```c
#include<stdio.h>
#include<math.h>
int main()
{
 float pi,b,c,h,sum,a;
 int n,i,r;
 float f(float x);
 pi=4*atan(1);
 b=pi/18;
 c=5*pi/18;
 n=12;
 h=(c-b)/n;
 sum=0;
 for(i=0;i<=n-1;i++)
 {
 sum=sum+(h/2.)*(f(b+i*h)+f(b+(i+1)*h));
 }
 printf("the value of the integral upto 3D places is = %7.3f ",sum);
 return(0);
}
float f(float x)
{
 float y,a;
 int r;
 r=3;
 a=(1+r)/20.;
 y=1/pow((1+a*pow(sin(x),4)),1.5);
 return(y);
}
//*OUTPUT*//
the value of the integral upto 3D places is =   0.678
```