enter the segment number(n):2
The integration value of function =4.086162
```

8. Write a program to implement Simpson's $1/3$ rule .

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\10. simpson 1 by3 (fun).exe

=== Simpson 1/3(fun)===
Enter initial value of X:
a=0

Enter Final value of X:
b=1

Enter number of segments (Even number):
N=3

Integral from 0.000000 to 1.000000
When h=0.333333 is 0.000000
```

9. Write a program to implement composite Simpson's $1/3$ rule

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\11. simpson 1by3 composite(fun).exe

===== Composite Simpson 1/3(fun)=====
Enter initial value of X: 0
Enter final value of X: 1
Enter number of segments (Even number): 4

Integral from 0.000000 to 1.000000 when h = 0.250000 is 0.213060
```

10. Write a program to implement Simpson's $3/8$ rule.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\13.Simpson 3 by 8(fun).exe

=== Simpson 3/8(fun)===

Enter the initial value of x:0

Enter the initial value of x:1

Integration value:0.462073
```

11. Write a program to implement composite Simpson's $3/8$ rule.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\Unit-3\14. Simpson 3by8 composite(fun).exe

=== Composite Simpson 3/8 function=====

Enter the initial value of x:
4

Enter the final value of x: 5.2

Enter the number of segments (a multiple of 3): 3

Integration value: -1.122533
```

Lab Assignment #4

1. Write a Program to implement Gauss Elimination Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\1.gaussElimination.exe

===GAuss Elimination ===
Enter number of unknowns: 3
a[1][1] = 20
a[1][2] = 15
a[1][3] = 10
a[1][4] = 45
a[2][1] = -3
a[2][2] = 2.24
a[2][3] = 7
a[2][4] = 1.75
a[3][1] = 5
a[3][2] = 1
a[3][3] = 5
a[3][4] = 9

Solution:
x[1] = 1.183
x[2] = 1.167
x[3] = 0.384
```

2. Write a Program to implement Gauss Elimination with pivoting.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\2.Gauss Elimination with pivoting.exe

=====Gauss Elimination With Pivoting

Enter matrix a
a11, a12, a13
a21, a22, a23
a31, a32, a33

20 15 10
-3 -2.2 7
5 1 5

Enter matrix b
b1, b2, b3
45 1.7 9

Solution:
x[1] = 0.473409
x[2] = 1.712759
x[3] = 0.984043
```

3. Write a Program to implement Gauss Jordan Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\3.Gauss jordan Mthod.exe

=====GAUSS JORDAN=====
Enter the number of unknowns: 3
Enter coefficients of the Augmented Matrix:
a[1][1] = 2
a[1][2] = -
a[1][3] = 4
a[1][4] = 15
a[2][1] = 2
a[2][2] = 3
a[2][3] = -2
a[2][4] = 1
a[3][1] = 3
a[3][2] = 2
a[3][3] = -4
a[3][4] = -4

Solution:
x[1] = 1.778
x[2] = 1.056
x[3] = 2.861
```

4. Write a Program to implement matrix inversion with Gauss-Jordan method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\4.Inverse matrix.exe

====Gauss Jordan Method for Matrix Inversion
Enter order of matrix: 3
Enter coefficients of Matrix:
a[1][1] = 1
a[1][2] = -1
a[1][3] = 1
a[2][1] = 2
a[2][2] = 3
a[2][3] = 0
a[3][1] = 0
a[3][2] = -2
a[3][3] = 1

Inverse Matrix is:
3.000  -1.000  -3.000
-2.000  1.000   2.000
-4.000  2.000   5.000
```

5. Write a Program to implement Do-Little LU Decomposition.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\5.LU decomposition.exe

===== Doolittle LU Decomposition=====
Enter the elements of the 3x3 matrix:
25 5 1
64 8 1
144 12 1

Lower Triangular Matrix (L):
1.00  0.00  -1.#R
2.56  1.00  0.00
5.76  4.00  1.00

Upper Triangular Matrix (U):
25.00  5.00  1.00
0.00  -4.00  -1.00
0.00  0.00  0.00
```


6. Write a Program to implement Cholesky Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\6.cholesky decomposition.exe
=====Cholesky Decomposition method=====
Enter the size of the matrix: 3
Enter the elements of the matrix:
1 4 7
4 80 44
7 44 89

