```
 */

float z(float x,float y);
float R(float A,float beta);
float X(float D,float alpha);
float v(float R,float g,float theta);
float e(float a,float k);
float f(float k);
float integral(float a,float b,float n);


void main(void)
{
    // Initialize the device
    SYSTEM_Initialize();
    float pi=4.0*atanf(1.0);
    float originala, originalb, originalc, originald, originale, originalf, originalg;
    float x=2.25,y=3.72,A=4.27,beta=35.0*pi/180,D=6.85,alpha=33.0*pi/180,R1=2.15,g=9.81,theta=43.0*pi/180,a=0.5,k=20,k2=100,a2=0,b=2,n=200;
    originala= z(x,y);
    originalb= R(A,beta);
    originalc= X(D,alpha);
    originald= v(R1,g,theta);
    originale= e(a,k);
    originalf= f(k2);
    originalg= integral(a2,b,n);
    printf("\n\r\n\r original answers in order are as follows: \n\r %f  %f  %f  %f %f  %f  %f",originala, originalb, originalc, originald, orig
```

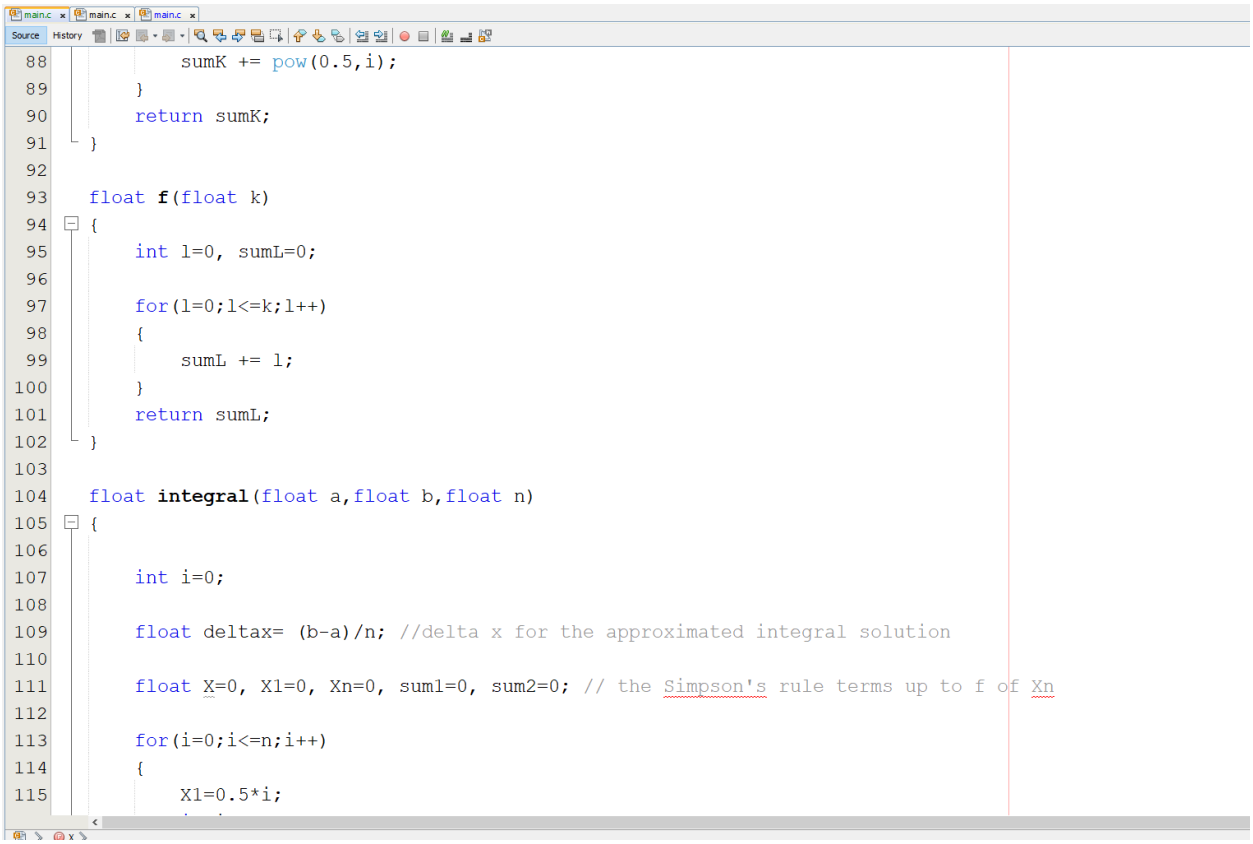
```
    float newa,newb,newc,newd,newe,newf,newg;
    float x1=4.13,y1=2.72, A1=17.25,beta1=15.0*pi/180,D1=1.26,alpha1=19.0*pi/180,R2=15.13,theta1=21.0*pi/180,a1=0.75,k3=25,k4=50,
    newa=z(x1,y1);
    newb=R(A1,beta1);
    newc=X(D1,alpha1);
    newd=v(R2,g,theta1);
    newe=e(a1,k3);
    newf=f(k4);
    newg=integral(a3,b1,n2);
    printf("\n\r The new values calculated are as follows: \n\r %f  %f  %f  %f  %f  %f  %f",newa,newb,newc,newd,newe,newf,newg);
    while (1)
    {
        // Add your application code
    }
}

float z(float x,float y)
{
    float z;
    z= sqrt(pow(x,2)+pow(y,2));
    return z;
}
float R(float A,float beta)
{
    float R;
    R= A*cos(beta);
    return R;
```

