

Simple Task 10

Valerie Richmond 3/19/14 CPS371 8am

```

(*The function displays the given function with the given number of
rectangles in the given range between the function and the x-axis.*)

rectanglesToFun[fun_, {lower_, upper_}, p_] :=
Module[{i, rectList = {}, step, low = lower, up = upper, ylow, yup},
  If[IntegerQ[p] && p > 0 && low < up ,

    (*The step is set to the interval divided by the number of rectangles
    needed. Nothing is done unless p is a positive integer and the range is valid.*)

    step = Abs[ $\frac{(up - low)}{p}$ ];

    (*Adds to the graphics list information
    to make the rectangles clear and edged with thick red.*)

    AppendTo[rectList, FaceForm[{Opacity[0]}]];
    AppendTo[rectList, EdgeForm[{Thick, Red}]];

    (*The loop goes through every rectangle in the range
    using an incremter starting at low and each time increasing by
    step until it reaches up. Adds the rectangle graphic to the list. *)

    For[i = low, i < up, i = i + step,

      (*If the function is positive,
      the y value of the second point of the rectangle will be the y value of the right x-
      value of the rectangle. If the function is below the x-axis then it will be the y-
      value of the left x-value of the rectangle. This is to ensure that
      the rectangles are always completely between the function and the x-
      axis--would be an underestimation of the area.*)

      If[fun[i] > 0, AppendTo[rectList, Rectangle[{i, 0}, {i + step, fun[i]}]],
        AppendTo[rectList, Rectangle[{i, 0}, {i + step, fun[i + step]}]]];

    (*Plots the function and the list*)

    Show[
      Plot[fun[x], {x, low - 2 step, up + 2 step}, AxesOrigin -> {0, 0}], Graphics[rectList]],

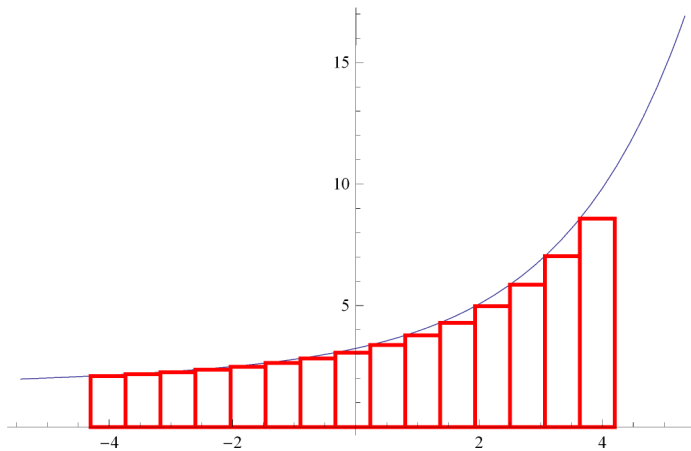
    (*ELSE: Prints the error message if the user enters unacceptable values.*)

    Print["Invalid p or range"]
  ]
]

```

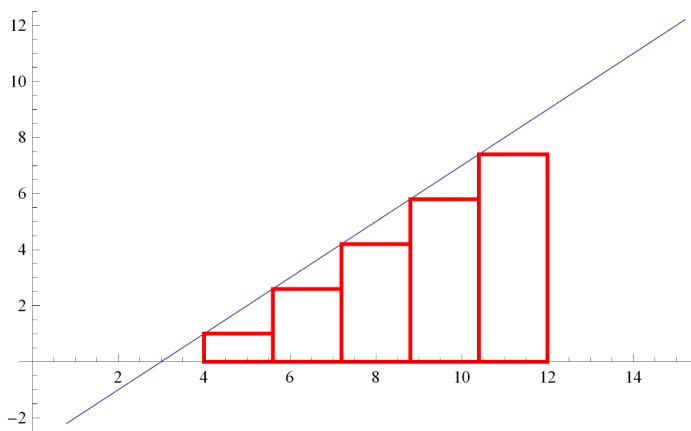
```
In[48]:= testFun[x_] := E0.5 x + .5 (20 + x)^(1 / 2)
rectanglesToFun[testFun, {-4.3, 4.2}, 15]
```

Out[49]=



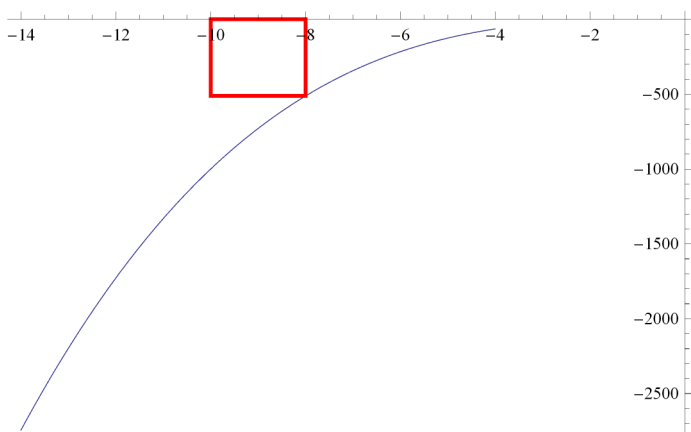
```
In[38]:= f[x_] := x - 3
rectanglesToFun[f, {4, 12}, 5]
```

Out[39]=



```
In[64]:= fun[x_] := x3
rectanglesToFun[fun, {-10, -8}, 1]
```

Out[65]=



Other: Calculus Fun!

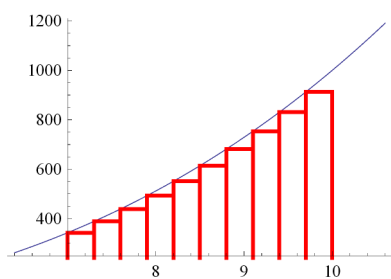
Code not provided for brevity.

```
rectanglesIntegral[fun, {7, 10}, 10]
```

Integral: $\frac{7599}{4}$

Area of Rectangle Estimation: $\frac{799\,779}{400}$

|Difference between the Methods|: 99.6975

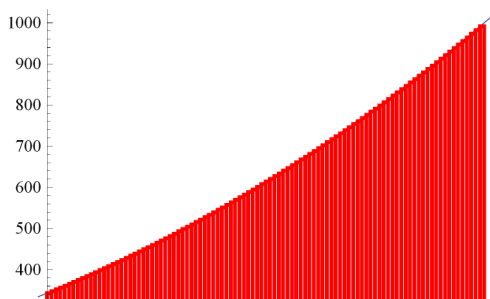


```
rectanglesIntegral[fun, {7, 10}, 100]
```

Integral: $\frac{7599}{4}$

Area of Rectangle Estimation: $\frac{76\,384\,659}{40\,000}$

|Difference between the Methods|: 9.86648



```
rectanglesIntegral[fun, {7, 10}, 10\,000]
```

Integral: $\frac{7599}{4}$

Area of Rectangle Estimation: $\frac{759\,939\,420\,459}{400\,000\,000}$

|Difference between the Methods|: 0.0985511

