

# HW4Solutions

## Chapter 17 exercise 1

```
1 > double x = 2.0, y = 3.0;
2 > 5.0*complex(1.0, 3.0)*complex(x, y)+4.0
3 complex(-31.0000,45.0000)
```

## Chapter 17 exercise 2cd

```
1 /**
2  * Compute the real, imaginary, magnitude, and
3  * phase angle of various complex numbers.
4  * Author: Nicolas Ventura
5  */
6
7 #include <stdio.h>
8 #include <complex.h>
9 #include <math.h>
10
11 int main(void) {
12     double complex z3, z4;
13     z3 = complex(7, 15) / complex(9, 30);
14     z4 = polar(3, 2.3 * M_PI) + polar(4, 3.4 * M_PI);
15     /* Print results of z3 and z4 */
16     printf("z3 = %f\n", z3);
17     printf("z4 = %f\n\n", z4);
18     /* Part (c) */
19     printf("real(z3) = %.3f\n", real(z3));
20     printf("imag(z3) = %.3f\n", imag(z3));
21     printf("abs(z3) = %.3f\n", abs(z3));
22     printf("carg(z3) = %.3f\n\n", carg(z3));
23     /* Part (d) */
24     printf("real(z4) = %.3f\n", real(z4));
25     printf("imag(z4) = %.3f\n", imag(z4));
26     printf("abs(z4) = %.3f\n", abs(z4));
27     printf("carg(z4) = %.3f\n\n", carg(z4));
28     return 0;
29 }
```

```
1 z3 = complex(0.522936,-0.076453)
2 z4 = complex(0.527288,-1.377175)
3
4 real(z3) = 0.523
5 imag(z3) = -0.076
6 abs(z3) = 0.528
7 carg(z3) = -0.145
8
9 real(z4) = 0.527
10 imag(z4) = -1.377
11 abs(z4) = 1.475
12 carg(z4) = -1.205
```

## Chapter 17 exercise 3

```

1  /**
2   * Compute the value of z6.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8  #include <complex.h>
9
10 int main(void) {
11     double complex z1 = complex(3, 4),
12                z2 = polar(5, deg2rad(40.0)),
13                z3 = complex(4, 4),
14                z4, z5, z6;
15
16     z4 = z1 * z2 - z2 * z3;
17     z5 = z1 / z3 - z1 * z3;
18     z6 = z4 - z1 * z5 + z2;
19
20     printf("z4 = %.3f\n", z4);
21     printf("z5 = %.3f\n", z5);
22     printf("z6 = %.3f\n", z6);
23
24     return 0;
25 }

```

```

1  z4 = complex(-3.830,-3.214)
2  z5 = complex(4.875,-27.875)
3  z6 = complex(-126.125,64.125)

```

## Chapter 17 exercise 5

```

1  /**
2   * Compute the roots of a quadratic equation.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8  #include <complex.h>
9
10 int main(void) {
11     /* Define variables */
12     double a, b, c, x1, x2;
13     double complex cx1, cx2;
14     /* Ask for user input */
15     printf("a = ");
16     scanf("%lf", &a);
17     printf("b = ");
18     scanf("%lf", &b);
19     printf("c = ");
20     scanf("%lf", &c);
21     /* Part (i) */
22     x1 = -b + sqrt(b * b - 4 * a * c) / (2 * a);
23     x2 = -b - sqrt(b * b - 4 * a * c) / (2 * a);
24     printf("Roots\nx1 = %lf\nx2 = %lf\n", x1, x2);
25     /* Part (ii) */

```

```

26     cx1 = -b + csqrt(b * b - 4 * a * c) / (2 * a);
27     cx2 = -b - csqrt(b * b - 4 * a * c) / (2 * a);
28     printf("Complex Roots\nx1 = %lf\nx2 = %lf\n", cx1, cx2);
29     return 0;
30 }

```

## Chapter 17 exercise 6

```

1  /**
2   * Compute a complex function and
3   * its inverse.
4   * Author: Nicolas Ventura
5   */
6
7  #include <stdio.h>
8  #include <math.h>
9  #include <complex.h>
10
11 complex double f(complex double z) {
12     return z * z - 3.0;
13 }
14
15 complex double g(complex double z) {
16     return csqrt(z + 3.0);
17 }
18
19 int main(void) {
20     complex double fz, gz, z;
21     /* Calculate the function f(z) */
22     z = I * sqrt(2.0);
23     fz = f(z);
24     printf("f(z) = %lf\n", fz);
25     /* Calculate the function g(z) */
26     z = -5.0;
27     gz = g(z);
28     printf("g(z) = %lf\n", gz);
29     return 0;
30 }

```

```

1 f(z) = complex(-5.000000,0.000000)
2 g(z) = complex(0.000000,1.414214)

```

## Problem 7a

```

1  /**
2   * Solve the complex equation.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <complex.h>
8
9  int main(void) {
10     /* Knowns */
11     double phi1 = M_PI / 2.0, r2 = 2.7;

```

```

12  /* Known */
13  complex double z = polar(sqrt(2.0), deg2rad(35.0));
14  /* Unknowns */
15  double r1_1, phi2_1, r1_2, phi2_2;
16  /* Use complexsolvePR(...) */
17  complexsolvePR(phi1, r2, z, r1_1, phi2_1, r1_2, phi2_2);
18  /* Print solutions */
19  printf("r1 = %7.4lfm, phi2 = %7.4lf rad = %7.4lf deg\n", r1_1,
20  phi2_1, rad2deg(phi2_1));
21  printf("r1 = %7.4lfm, phi2 = %7.4lf rad = %7.4lf deg\n", r1_2,
22  phi2_2, rad2deg(phi2_2));
23  return 0;
24 }

```

```

1  r1 = -1.6277m, phi2 = 1.1273 rad = 64.5922 deg
2  r1 = 3.2500m, phi2 = -1.1273 rad = -64.5922 deg

```

## Problem 7b

```

1  /**
2   * Solve the complex equation.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <complex.h>
8
9  int main(void)
10 {
11     /* Knowns */
12     double r1 = 1.0, r2 = sqrt(3.0);
13     /* Known */
14     complex double z = polar(2.7, deg2rad(45.0));
15     /* Unknowns */
16     double phi1_1, phi2_1, phi1_2, phi2_2;
17     /* Use complexsolveRR(...) */
18     complexsolveRR(r1, r2, z, phi1_1, phi2_1, phi1_2, phi2_2);
19     /* Print solutions */
20     printf("phi1 = %7.4lf rad = %7.4lf deg, phi2 = %7.4lf rad =
21     %7.4lf deg\n", phi1_1, rad2deg(phi1_1), phi2_1, rad2deg(phi2_1)
22     );
23     printf("phi1 = %7.4lf rad = %7.4lf deg, phi2 = %7.4lf rad =
24     %7.4lf deg\n", phi1_2, rad2deg(phi1_2), phi2_2, rad2deg(phi2_2)
25     );
26     return 0;
27 }

```

```

1  phi1 = 0.5832 rad = 33.4155 deg, phi2 = 0.9016 rad = 51.6578 deg
2  phi1 = 0.9876 rad = 56.5845 deg, phi2 = 0.6692 rad = 38.3422 deg

```