1.Source Code-

```
#include <stdio.h>
#include <math.h>

#define EPS 1.0e-6

double f (double x)
{
	return (sin(x)-cos(x));
}

double bisec (double a, double b)
{
	double x0 = (a + b) / 2;

	if(f(a)*f(b)<0)
	{
		while(fabs(f(x0))>=EPS)
		{
			if(f(a)*f(x0)<0)
			{
				b=x0;
			}
			else
			{
				a=x0;
			}

			x0 = (a + b) / 2;
		}
		return x0;
	}
}

int main (void)
{
	double x1 = bisec(0,3.1416);
	double x2 = bisec(3.1416,2*3.1416);
	int i, n=200;
	double a=x1, b=x2, h, x, y, z;

	h=(b-a)/n;
	printf("\"x\",\"sin(x)\",\"cos(x)\"\n");

	for(i=0;i<=200;i++)
	{
		x=a+i*h;
		y=sin(x);
		z=cos(x);
		printf("%lf, %lf, %lf\n",x,y,z);
	}

	return 0;
}
```

2. Graph-