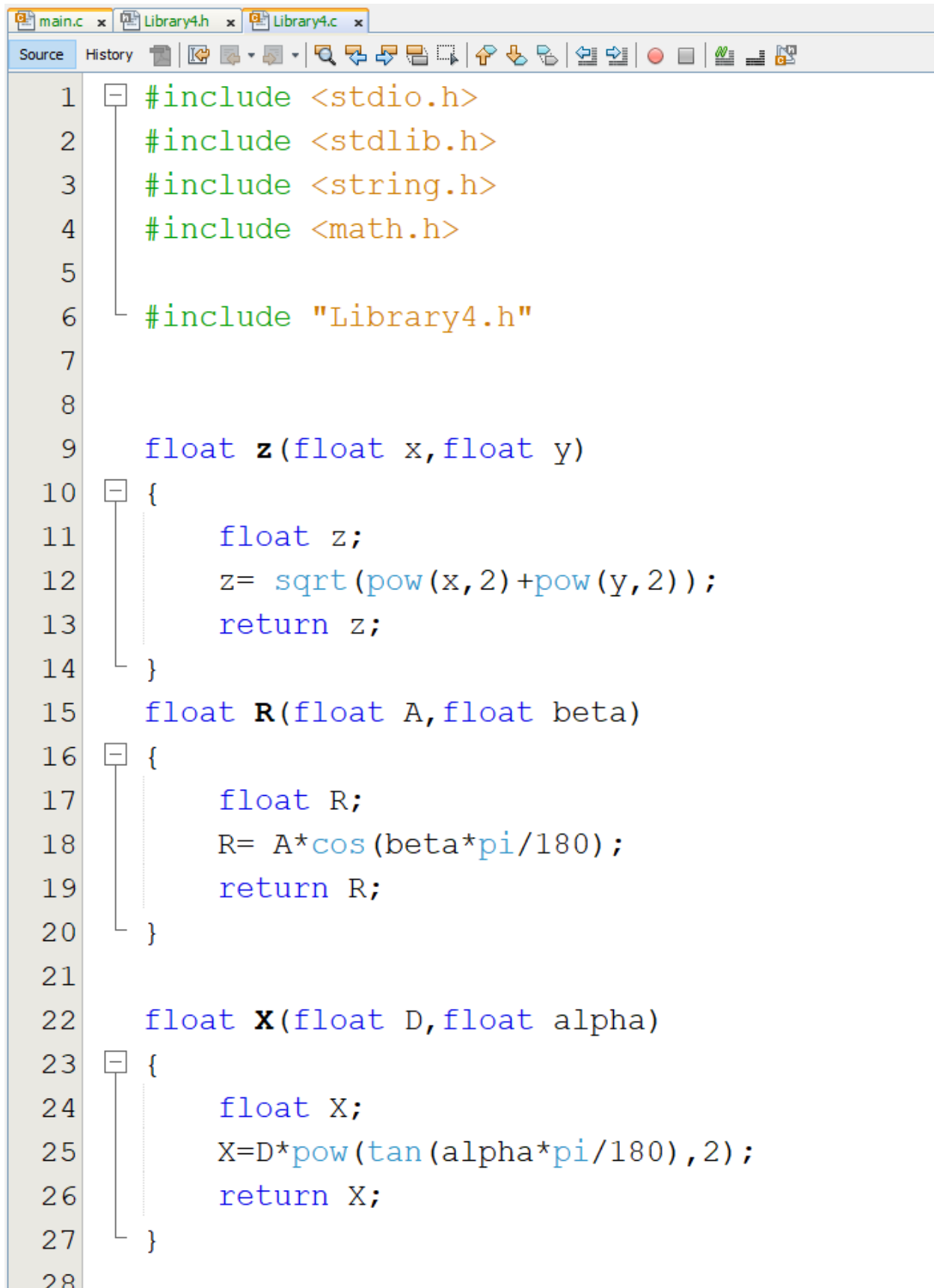


The putty shows same answers before and after and the Libraries are included with separate functions called in main file.

