

## The Program

```
#include <iostream>
#include <cmath> ← to use fabs
```

```
/* This program will approximate an integral by using more and more
points in the rectangle rule. It requires a function program for the
integrand, the interval (a,b) of integration, an initial number of points
n0 for the approximation, and a convergence parameter epsilon */
```

```
/* function to be integrated
@param x the value at which to evaluate f
@return the value of f(x)
*/
```

```
double f(double x)
{
    return x / (1. + x*x);
}
```

$$f(x) = \frac{x}{1+x^2}$$

```
/** Computes the rectangle rule approximation to the integral
of a function
@param a the left endpoint of the integral
@param b the right endpoint of the integral
@param n the number of rectangles used
@return the approximation of the integral
*/
double rectangle(double a, double b, int n)
{
    double h = (b - a) / (n + 1);
    double x = a;
    double value = f(x);
    for (int i = 0; i <= n; i++)
    {
        x = x + h;
        value = value + f(x);
    }
    return value * h;
}
```

```
int main()
{
    int n0;
    double a, b, epsilon;
    // prompt for input
    cout << "Please enter values for a, b, n0, and epsilon: ";
    cin >> a >> b >> n0 >> epsilon;
    // echo the input
    cout << "a = " << a << " b = " << b << endl;
    cout << "n0 = " << n0 << " epsilon = " << epsilon << endl;
    // compute the first two approximations to the integral
    double RC; // will hold the current approximation
    RC = rectangle(a, b, n0);
```

```
// double the number of rectangles
int n = 2. * n0;
double RN; // will hold the next approximation of the integral
RN = rectangle(a, b, n);
// repeat integral approximations until converge
while (fabs(RN - RC) > epsilon)
{
    n = 2. * n; // double n
    RC = RN; // save current approximation
    RN = rectangle(a, b, n); // compute next approximation
    // display result
    cout << "Integral = " << RN << " for n = " << n << endl;
}
return 0;
}
```

## Test Run

Use  $a = 0, b = 1, n_0 = 2$ , and  $\epsilon = 0.001$

The exact solution to the integral is

$$\int_0^1 \frac{x}{1+x^2} dx = \int_1^2 \frac{u}{2u} \frac{du}{2x} = \frac{1}{2} \int_1^2 \frac{1}{u} du$$

$$u = 1+x^2 \quad \frac{du}{2x} = dx$$

$$= \frac{1}{2} \ln|u| \Big|_1^2 = \frac{1}{2} \ln 2 - \frac{1}{2} \ln 1 = \frac{1}{2} \ln 2 \approx 0.3465736$$

## Other Rules

• Midpoint Rule



$$ht = f\left(\frac{x_i + x_{i+1}}{2}\right) \cdot h = f\left(x + \frac{h}{2}\right)$$

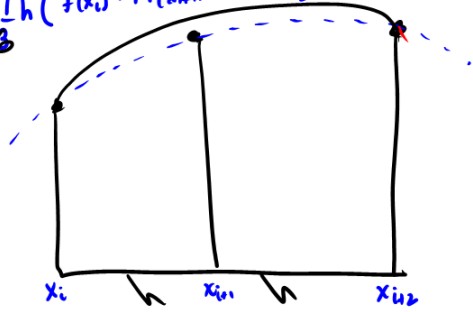
• Trapezoid Rule



$$A_{trap} = \frac{1}{2} h (b_1 + b_2) = \frac{1}{2} h (f(x_i) + f(x_{i+1}))$$

• Simpson's Rule

Simpson's Rule Section 7.7 in Calc text

$$A = \frac{1}{6} h (f(x_i) + 4f(x_{i+1}) + f(x_{i+2}))$$


$$(h/6) [f(x) + 4 * f(x+h/2) + f(x+h)]$$

