## Activity 2

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- 2) Code indundations can help the user, but also can be useful when compiling
- 3) urrors:
  - a. "out" change to "cout"
  - b. missing double disc;
  - C. type specifier: int
  - a. rewrite code to pair X1 and X2 and 42p and x2p to use all variables set previously
- 4) X, and X, are going to be more accurate. Using these two tensulnes that e, and ez are I not close in magnitude. Giving us a more accurate calculation. Using x, and x, give us |E3|>>Em 1 or a magnified error. right!
- 5) a. I don't understand the difference between the "print out firle to screen" portion and the "print titles to the plot five"
  - b. mine says int imax = 8, but only looped 7 times. Is that how its supposed to be.
- c. not sure what "fabs" is or what it means.
  floating point absolute
  value function
- 7) It worked when I manually typed the commands of the gruplot prompt, but not when I trick the "evad\_ea. Dit" file.

8) My plot had two fairly straight lines

Summing Different Orders

- 1) when adding I and  $5\cdot10^{-8}$  as your 13t part of the sum, they must both contain the same exponent. For 5.10-8 to be converted to decimal representation you run out of bits. This means what should be represented as I+a, actually becomes I+0+0+0... and you will just get  $\Sigma=1$ . Unitch is incorrect.
- 2) This addition should work better, because you don't have to convert "a" to a different exponent yet. Even though wentury the conversion will become too large, we will vare a sufficient to of a's added together that the Za +1 will actually give a number close to 1.5 and not just 1
- 5) This time 5.10.8 can be converted to the same exponent as 1 because we do not run out of bits in double precision. Therefor, 1 to is not going to be 1+0 anymore. We will get a close number, but maybe not exact.

Lafter running program:

04 (Y

5) I got it to run, I compared the code

to precision copp and quadratic\_equation\_1.cop to fund the errors and fund a furnat.

- 6) That areated 20(!!!) errors. I have no due how to fix them now :
- 7) prediction

I expect epstepst...+1 to be close to 1.5.

everything stoyed the same? What did you get?

With 10^8 additions, the exact answer is 6. The a+a+...+1 result though should be counterintuitive at first glance. Can you explain it?

Bessel 1:

1) 🗸

- 2) the 1st column is the x value for the bessel function given w/ 6 digits
  - the second was the x values in column one to find the value of the function wing the downward recursion relation storting from arbitrary jemax(x)
  - the third ups the x values in column one to find the value of the function using the upward recursion relation starting from  $30 = \frac{\sin x}{x}$  and  $\dot{3}_1 = \frac{\sin x x \cos x}{x}$
- 3) This is the best plot I could get, the commands in gruplots were not working

Something's not working with the plot. I can help in class if you can't get it working right.

