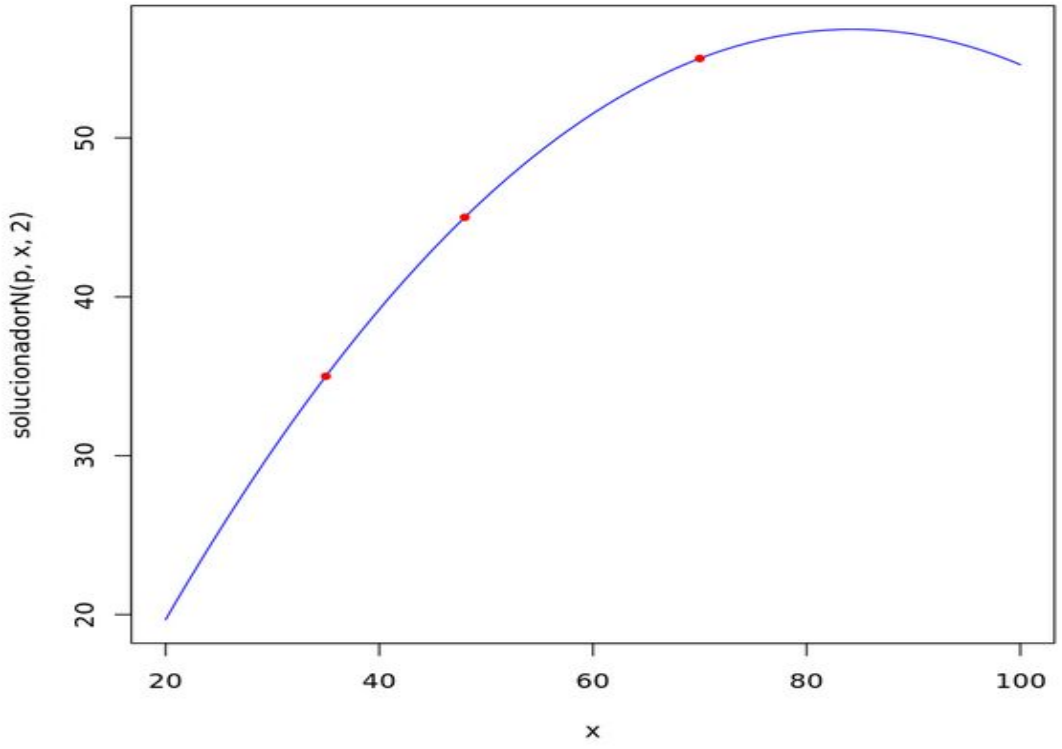
Parcial 2
Luis Fernando Rodriguez

Punto 1.

In [4]:
```
rm(list=ls())

interNewton<-function(M){
  resultado<-0
  k<-1
  resultado<-M
  tamano<-NROW(resultado)
  temp<-0
  temp[c(1)]<-resultado[1,2]
  while(k<tamano)
  {
    k<-k+1
    j<-k
    i<-1
    while((j-1)<=(tamano-1))
    {

      temp[c(j)]<-(resultado[j,2]-resultado[j-1,2])/(resultado[j,1]-resultado[i,1])

      i<-i+1
      j<-j+1

    }

    resultado[,2]<-temp
  }
  return(resultado)
}

solucionadorN=function(p,x,n){
  i=2;
  j=1;
  if((0<=n)&&(n<=(NROW(p))))
  {
  acomulado=p[1,2]
  while(i<=n+1){
    auxiliar=1
    while(j<i){
      auxiliar=auxiliar*(x-p[j,1])
      j=j+1;
    }
    auxiliar=auxiliar*p[i,2]
    i=i+1;
    j=1
    acomulado=acomulado+auxiliar
  }

  return(acomulado)
  }
  else cat("Grado no posible","\n")
}
```

```
M<-matrix(c(35,48,70,40,22,35,45,55,65,75),ncol=2,nrow=5)
p<-interNewton(M)
x<-seq(20,100,0.1)
cat(solucionadorN(p,55:65,2))
plot(x,solucionadorN(p,x,2),type="l",col="blue")

abline(h=0,col="blue")
points(rbind(M),pch=19,cex=0.7,col="red")
```

```
49.12587 49.64336 50.14286 50.62438 51.08791 51.53347 51.96104 52.37063 52.76224 53.13586 53.49151
```



Punto 2
Regla de Simpson

Solucion en R

```
In [10]: f <- function(x){ return( sqrt(1+cos(x)*cos(x))) }
         n <- 1000
         a <- 0
         b <- 2
         x <- seq(a,b,length=n+1)
         h <- (b-a)/n
         coe <- c(1,rep(c(4,2),(n-2)/2),4,1)
         int <- h*sum(coe*f(x))/3
         int
         integrate(f,a,b,stop.on.error = 1e-10)

         2.35168880740062

         2.351689 with absolute error < 1.3e-10
```

Solución en Phyton

In [*]:

```
from math import*

def simpson(f, a, b, m):
    h=(b-a)/m
    s=0
    x=a
    for i in range (1,m):
        s = s+2*(i % 2 + 1)*f(x + i * h)
    s = h/3 *(f(a) + s + f(b))
    return s

def f(x):
    return sqrt(1+cos(x)**2)

i = 4
while(i <= 20):
    x = "{0:.4f}".format(simpson(f,0,2,i))
    print(i,"\t",x)
i += 4
```

```
4       2.3504
```