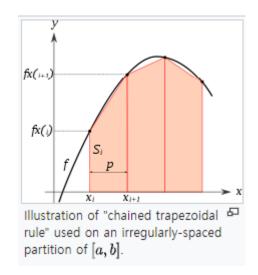
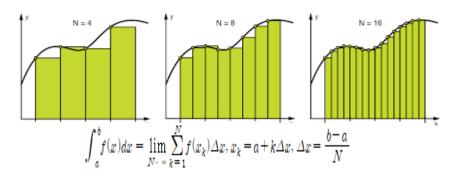
## Lap 2 - Trapezoidal rule

## A technique for approximating the definite integral.



## Integral calculation:



```
Program: sum = 0.0;

dx = (b-a)/N;

x = a;

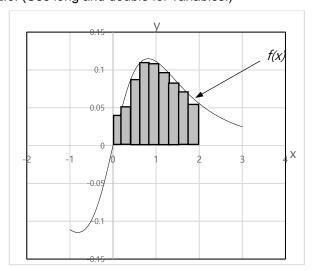
for(i=0; i< N; i++) \{

x += dx;

sum += f(x) * dx;

\}
```

(1) Write a C program(area.c) to calculate an area given by  $f(x) = \frac{x}{(x^2+2)^3}$  where the range of x is from 0.0 to 2.0. (Use long and double for variables.)



Let 
$$z = x^2 + 2$$
 then  $dz = 2x dx$ 

$$\therefore \int_0^2 \frac{x}{(x^2+2)^3} dx = \int_2^6 \frac{1}{2z^3} dz$$

$$= -\frac{1}{4} \left[ \frac{1}{z^2} \right]_2^6 = -\frac{1}{4} \left( \frac{1}{36} - \frac{1}{4} \right) = \frac{1}{18} = 0.05555...$$

The number of segments(N) must be provided by the command line argument. For your test, use N < 1000000.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

main(int argc, char *argv[])
{
  long N;

if (argc != 2) {
    printf("argument error\n");
    exit(1);
}
N = atol(argv[1]);
```

(2) Submit your program when you are done - submit area.c.