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**Approximation of root of nonlinear equation using
Fixed-Point Iteration Method**

*****/

```
#include <stdio.h>
#include <math.h>
#include <conio.h>
#define EPS 0.00001
```

```
float g(float x){
    return 5+0.5*sin(x);
}
```

```
int main()
{
    float x0, x1;
    int n=1;
    printf("Enter an initial point x0:\n");
    scanf("%f", &x0);
```

```
    x1=g(x0);
    while (fabs((x1-x0)/x1)>EPS){
        n++;
        x0=x1;
        x1=g(x0);
        if (g(x1)==x1) break;
    }
```

```
    printf("The approximate root of given function is %f with %d number of iterations.", x1, n);
    getch();
    return 0;
}
```

Approximation of root of nonlinear equation using Bisection Method

*****/

```
#include <stdio.h>
#include <math.h>
#include <conio.h>
#define EPS 0.00001
```

```
float f(float x){
    return x*x*x-2*sin(x);
}
```

```
int main()
```

```
{
    float a, b, c;
    int n=0;
    do{
        printf("Enter two valid initial points a and b:\n");
        scanf("%f %f", &a, &b);
    }
    while (f(a)*f(b)>=0);
```

```
    do{
        n++;
        c=(a+b)/2;
        if (f(c)==0) break;
        if (f(a)*f(c)<0) b=c;
        else a=c;
    }
    while (fabs((b-a)/a)>EPS);
```

```
    printf("The approximate root of given function is %f with %d number of iterations.", c, n);
    getch();
    return 0;
```

```
}
```

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Approximation of root of nonlinear equation using
Secant Method

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```
#include <stdio.h>
#include <math.h>
#include <conio.h>
#define EPS 0.00001
```

```
float f(float x){
    return x*x*x-3*x+1;
}
```

```
int main()
{
    float x0, x1, x2;
    int n=0;
    do{
        printf("Enter two valid initial points x0 and x1:\n");
        scanf("%f %f", &x0, &x1);
    }
    while (f(x0)==f(x1));

    do{
        n++;
        x2=(x0*f(x1)-x1*f(x0))/(f(x1)-f(x0));
        if (f(x2)==0) break;
        x0=x1;
        x1=x2;
    }
    while (fabs((x1-x0)/x1)>EPS);

    printf("The approximate root of given function is %f with %d number of iterations.", x2, n);
    getch();
    return 0;
}
```

```
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Approximation of root of nonlinear equation using
Newton-Raphson Method
*****/
```

```
#include <stdio.h>
#include <math.h>
#include <conio.h>
#define EPS 0.00001
```

```
float f(float x){
    return x*sin(x)+cos(x);
}
```

```
float fd(float x){
    return x*cos(x);
}
```

```
int main()
{
    float x0, x1;
    int n=1;
    do{
        printf("Enter a valid initial point x0:\n");
        scanf("%f", &x0);
    }
    while (fd(x0)==0);

    x1=x0-(f(x0)/fd(x0));
    while (fabs((x1-x0)/x1)>EPS){
        n++;
        x0=x1;
        x1=x0-(f(x0)/fd(x0));
        if (f(x1)==0) break;
    }
```

```
printf("The approximate root of given function is %f with %d number of iterations.", x1, n);
getch();
return 0;
}
```

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Approximation of root of polynomial using
Newton-Raphson Method with Horner's evaluation

*****/

```
#include <stdio.h>
#include <math.h>
#include <conio.h>
#define EPS 0.00001
```

```
void horner(int n, float a[], float x0, float p[]){
    int i;
    p[0]=a[n], p[1]=a[n];
    for (i=n-1; i>=1; i--){
        p[0]=a[i]+p[0]*x0;
        p[1]=p[0]+p[1]*x0;
    }
    p[0]=a[0]+p[0]*x0;
}
```

```
int main()
{
    float a[10], p[2], x0, x1;
    //p[0] and p[1] stores the value of the polynomial and its derivative at x0 respectively
    int i, n, count=1;
    printf("Enter the degree of the polynomial:\n");
    scanf("%d", &n);
    printf("\nEnter the coefficients of the polynomial starting from the highest degree:\n");
    for (i=n; i>=0; i--)
        scanf("%f", &a[i]);
    printf("Enter a valid initial point x0:\n");
    scanf("%f", &x0);

    horner(n, a, x0, p);
    x1=x0-(p[0]/p[1]);
    while (fabs((x1-x0)/x1)>EPS){
        count++;
        x0=x1;
        horner(n, a, x0, p);
        x1=x0-(p[0]/p[1]);
    }

    printf("\nThe approximate root of given function is %f with %d number of iterations.", x1, count);
    getch();
    return 0;
}
```