**NM Lab List:**

1. Write a C program to find root of nonlinear equation using bisection method.
2. Write a C program to find root of nonlinear equation using Newton Raphson method.
3. Write a C program to find root of nonlinear equation using false position method.
4. Write a C program to find root of nonlinear equation using fixed point iteration method.
5. Write a C program to interpolate using Lagrange's method.
6. Write a C program to interpolate using Newton’s Divided difference method.
7. Write a C program to calculate derivative using forward difference formula.
8. Write a C program to find integration using trapezoidal rule.
9. Write a C program to find integration using composite trapezoidal rule.
10. Write a C program to find integration using Simpson’s 1/3 l rule.
11. Write a C program to find integration using Simpson’s 3/8 l rule.
12. write a C program to find integration using Composite Simpson’s 1/3 l rule.
13. Write a C program to find integration using composite Simpson’s 3/8 l rule.
14. Write a C program to find integral value by using Gaussian Integration.
15. Write a C program to find integral value by using Romberg Integration.
16. Write a C program to solve ordinary differential equation using Euler’s method.
17. Write a C program to solve ordinary differential equation using Heun’s method.
18. Write a C program to solve ordinary differential equation using 4th Order Runge Kutta method.
19. Write a C program for solving system of equations using basic Gauss elimination method.
20. Write a C program for solving system of equations using basic Gauss Jordan method.
21. Write a C program for matrix factorization by using Do-little LU decomposition method.
22. Write a C program to solve system of equations using Jacobi iteration method.
23. Write a C program to solve system of equations using Gauss Seidel iteration method.
24. Write a C program to solve Partial Differential Equations method using Laplace's equation method.
25. Write a C program to solve system of equations using Poison’s Equation method.

**Remarks:**

* Cover Page with Plastic Binding
* Table Of Content
* All Program with Handwritten
* with Input and Output for each program