Recap (second half):

- Iterative methods: General Idea, Jacobi, Gauss Seidel, SOR
  → convergence criteria for iterative solvers (Lax - Richtmyer equivalence theorem)
- Interpolation:
  Aitken's, De Casteljau's algorithms
  Bezier curves and properties

- Gaussian Quadrature and relation to other integration rules:
  - Gaussian Quadrature
    - Gaussian nodes based on orthogonality constraints
    - Legendre polynomials
    - Simpson's scheme
    - Interval transformation.
    - Monte Carlo integration (concept)
- Differential equations (ordinary)
  - IVP
  - What is a solution to ODE
  - One-step methods: FE, BE, HE, CN
  - Implicit/explicit methods
  - consistency error, convergence order
  - stability (absolute)

- convergence conditions (consistency, stability)
- RK methods, Butcher arrays

* *Taylor method (just concept, i.e. use Tayler expansion)*