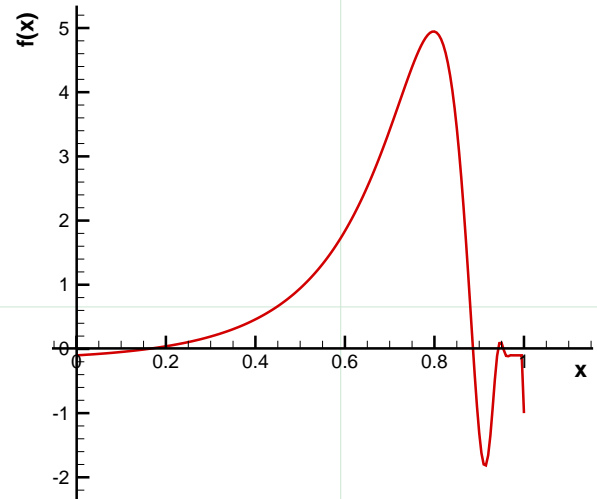
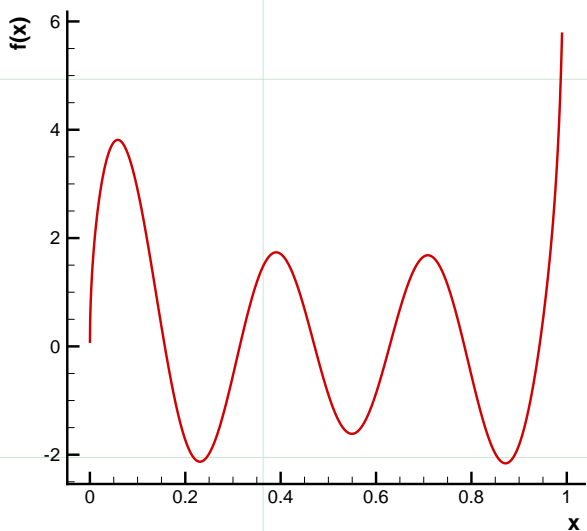


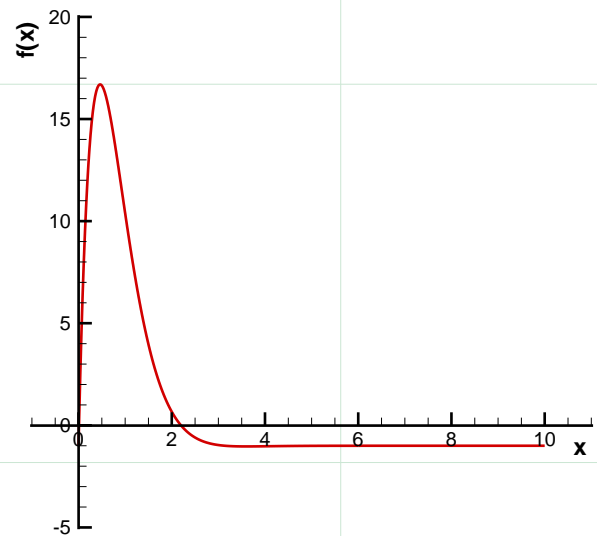
(a) $\frac{1}{10(0.5 - x)^2 + 1} - 0.4$



(b) $-\frac{\exp(0.4(1 - \frac{1}{1-x})) \sin(0.4(1 - \frac{1}{1-x}))}{(1-x)^2} - 0.1$



(c) $\frac{\sin(20x)}{\sqrt{x - x^3}}$



(d) $100 \exp(-2x) \sin(x) - 1$

Consider four different functions illustrated in Figure 1. We are to integrate these functions as described below with the accuracy of 10^4 . Before integrating, it is good to plot each function and check the output using TECPLOT software, to ensure that you have coded the functions properly.

1. For figure 1(a)

- (a) Find the roots of the function, i.e. x_1 and x_2 in the range of $x \in [0 \dots 1]$. The best method for root finding is Newton–Raphson rule since it is not a very complicated function and its derivative can be found analytically.
- (b) Integrate this function from x_1 to x_2 using Trapezoidal rule, Simpson rule and Monte–



Carlo method.

2. For figure 1(b)

- (a) Find the smallest and largest roots of the function, i.e. x_1 and x_2 in the range of $x \in [0 \cdots 1]$. Note that this function has 4 distinct roots in this range two of which are very close near the point $x = 0.95$. Make sure that you have found the largest root. Since this function is a little bit complicated, it is better to find the roots using bisection method.
- (b) Integrate this function from x_1 to x_4 using Trapezoidal rule, Simpson rule and Monte-Carlo method.
- (c) When using Trapezoidal rule, show that by means of adaptive method the solution can be found faster than the normal method.

3. For figure 1(c)

- (a) Integrate this function from $x_1 = 0$ to $x_2 = 1$ using Gauss-Legendre and Gauss-Chebyshev methods.
- (b) How many Gaussian points are required to achieve the required accuracy, for each method.

4. For figure 1(d)

- (a) Integrate this function from $x_1 = 0$ to $x_2 = 10$ using Trapezoidal rule and Gauss-Legendre methods.
- (b) When using Trapezoidal rule, show that by means of adaptive method the solution can be found faster than the normal method.
- (c) How many Gaussian points are required to achieve the required accuracy, for Gauss-Legendre method.