

```
#include<stdio.h>

#include<math.h>

#include<conio.h>

float f(float x,float y);

void main()
{
    clrscr();

    float x0,y0,m1,m2,m3,m4,m,y,x,h,xn;

    printf("Enter x0,y0,xn,h:");

    scanf("%f %f %f %f",&x0,&y0,&xn,&h);

    x=x0;

    y=y0;

    printf("\n\nX\t\tY\n");

    while(x<xn)
    {
        m1=f(x0,y0);

        m2=f((x0+h/2.0),(y0+m1*h/2.0));

        m3=f((x0+h/2.0),(y0+m2*h/2.0));

        m4=f((x0+h),(y0+m3*h));

        m=((m1+2*m2+2*m3+m4)/6);

        y=y+m*h;

        x=x+h;

        printf("%f\t%f\n",x,y);

    }

    getch();
}

float f(float x,float y)
```

```
{  
    float m;  
    m=(x-y)/(x+y);  
    return m;  
}
```

Enter x0,y0,xn,h:0

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X	Y
1.000000	0.755556
2.000000	0.511111
3.000000	0.266667
4.000000	0.022222
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