Lower Triangular Matrix (L):
Upper matrix(U) is the transpose matrix of lower matrix
1.000 0.000 0.000
4.000 8.000 0.000
7.000 2.000 6.000
```

7. Write a Program to implement Jacobi iteration method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\7.Jacobbi Iteration.exe
===JACOBIAN ITERATION===
Enter the coefficients of the matrix A and the vector B:
Row 1 (separate each coefficient by a space): 6 -2 1 11
Row 2 (separate each coefficient by a space): -2 7 2 5
Row 3 (separate each coefficient by a space): 1 2 -5 -1
Enter initial guess for solution X:
0 0 0

Solution:
X1 = 1.999973
X2 = 0.999958
X3 = 1.000047

Number of iterations: 10
```

8. Write a Program to implement Gauss Seidal Method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-4\8.Gauss-seidal.exe

===== Gauss_seidal=====
Enter the size of the matrix: 3
Enter the elements of the matrix:
6
-2
1
-2
7
2
1
2
-5
Enter the elements of the right-hand side vector:
11 5 -1
Enter the maximum number of iterations: 7
Enter the value of epsilon: 0.001
Enter the initial guess for the solution vector:
0 0 0

Solution Vector (x):
2.000014
0.999990
0.999999
```

Lab Assignment #5

1. Write a Program to solve ODE by Using Taylors series method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\1.ODE Taylor.exe

=====ODE using Taylor Series Method=====
Enter initial value of t (t0): 0.5
Enter initial value of y (y0): 1
Enter step size (h): 0.25
Enter final value of t (T): 4
The approximate value of y(4.000000) is 110.541047
```

2. Write a Program to solve ODE by Using Picard's method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\2.Picards.exe

Picard Iteration Method for ODE solving
Enter initial value of t (t0): 0
Enter initial value of y (y0): 1
Enter step size (h): 1
Enter final value of t (T): 0.2
The approximate value of y(0.200000) is 2.000000
```

3. Write a Program to solve ODE by Using Euler's method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\3. euler.exe

==EULER==
Input initial value of x and y0
1
Input X-value at which Y is required :
0.5
Input step size:
0.1
x=0.100000 and y=2.000000
x=0.200000 and y=4.020000
x=0.300000 and y=8.080000
x=0.400000 and y=16.220001
x=0.500000 and y=32.520004

Value of y at x =0.500000 is 32.520004
```

4. Write a Program to solve ODE by Using Heun's method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\4.heuns.exe

==HEUN'S==

Input initialvalue of x and y;
0
1
Input X-value at which y is required:0.4

Input stop size:0.1

x=0.100000 n y=1.110000
x=0.200000 n y=1.252550
x=0.300000 n y=1.431068
x=0.400000 n y=1.649330
Value of y at x=0.400000 is 1.649330
```

5. Write a Program to solve ODE by Using Runge-Kutta method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\5.Rk.exe

===RK===
Input initial value of x and y0
1
Input X-value at which Y is required :
0.4
Input step size:
0.4
x=0.400000 and y=1.583467

Value of y at xp =0.400000 is 1.583467
-----
```

6. Write a program to solve boundary value problem using shooting method.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\6.shooting.exe

=== ODE using Shouting method ===
Enter the initial value of x: 1
Enter the initial value of y (boundary condition y(x0)): 2
Enter the final value of x: 2
Enter the desired boundary value y(xn): 9
The value of z at x=0 is: 12.029800
The value of y at x=1 is: 9.000000
```

7. Write a program to Elliptic PDE.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\7.elliptic.exe

Enter the number of interior grid points in the x direction: 3
Enter the number of interior grid points in the y direction: 3
Enter the grid spacing in the x direction (cm): 5
Enter the grid spacing in the y direction (cm): 5
Enter the temperature at the top boundary (C): 0
Enter the temperature at the bottom boundary (C): 0
Enter the temperature at the left boundary (C): 100
Enter the temperature at the right boundary (C): 100

Steady-state temperature distribution after 1 iterations:
100.00 C      0.00 C  100.00 C
100.00 C      50.00 C 100.00 C
100.00 C      0.00 C  100.00 C
```

8. Write a program to solve poisson's equation.

```
C:\Users\Dell\OneDrive\Desktop\Aashis\Numerical_Method\codes\unit-5\7.elliptic.exe

Enter x1: 0
Enter xh: 1
Enter y1: 0
Enter boundary conditions:
a[1,1] = 0
a[1,2] = 20
a[1,3] = 10
a[2,1] = 30
a[2,3] = 5
a[3,1] = 15
a[3,2] = 5
a[3,3] = 5
Solution:
0.00    20.00   10.00
30.00   15.25   5.00
15.00   5.00    5.00

-----
```