

PROGRAM STATEMENT: Evaluate $\int_0^1 (1/\sqrt{1+x^2})$ taking 10 intervals by Simpson's One third Rule

THEORY: It is a three-point quadrature, i.e., $n=2$ (n is number of intervals). Therefore there are only three functional values, $y_0=f(x_0)=f(a)$, $y_1=f(x_0+h)=f(x_1)$ and $y_2=f(x_0+2h)=f(b)$, where h is the difference between two intervals. Thus $b-a=x_n-x_0=2h$. So the third and higher order differences are not possible. Substituting, $n=2$ and neglecting the third and higher order differences we get,

$I_s = h/3(y_0 + 4y_1 + y_2)$. This formula is known as Simpson's 1/3rd rule for integration.

The composite Simpson's One-third Rule for numerical integration is...

$$I_s = h/3 * [\text{Sum of first and last ordinates} + 4(\text{Sum of all odd ordinates}) + 2(\text{Sum of all even ordinates})]$$

PROGRAM CODE:

```
//C Program to implement Simpson's one-third formula for Numerical
Integration
#include <stdio.h>
#include <math.h>
#define EQ (1/(sqrt(1+pow(x,2))))
int main()
{
    int i=0,n;
    double x,s=0,h,u,l;
    printf("The equation we are solving is->    y=1/(sqrt(1+x^2))\n");
    printf("\n\tEnter upper limit::");
    scanf("%lf",&u);
    printf("\n\tEnter lower limit::");
    scanf("%lf",&l);
    printf("\n\tEnter number of intervals::");
    scanf("%d",&n);
    h=(u-l)/n;
    x=l;
    double a[n+1];
    for(i=0;i<=n;i++)
    {
        a[i]=EQ;
        printf("\n\t%lf\t%lf",x,a[i]);
        x=x+h;
        if((i==0)||(i==n))
        {
            s=s+a[i];
        }
        else
        {
            if(i%2)
            {
                s=s+(4*a[i]);
            }
            else
            {
                s=s+(2*a[i]);
            }
        }
    }
}
```

```

s=s*h/3;
if(n%2==0)
    printf("\n\t Value by Simpson's one-third rule is %lf\n",s);
else
    printf("\n\tNumber of intervals odd.");
return 0;
}

```

OUTPUT:

The equation we are solving is-> $y=1/(\sqrt{1+x^2})$

Enter upper limit::1

Enter lower limit::0

Enter number of intervals::10

0.000000	1.000000
0.100000	0.995037
0.200000	0.980581
0.300000	0.957826
0.400000	0.928477
0.500000	0.894427
0.600000	0.857493
0.700000	0.819232
0.800000	0.780869
0.900000	0.743294
1.000000	0.707107

Value by Simpson's one-third rule is 0.881374