Computer Project #1:

1. Use Newton's method to do: Computer Problems of section 3.2 – 3, 14(b). One solution to problem 14(b) will suffice.
2. Use Secant method to do: Computer Problems of section 3.2 – 3
3. Use Newton's method and Horner's algorithm to do: Computer Problems of section 3.2 – 5

Write-up (Report):

1. Methods used, resulting formulas when applied to the problems
2. Parameters used in the program: stopping criteria, tolerances, initial guesses etc
3. Provide a table of results vs. iteration steps.
4. Final result of computation.

Upload your project report, and your computer code, to Brightspace by the due date.

Please put your source program and the binary computer code (if applicable) in a tar-ball (or zip file), and be sure to include a README file in the tar-ball to explain how to compile/run your code to generate the results. Please upload this tar-ball (or zip file), together with your report, to Brightspace.