```
9 // Initialize the device
10 SYSTEM_Initialize();
11
12 float originala, originalb, originalc, originald, originale, originalf, originalg;
13 float x=2.25,y=3.72,A=4.27,beta=35.0,D=6.85,alpha=33.0,R1=2.15,g=9.81,theta=43.0,a=0.5,k=20,k2=100,a2=0,b=2,n=200;
14 originala= z(x,y);
15 originalb= R(A,beta);
16 originalc= X(D,alpha);
17 originald= v(R1,g,theta);
18 originale= e(a,k);
19 originalf= f(k2);
20 originalg= integral(a2,b,n);
21 printf("\n\n original answers in order are as follows: \n\n %f %f %f %f %f %f %f",originala, originalb, originalc, original
22
23
24 float newa,newb,newc,newd,newe,newf,newg;
25 float x1=4.13,y1=2.72, A1=17.25,beta1=15.0,D1=1.26,alpha1=19.0,R2=15.13,theta1=21.0,a1=0.75,k3=25,k4=50,a3=1,b1=3.2,n2=140;
26 newa=z(x1,y1);
27 newb=R(A1,beta1);
28 newc=X(D1,alpha1);
29 newd=v(R2,g,theta1);
30 newe=e(a1,k3);
31 newf=f(k4);
32 newg=integral(a3,b1,n2);
33 printf("\n\n The new values calculated are as follows: \n\n %f %f %f %f %f %f %f",newa,newb,newc,newd,newe,newf,newg);
34
```

```
1 #define pi 4.0*atanf(1.0)
2 float z(float x,float y);
3 float R(float A,float beta);
4 float X(float D,float alpha);
5 float v(float R,float g,float theta);
6 float e(float a,float k);
7 float f(float k);
8 float integral(float a,float b,float n);
9
```



```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <string.h>
4  #include <math.h>
5
6  #include "Library4.h"
7
8
9  float z(float x,float y)
10 {
11     float z;
12     z= sqrt(pow(x,2)+pow(y,2));
13     return z;
14 }
15 float R(float A,float beta)
16 {
17     float R;
18     R= A*cos(beta*pi/180);
19     return R;
20 }
21
22 float X(float D,float alpha)
23 {
24     float X;
25     X=D*pow(tan(alpha*pi/180),2);
26     return X;
27 }
28
```

```
main.c x Library4.h x Library4.c x
Source History
28
29 float v(float R, float g, float theta)
30 {
31     float v;
32     v= sqrt(R*g*tan(theta*pi/180));
33     return v;
34 }
35
36 float e(float a, float k)
37 {
38     int i=0;
39     float sumK=0;
40
41     for(i=0;i<=k;i++)
42     {
43         sumK += pow(0.5,i);
44     }
45     return sumK;
46 }
47
48 float f(float k)
49 {
50     int l=0, sumL=0;
51
52     for(l=0;l<=k;l++)
53     {
54         sumL += l;
55     }
```

```
main.c x Library4.h x Library4.c x
Source History
58
59 float integral(float a, float b, float n)
60 {
61
62     int i=0;
63
64     float deltax= (b-a)/n; //delta x for the approximated integral solution
65
66     float X=0, X1=0, Xn=0, sum1=0, sum2=0; // the Simpson's rule terms up to f of Xi
67
68     for(i=0;i<=n;i++)
69     {
70         X1=0.5*i;
71         if(i==0)
72         {
73             X1= 0.5*a;
74
75         }
76         else
77         {
78             if(i==n)
79             {
80                 Xn=0.5*b;
81             }
82             else
83             {
84                 if(i%2 == 0)
85                 {
```

```
original answers in order are as follows:
4.347517  3.497779  2.888852  4.434878  1.999999  5050.000000  1.333333
The new values calculated are as follows:
4.945230  16.662221  0.149387  7.548188  2.000000  1275.000000  2.674048

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