
1: Newton-Raphson method (90 pts)

Add your Newton-Raphson function to your library. Things to keep in mind:

- The Newton-Raphson declaration belongs in the RootFinding class with Bisect.
- The Newton-Raphson code belongs in the same .cpp file as the Bisect code.
- Call NewtonRaphson the same way you called Bisect in the `main()`
- You will need to pass in pointers to the functions `f` and `df`. Define `df` in the same manner as `f` in the .cpp file containing the `main()`.

2: Test your library (10)

Test your Newton-Raphson code on the function covered in slide 4 of lecture 12. Report the value of the root.

Submission Details:

Submit a **.zip** file of your visual studio project to Canvas.