main.c | main.c | main.c

Source | History

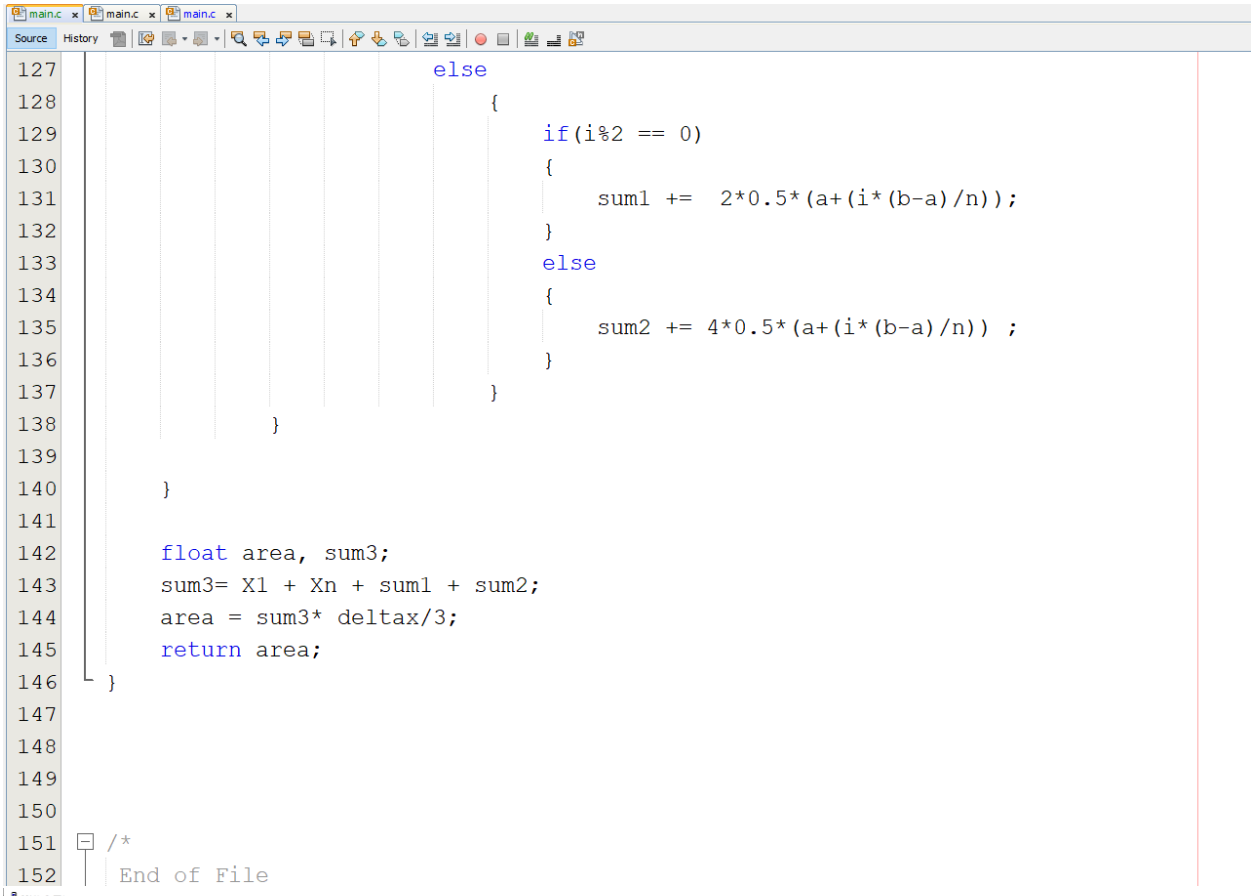
```
58          return z;
59      }
60      float R(float A,float beta)
61      {
62          float R;
63          R= A*cos(beta);
64          return R;
65      }
66
67      float X(float D,float alpha)
68      {
69          float X;
70          X=D*pow(tan(alpha),2);
71          return X;
72      }
73
74      float v(float R,float g,float theta)
75      {
76          float v;
77          v= sqrt(R*g*tan(theta));
78          return v;
79      }
80
81      float e(float a,float k)
82      {
83          int i=0;
84          float sumK=0;
85
```


