* **Solve the equation = 1 – y, with theinitial condition**

**x = 0, y = 0, using Euler’s method tabulate the solutions at x = 0.1, 0.2, 0.3**

#include<stdio.h>

#include<math.h>

float f(float x, float y){

return (1-y);

}

int main(){

printf("Solving Equation using eulers method :\n ");

int i;

float y,x0,y0,xr,h;

printf("Enter the initial value for x0 & y0 :\n ");

scanf("%f%f",&x0,&y0);

printf("Enter the value required of x: ");

scanf("%f",&xr);

//h=0.2-0.1=0.1

printf("Enter value h: ");

scanf("%f",&h);

printf("x\ty\n");

while(x0<=xr){

y=y0+h\*f(x0,y0);

printf("%.3f\t%.3f\n",x0,y0);

y0=y;

x0=x0+h;

}

}