- **1.1 Objective:** To find the root of non-linear equation by Bisection method using C/C++.
- **1.2 Theory:** The bisection method is a method for finding roots of an equation f(x) = 0, given that a root occurs in the interval [a, b]. First the midpoint c=a+(b-a)/2 of the interval is calculated. Then the function is evaluated at this midpoint. There are three cases:
 - f(c) is zero. Here c is the root.
 - f(b) and f(c) have opposite signs. In this case the root lies in the interval [b, c].
 - f(b) and f(c) have the same signs. In this case the roots lies in the interval [a, c].

1.3 Procedure/Code:

```
#include<iostream.h>
#include<conio.h>
#include<math.h>
float f(float x)
{
  return x*x*x-11*x-9;
}
void main()
{
         float a,b,x,x1,e;
          int I;
    clrscr();
        cout<<"\n Enter the values of a & b: \n";
         cin>>a>>b;
          cout<<"\n Enter error allowed: ";
         cin>>e;
```

```
l:
   If (f(a)*f(b)>=0)
  {
        cout<<"\nEnter values of a & b again :\
        n"; cin>>a>>b; goto I;
  for(i=0;i<50;i++)
        x=(a+b)/2;
        cout<<"\nValue of x after "<<i+3<<"iteration s : "<<x;</pre>
        if(f(a)*f(x)<0) b=x;
        else
               a=x;
        x1=(a+b)/2; if(fabs(x-x1)<=e)
               break;
  }
  cout<<"\nRoot of equation is : "<<x;</pre>
  getch();
}
```

1.4 Output: Given equation is x^3 -11x-9=0.

Enter values of a & b:

3

4

Enter error allowed: 0.00001

Value of x after 1 iteration is : 3.5 Value of x after 2 iteration is : 3.75 Value of x after 3 iteration is : 3.625 Value of x after 4 iteration is : 3.6875 Value of x after 5 iteration is : 3.65625 Value of x after 6 iteration is : 3.671875 Value of x after 7 iteration is : 3.664063 Value of x after 8 iteration is : 3.667969 Value of x after 9 iteration is : 3.666016 Value of x after 10 iteration is : 3.666992 Value of x after 11 iteration is : 3.66748 Value of x after 12 iteration is : 3.667725 Value of x after 13 iteration is : 3.667847 Value of x after 14 iteration is : 3.667908 Value of x after 15 iteration is : 3.667938 Value of x after 16 iteration is : 3.667923 Root of equation is : 3.667923

- **2.1 Objective:** To find the root of a non-linear equation by Newton-Raphson Method using C/C++.
- **2.2 Theory:** The Newton-Raphson method is a method for finding roots of an equation f(x)=0 using the formula:

$$x_{n+1} = x_n - \underline{f(x_n)}$$
$$f'(x_n)$$

2.3 Procedure/Code:

```
#include<iostream.h>
       #include<conio.h>
#include<math.h>
float f(float a)
    {
             float x=((a*a*a)-(4*a)-9);
return(x);
     float fd(float a)
             float x=((3*a*a)-4);
return(x);
    void main()
           clrscr();
             float a,b,fx,fdx,e,itea,k=0;
cout<<"Enter first value";</pre>
           cin>>a;
             cout<<"Enter the maximum number of iteration";</pre>
cin>>itea;
```

```
cout<<"Maximum acceptable error";</pre>
            cin>>e;
                   for(int i=1;i<itea;i++)</pre>
                            fx=f(a);
              fdx=fd(a);
b=(a)-(fx/fdx);
fx=f(b);
                          if(fabs(fx)<e)
                            {
                     k++;
              break;
                          }
                          else
                            {
                     a=b;
                          }
                          cout<<"\n Value after"<<i<" iteration "<<b;</pre>
                   }
                   if(k==0)
                   {
                          cout<<"Number of iteration is less than required";</pre>
                     }
getch();
     }
```

2.4 Output:

Enter first value 2
Enter the maximum number of iteration 3
Maximum acceptable error .0001

Value after 1 iteration 3.125
Value after 2 iteration 2.76853
Value after 3 iteration 2.700196

3.1 Objective: To evaluate definite integral by Trapezoidal rule using C/C++.

3.3 Procedure/Code:

```
#include<stdio.h>
     #include<conio.h>
#include<math.h>
float y(float x)
{
       return1/(1+x*x);
}
main()
{
   float x0,xn,h,s;
   int I,n;
   clrscr();
   printf("Enter x0, xn, number of subintervals");
   scanf("%f%f%d", &x0, &xn, &n);
                                          h=(xn-x0)/n;
   s=y(x0)+y(xn);
                     for(i=1;i<=n-1;i++)
   s+=2*y(x0+i*h);
   printf("Value of integral is %6.4f\n",(h/2)*s);
   getch();
}
```

3.4 Result:

Enter x0, xn, number of subintervals
0
6
Value of integral is 1.4108

4.1 Objective: To evaluate definite integral by Simpson's one-third rule using C/C++.

4.3 Procedure/Code:

```
#include<stdio.h>
  #include<conio.h>
#include<math.h>
float y(float x)
{
    return1/(1+x*x);
}
main()
{
      float x0,xn,h,s; int I,n; clrscr();
   printf("Enter x0, xn, number of subintervals");
   scanf("%f%f%d", &x0, &xn, &n); h=(xn-x0)/n;
   s=y(x0)+y(xn)+4*(x0+h); for(i=3;i<=n-1;i+=2)
   s+=4*y(x0+i*h)+2*y(x0+(i-1)*h); printf("Value
   of integral is \%6.4f\n",(h/3)*s); getch();
}
```

4.4 Result:

Enter x0, xn, number of subintervals

0

6

6

Value of integral is 1.4108.