main.c
main.c
main.c
Source
History
88 sumK += pow(0.5,i);
89 }
90 return sumK;
91 }
92
93 float f(float k)
94 {
95 int l=0, sumL=0;
96
97 for(l=0;l<=k;l++)
98 {
99 sumL += l;
100 }
101 return sumL;
102 }
103
104 float integral(float a,float b,float n)
105 {
106
107 int i=0;
108
109 float deltax= (b-a)/n; //delta x for the approximated integral solution
110
111 float X=0, X1=0, Xn=0, sum1=0, sum2=0; // the Simpson's rule terms up to f of Xn
112
113 for(i=0;i<=n;i++)
114 {
115 X1=0.5*i;

main.c | main.c | main.c

Source | History

```
112
113     for(i=0;i<=n;i++)
114     {
115         X1=0.5*i;
116         if(i==0)
117         {
118             X1= 0.5*a;
119
120         }
121         else
122             {
123                 if(i==n)
124                     {
125                     Xn=0.5*b;
126                     }
127                     else
128                         {
129                             if(i%2 == 0)
130                             {
131                                 sum1 +=  2*0.5*(a+(i*(b-a)/n));
132                             }
133                             else
134                             {
135                                 sum2 += 4*0.5*(a+(i*(b-a)/n)) ;
136                             }
137                         }
138             }
139
```



```
127                                 else
128                                     {
129                                         if(i%2 == 0)
130                                         {
131                                             sum1 +=  2*0.5*(a+(i*(b-a)/n));
132                                         }
133                                         else
134                                         {
135                                             sum2 += 4*0.5*(a+(i*(b-a)/n)) ;
136                                         }
137                                     }
138                             }
139
140         }
141
142         float area, sum3;
143         sum3= X1 + Xn + sum1 + sum2;
144         area = sum3* deltax/3;
145         return area;
146     }
147
148
149
150
151 /*
152     End of File
```

```
4.945230  -13.104629  0.028954  nan  2.000000  1275.000000  2.674048original an
swers in order are as follows:
4.347517  -3.858764  38844.816406  nan 1.999999  5050.000000  1.333333
The new values calculated are as follows:
4.945230  -13.104629  0.028954  nan  2.000000  1275.000000  2.674048

original answers in order are as follows:
4.347517  -3.858764  38844.816406  nan 1.999999  5050.000000  1.333333
The new values calculated are as follows:
4.945230  -13.104629  0.028954  nan  2.000000  1275.000000  2.674048
Part a's answer is: 4.347517
Part b's answer is: 3.497779
Part c's answer is: 2.888852
Part d's answer is: 4.434878

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

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
```

Had originally not mad the angles in radians that's why the terminal has previous solutions with errors. The correct solutions are in the last two lines.