Runge's methods

KZ

```
(x, y) - initial data
h - the grid step
f - initial function
b - the right boundary
3 steps of order 3
solveDE[f_, x_, y_, h_, b_] := Module[x0, k1, k2, k3, y0, array = {}, arrayx = {}},
  x0 = x;
  y0 = y;
  While [x0 < b]
    k1 = f[x0, y0];
    k2 = f[x0 + h/2, y0 + hk1/2];
    k3 = f[x0 + h, y0 - h k1 + 2 h k2];
    y0 = y0 + h(k1 + 4k2 + k3)/6;
    AppendTo[array, y0];
    AppendTo[arrayx, x0];
    x0 += h;
   {arrayx, array} // Transpose]
Let's check our function with the integrated functions
f[x_{y}] := \cos[3x] - 4y
p = solveDE[f, 0, 1, 0.01, 1];
s = DSolve[{y'[x] = -4y[x] + Cos[3x], y[0] = 1}, y[x], x][1, 1] // Values
\frac{1}{25} e^{-4x} \left(21 + 4 e^{4x} \cos [3x] + 3 e^{4x} \sin [3x]\right)
Plot[s /. x \rightarrow k, {k, 0, 1}, Epilog \rightarrow {Red, PointSize[0.006], Point[p]}]
8.0
0.6
0.4
0.2
               0.2
                            0.4
                                          0.6
```

Classic Runge's method of order 4

```
solveDE4order[x_, y_, h_, b_] := Module[{x0, k1, k2, k3, k4, y0, array = {}}, arrayx = {}},
  x0 = x;
  y0 = y;
  While [x0 < b]
   k1 = f[x0, y0];
   k2 = f[x0 + h/2, y0 + hk1/2];
   k3 = f[x0 + h/2, y0 + hk2/2];
   k4 = f[x0 + h, y0 + h k3];
   y0 = y0 + h(k1 + 2k2 + 2k3 + k4)/6;
   AppendTo[array, y0];
   AppendTo[arrayx, x0];
   x0 += h;
  {arrayx, array} // Transpose
p2 = solveDE4order[0, 1, 0.01, 1];
Show[{Plot[s /. x \rightarrow k, \{k, 0, 1\}],
  Graphics[{Red, PointSize[0.005], Point[p2]}]}, PlotRange → Full]
1.0
8.0
0.6
0.4
0.2
                                                    0.8
              0.2
                           0.4
                                        0.6
                                                                 1.0
```

2 steps of order 2

```
solveDE2order[x_, y_, h_, b_] := Module[x0, k1, k2, y0, array = {}, arrayx = {}},
  x0 = x;
  y0 = y;
  While [x0 < b]
   k1 = f[x0, y0];
   k2 = f[x0 + h/2, y0 + hk1/2];
   y0 = y0 + h k2;
   AppendTo[array, y0];
   AppendTo[arrayx, x0];
   x0 += h;
  {arrayx, array} // Transpose
p3 = solveDE2order[0, 1, 0.01, 1];
```



