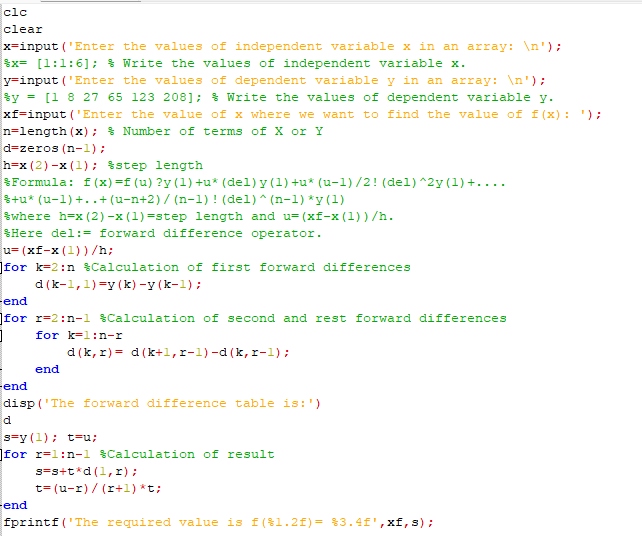
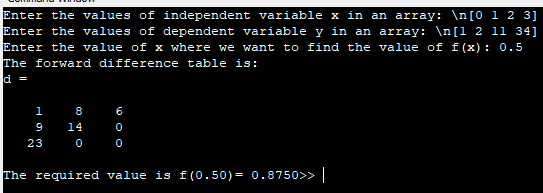
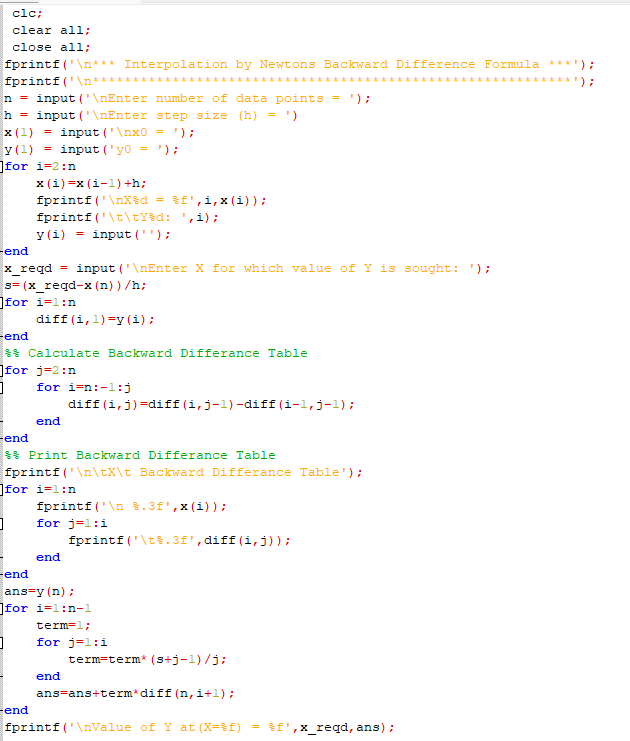
**Forward Interpolation Code:**



