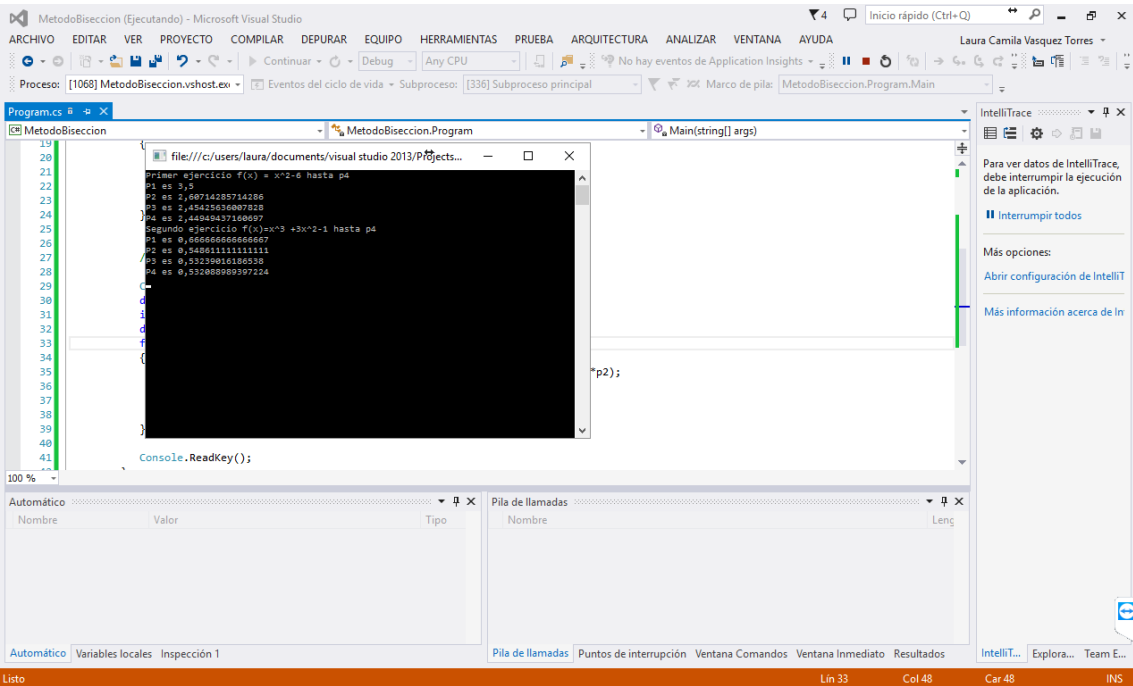
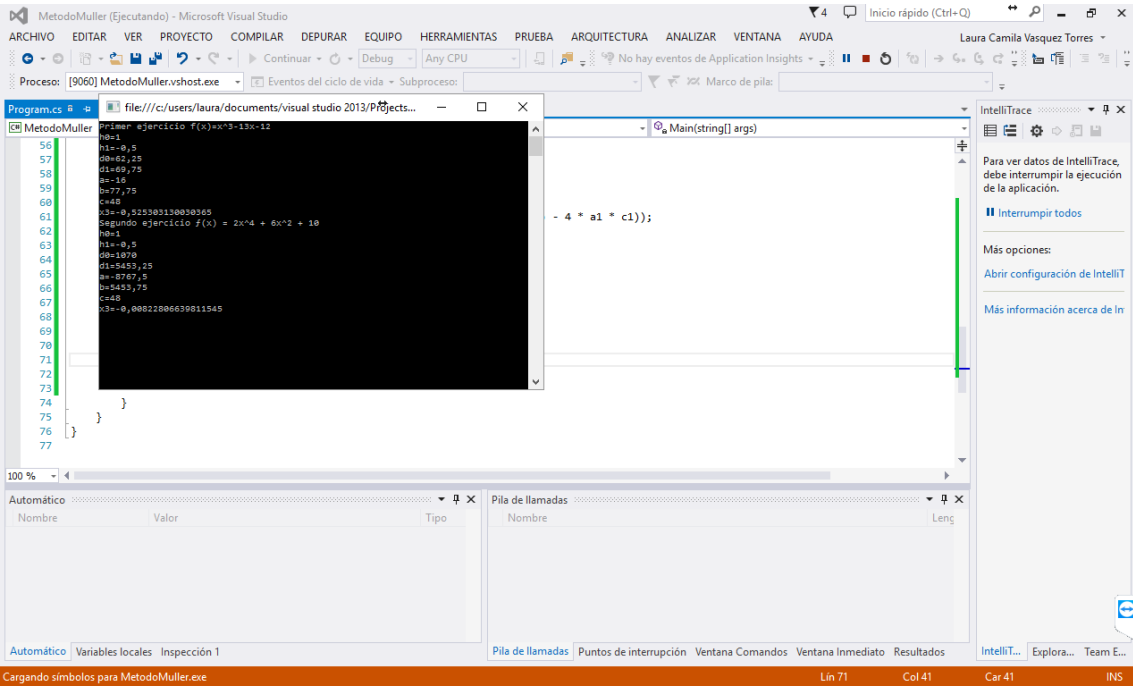


Método de Newton



Método de Muller



Método de Bisección

```
localhost:8080/metodos_num: x Sergio
localhost:8080/metodos_numericos/biseccion.php
Funcion:  $f(x)=\sqrt{x}-\cos x$ 
Intervalo: [0,1]
Hasta: P3

P1
a1 = 0
b1 = 1
f(0.5) = -0.17047578070383
f(0) = -1
p1 = 0.5

P2
a2 = 0.5
b2 = 1
f(0.75) = 0.13433653491062
f(0.5) = -0.17047578070383
p2 = 0.75

P3
a3 = 0.5
b3 = 0.75
f(0.625) = -0.020393704463123
f(0.5) = -0.17047578070383
p3 = 0.625
```

Método de Secante

```
localhost:8080/metodos_num: x Sergio
localhost:8080/metodos_numericos/secante.php
Funcion:  $f(x)=230x^4+18x^3+9x^2-221x-9$ 
Intervalo: [0,1]
Hasta: P4

P2
p0 = 0
p1 = 1
f(0) = -9
f(1) = 27
p2 = 0.25

P3
p1 = 1
p2 = 0.25
f(1) = 27
f(0.25) = -62.5078125
p3 = 0.77376276512176

P4
p2 = 0.25
p3 = 0.77376276512176
f(0.25) = -62.5078125
f(0.77376276512176) = -83.83052027901
p4 = -1.2854177835209
```