

```

#include<stdio.h>
#include<math.h>
float f(float x,float y);
int main()
{
float x0,xn,y0,h;
int r=3;
x0=0;
xn=1;
y0=1+(r/10.);
h=0.1;
while(x0<xn)
{
y0=y0+h*f(x0,y0);
x0=x0+h;
printf("y(%4.2f)=%7.5f\n",x0,y0);
}
printf("(Correct up to four decimal places)");
}
float f(float x,float y)
{
float z;
z=(1+cos(0.25*pow(x,2)+0.40*pow(y,3)))/(1+0.25*pow(x,3)+0.40*pow(y,2));
return (z);
}

/*Output*/
y(0.10)=1.31234
y(0.20)=1.40804
y(0.30)=1.48769
y(0.40)=1.55265
y(0.50)=1.60485
y(0.60)=1.64635
y(0.70)=1.67911
y(0.80)=1.70482
y(0.90)=1.72488
y(1.00)=1.74038
(Correct up to four decimal places)

```