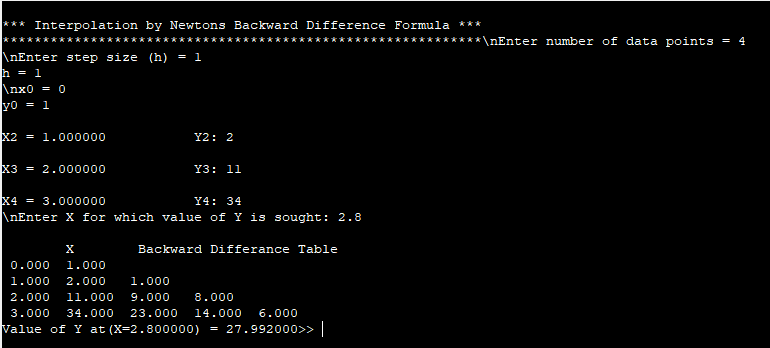
**Output:**



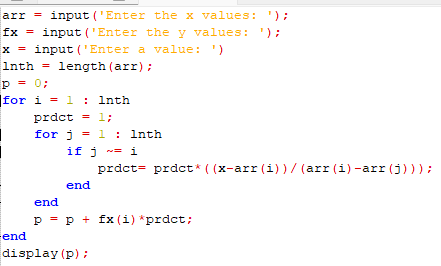
**Backward Interpolation Code:**



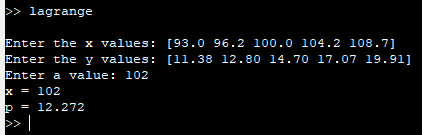
**Output:**



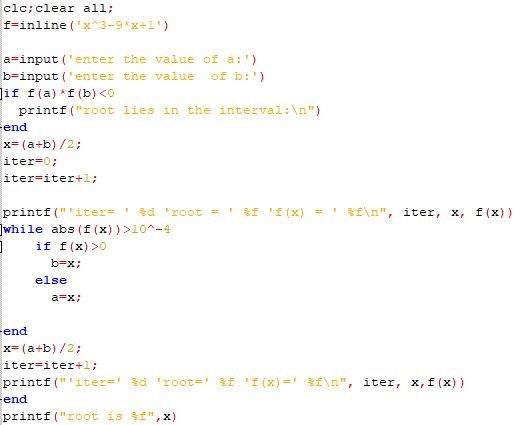
**Lagrange’s Interpolation Code:**



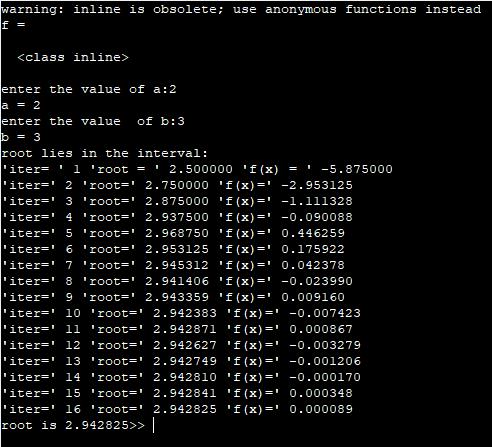
**Output:**



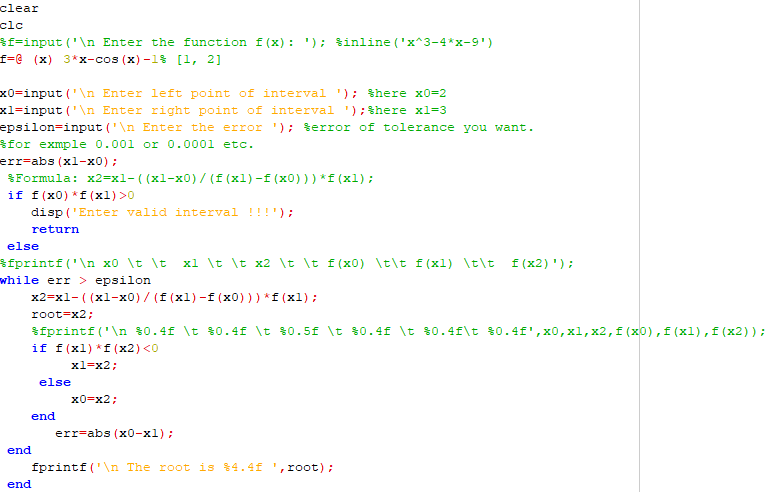
**Bisection Method Code:**



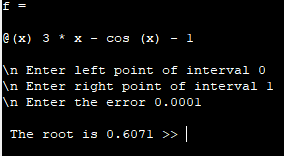
**Output:**

****

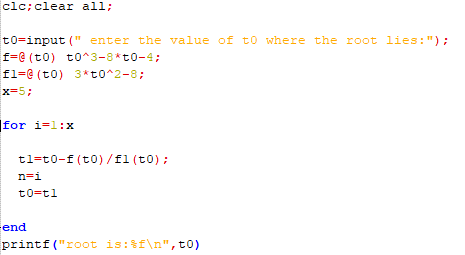
**False position Method Code:**

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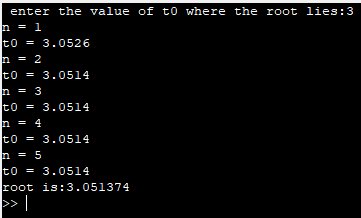
**Output:**



