LAB0

1. Based on what you can see when going through the process, describe how your graphing calculator approximates a root (or min/max/PoI/etc). What information must the user provide? In what order? Does it matter? Etc. Use diagrams to support/illustrate your description.

Now, consider this algorithm for approximating the square root of n...
a) Make a guess
b) Divide n by the guess
c) Add the result of (b) to your guess
d) Halve the result of (c)

2. Test this algorithm for n=4, n=9, n=16... making accurate and not-so-accurate guesses.
Note anything notable.