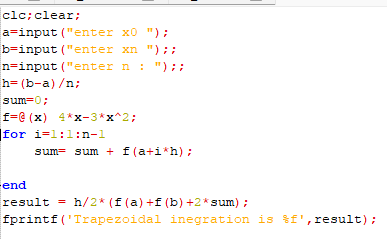
**Newton Raphson Method Code:**



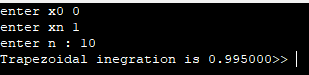
**Output:**



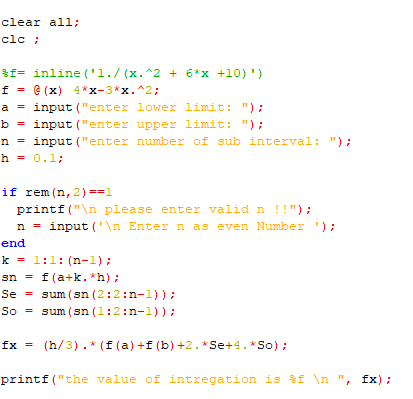
**Trapezoidal Rule Code:**

****

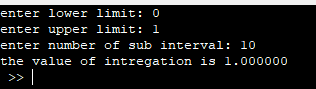
**Output:**

****

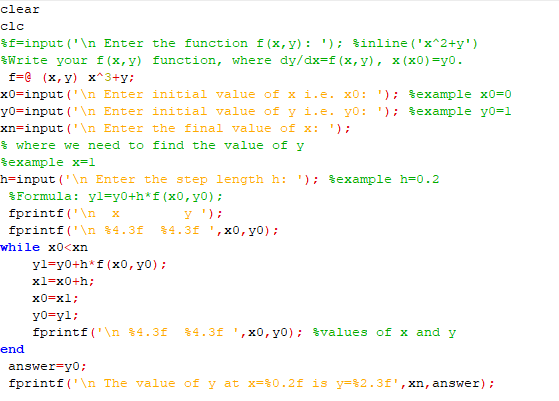
**Simpson’s Rule Code:**

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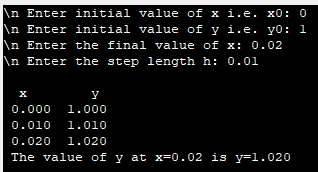
**Output:**

****

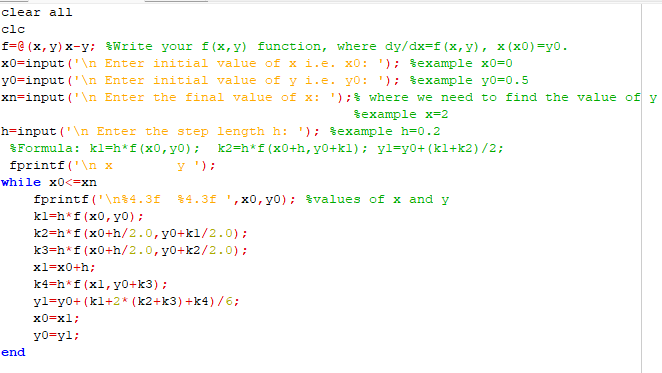
**Euler’s Method Code:**

****

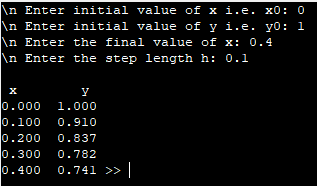
**Output:**

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**Runge Kutta Method Code:**



**Output:**

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